

Stargate Atlantis

THE LAST OF THE MOHICANS

written by

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Foreword:

This is my first script ever, and thus implies the usual caveats that go along with such an enterprise. I have no connections whatsoever with the entertainment industry and am not a writer.

For the brave souls that have not been scared away, I hope you'll enjoy something with a slightly different twist.

This script, including its follow-up "Standing on the edge of forever", are full length production DVD features.

Both stories make numerous interconnections with previous episodes of SGA and SG1 and insert themselves fairly innocuously into the existing arcs.

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SYNOPSIS:

SGA: The Last of the Mohicans (part 1)

Set with an approximate third season timeline, our heroes accidentally discover an injured Ancient in unconventional stasis.

They soon find that this person is special, even by Ancient's standards. The Atlantis team will uncover that their guest has indirect ties with the SGC's past histories. Along with the Ancient's help, friendships develop as both parties learn off each other. The inevitable confrontation with the Wraiths will cement the relationship. All good things must come to an end, or do they?

"THE LAST OF THE MOHICANS"

LEGEND: *Script note*

LEGEND: *Explanation / reasoning*

ALDIS is an old female Norse name, combining the definitions of "protection, fortune" with that of "goddess, priestess, female guardian spirit".
(<http://www.Vikinganswerlady.com/ONWomensNames.shtml>)

Ancients were given several monikers over the years. I settled onto Lantian, even though Lantian is how (I think) Wraiths refer to them.

Life span of Lantians: I do not recall any typical life spans given to Lantians, so I gave them one of about 10 times ours, in line with their intellectual abilities and with that of an extremely long lived civilization.

Timeline:

Approximately during season 3.

Background of the Lantian character ALDIS:

Aldis is the child of Myrdin and Ganos Lal, born about 300 years before the awakening of the Wraith by the Lantians and was raised on Atlantis. Considered gifted by her people, she demonstrated at an early age high intellectual abilities along with basic telepathic skills and healing powers common to other Lantians.

She is partially telepathic, allowing her to perceive the prominent thoughts of her interlocutor when in close proximity. Touching the subject with her hand, generally to the side of the neck, allows her to have access to the person's inner thoughts.

ALDIS is an expert in high-energy physics and has a strong interest in alien cultures to the point of sometimes emulating favorite elements of these.

With the conflict with the Wraiths taking a turn for the worse, she began to see that her people being a fundamentally peaceful race, were doomed.

Millennia of peaceful exploration and interaction with other advanced races and emergent humans would ironically be the cause of their own demise. Essentially most Lantians could not conceive of fighting a dirty war, much like the Asgard could not conceive of certain strategies and called in SGI for help.

Lantian over confidence in their abilities to solve almost anything and lack of experience with the "art of war" was a recipe for disaster.

If they were going to win this war, they would unfortunately need to learn about the devious ways of warfare against an enemy vastly superior in numbers. This standpoint was a source of strong disagreement between her and the council.

Unsupported, Aldis left Atlantis with copies of the Lantian scientific and historical databases, to the planet were the city ships and zero point modules where originally designed and fabricated.

In accord with Aldis's recommendation, the council removed references to this planet from all records for its protection.

Having exiled herself to that inhospitable place, she worked relentlessly for years on an improved zero point module design, finally settling for one that used a higher energy subspace fold as the domain for the power source.

With the help of a few colleagues, she then tackled the task of improving Lantian warship design. She found the Aurora class a good starting point, but lacking maneuverability and in need of greater sustained firepower.

The final design yielded a ship that could simultaneously have full shielding along with cloaking abilities, multiple high firing rate energy ports, a high sub-light maneuverability along with a larger drone complement that would make it a formidable weapon powered with the new H.P.Z.P.M. (High Potential Zero Point Module).

The warship controls now coupled to a thought input system, akin to how most jumper systems are implemented, greatly improved the response time.

With the H.P.Z.P.M. now a working prototype and a new warship design ready to be built, it was just too late. The Wraith had finally overrun the Pegasus galaxy with remaining Lantians fleeing to the Earth outpost.

End of background

EXT. ATLANTIS - ESTABLISHING - DAY (10000 YEARS AGO)

View from above ATLANTIS, DESCENDING towards Atlantis.

SUPERIMPOSE: "Circa 10000 years ago".

Miscellaneous spacecraft arrive and depart from Atlantis, located on an ocean.

SMOOTH CUT TO:

INT. ATLANTIS - APARTMENT - DAY

GANOS LAL closely cradles her BABY (Aldis) in her arms (a few months old) smiles. While fondly cuddling ALDIS, the baby touches Ganos Lal's face.

Ganos Lal responds with surprise and great interest, feels the mind probe of the baby.

 GANOS LAL
 (affectionately)
Well - well - well.
 (beat)
I think you are going to be very
special.

DISSOLVE TO:

EXT. ATLANTIS - OUTSIDE - DAY (A FEW YEARS LATER)

A group of children 4 to 6 years old are playing together. ALDIS runs towards her mother.

 ALDIS
 (complains to her
 mother)
It's not fair! They don't want me
to play with them! They think I'm
cheating! I am not! It's is not my
fault if I can see where they hide!
 (gets despondent)
... I wish I could be more like them.

 GANOS LAL
 (understanding)
Do not deny your gift. It will allow
you someday to go further than any
of us.
 (on an upbeat note)
Would you like go visit the research
complex?

ALDIS
 (eager)
 Really? Now?

GANOS LAL
 (takes Aldis by the
 hand, playfully)
 Yes, now!
 (beat, amusingly)
 Who knows, maybe you'll find it
 boring.

Both walk away. Aldis giggles, presses herself against her mother with exclamations of anticipation.

DISSOLVE TO:

EXT. EARTH - ESTABLISHING - ANTARTICA ANCIENT OUTPOST -
 EVENING (400 YEARS LATER)

Space view of Earth, then PLUNGING rapidly towards the south pole. When in view of the outpost, approach rate SLOWING PROGRESSIVELY, starting a SPIRALING inward view of the outpost, getting ever closer, SLOWING DOWN and ENTERING the outpost through one of its windows.

INT. ANTARTICA OUTPOST - CONTINUOUS

Establishing that Aldis is not your run-of-the-mill Ancient, a bit of a rebel at heart.

During the war with the Wraith, jumpers were equipped with a stasis pod for transport of the critically injured.

ALDIS loads a small crate in the cargo section of a jumper. She is in a bad mood. Has a disappointed look towards the council members.

A few colleagues bow farewell, to which Aldis responds, while others have that worn-out, vanquished expression ("what's the use?") about them.

With a disappointed sigh, closes the jumper hatch.

INT. JUMPER - ANTARTICA - MOMENTS LATER

Aldis starts the jumper and dials the gate to Doranda.

EXT. SPACE - DORANDA - MOMENTS LATER

SERIES OF SHOTS

EXT. JUMPER - DORANDA - CONTINUOUS

As soon as the jumper exits the orbital gate, all hell breaks loose. The jumper is under fire from several darts and takes a few hits.

INT. JUMPER - CONTINUOUS

Aldis recovers and starts avoidance maneuvers. Scans the planet for life signs.

EXT. JUMPER - DORANDA - CONTINUOUS

The planet's primary weapon has been used and the orbit of Doranda is filled with debris, some glowing, a few darts make ATTACK PASSES at the jumper.

Aldis expertly dodges the debris and dart WEAPONS fire. Simultaneously returns fire with DRONES.

INT. JUMPER - CONTINUOUS

Aldis makes scans and does not detect any life signs. Sighs.

EXT. JUMPER - DORANDA - CONTINUOUS

In spite of avoidance maneuvers that would leave SHEPPARD deep with envy, the jumper is being severely DAMAGED by the darts. Aldis manages to DESTROY most of the attacking darts save for a couple, one of which is damaged but remains in hot pursuit.

INT. JUMPER - CONTINUOUS

She needs to get out of there in a hurry. Dials an address she knows to be of a deserted planet, heads for the gate. As she gets closer, the jumper gets another hit. A WARNING FLASHES on the DISPLAY.

EXT. JUMPER - DORANDA - CONTINUOUS

REAR view of the jumper with the gate active in the background. The left POD of jumper gets STUCK while retracting.

INT. JUMPER - CONTINUOUS

Aldis lets off an exclamation of frustration, ponders for a short moment what to do. Her only remaining drone is in the left pod. She fires it.

EXT. JUMPER - DORANDA - CONTINUOUS

The darts start avoidance maneuvers as the drone circles around. The drone, ignores the darts, heads straight for the jumper and SHEARS off the left POD, as it continues its trajectory through the gate.

INT. JUMPER - CONTINUOUS

Aldis makes course correction to correct for the shear action and steers the jumper into the gate.

END SERIES OF SHOTS

EXT. DESERTED PLANET - ORBITAL GATE - MOMENTS LATER

The planet is a sparsely vegetated affair with several mountain ranges. Following her, the two darts are still in hot pursuit.

INT. JUMPER - CONTINUOUS

Alerted of the enemy by the failing jumper systems, Aldis is desperate for an escape.

ALDIS'S POV

She spots the rogue drone that went through the gate. It is failing, but remains controllable. She targets the undamaged DART.

BACK TO SCENE

SERIES OF SHOTS

EXT. JUMPER - DESERTED PLANET - CONTINUOUS

The targeted DART EXPLODES.

INT. JUMPER - CONTINUOUS

The remaining damaged dart is not firing. Relieved, she decides to ignore it.

EXT. JUMPER - DESERTED PLANET - CONTINUOUS

The jumper is nearly uncontrollable. The heavily smoking pursuing dart is in as bad shape as the jumper it is following in its descent.

INT. JUMPER - CONTINUOUS

Aldis intensely concentrated, punches several controls all the while checking the multiple FLASHING WARNINGS of the data display.

EXT. JUMPER - DESERTED PLANET - CONTINUOUS

The JUMPER HITS the ground, BOUNCES and ROLLS over, slides ROUGHLY to a hard stop.

EXT. DART - DESERTED PLANET - CONTINUOUS

The DART less than a kilometer away, is not as lucky; TUMBLES and BREAKS UP on landing.

END SERIES OF SHOTS

DISSOLVE TO:

INT. JUMPER - DAY - LATER

Aldis has been thrown about, with broken equipment on top of her.

She slowly regains consciousness, pushes the items off her and checks for injuries. Senses her fractured foot, pulls out a scanner and scans herself. She has serious internal injuries.

In pain, drags herself to the storage area and reaches for the "first aid kit" and administers herself healing boosters. Checks the jumper status, assesses her situation. The jumper cannot be repaired, the gate is therefore unreachable.

ALDIS

(resigned, in Ancient)

... looks like I'm going to be here
for awhile.

INT. JUMPER CARGO COMPARTMENT - CONTINUOUS

Aldis checks the storage compartments of the jumper. There is little food on board. She has serious internal injuries and will not survive for more than a few days unless treated. On the plus side, examines the stasis pod that is a bit banged up but is repairable. Checks the contents of the crate (H.P.Z.P.M.) she loaded at departure. It is not damaged, (relieved) for all the good it's going to do!

The reality of her situation sinks in. Checks the jumper's scanners that show noisy (damaged) data displays. There are no Lantians to speak of, anymore in Pegasus. Remaining humans don't have the technology to get here and are likely busy trying to hide from this uber predator. This may mean nobody around for centuries, maybe even millennia.

Aldis opens the rear hatch, looks at the pod, the H.P.Z.P.M. and the smoke plume from the crashed dart some distance away.

The stasis pod can be sustained by the H.P.Z.P.M. for a nearly indefinite period; however after several millennia, she will have aged too much, let alone be healed. She ponders for a while. Gets an idea.

ALDIS
(in Ancient, sotto)
... mmmm, maybe ... or maybe not.
Only one way to find out.

DISSOLVE TO:

EXT. DORANDA GROUND - CRASHED DART - LATER

The walk is long and difficult. Finally reaches the dart wreckage holding onto a home made crutch. Pulls out a hand held weapon, peers hesitantly inside the cockpit. The Wraith is dead (whew!) and is of little interest to her. She ambles on to the side of the ship with a handheld scanner and locates the object of her interest.

Using her WEAPON, she CUTS several swaths off the side of the ship and proceeds to remove organic parts in order to reach the object.

DISSOLVE TO:

EXT. DORANDA - JUMPER - LATER

She arrives at the jumper dragging a makeshift sled, pulls the object inside the jumper.

It is the crystal device the Wraiths use to "collect" their human prey.

DISSOLVE TO:

INT. JUMPER - DAYS LATER

A couple of days have passed, her last first aid and food supplies are exhausted and she is very weak. Aldis finishes jury-rigging the Wraith crystal device inside the pod. External cabling now connects the crystal, the stasis pod systems, the H.P.Z.P.M. to that of a hand held scanning device.

She activates a control on the jumper and adaptive SHIELD goes up. With resignation, she struggles to her feet, tries hard to stand straight, hurting.

ALDIS
(sotto, in Ancient)
Here goes nothing!

Touches a control on the modified scan device that is resting on the pod. After a short delay, the crystal beams her in and a fraction of a second later the stasis pod activates.

FADE TO BLACK:

Wraith crystals put in near perfect stasis anything beamed in, however the crystal requires an energy source to keep its dematerialized content preserved much like a computer dram memory chip. Being a partially organic crystal, it has to be put in stasis to prevent its degradation. The connection to the H.P.Z.P.M. keeps the crystal "alive" so it can keep preserving its contents.

INT. ATLANTIS BOARD ROOM - DAY (PRESENT)

SHEPPARD'S team is in the boardroom reporting on the exploration of a planet.

SHEPPARD

As expected, there's no evidence of human activity. Just grass, trees, water, mountains, a few great slopes. ... Come to think of it, I have some left-over vacation from -- whenever that was, I can't remember that far back.

CARTER

(smirk)

It sounds like it could be a good candidate for an alternate beta site.

ZELENKA enters the room eager to share something.

ZELENKA

Please excuse me, during processing the jumper sensor data I found something. It barely stands out from the background, but I think it is worth investigating. An energy source is present.

MCKAY pries the laptop off Zelenka's hands, has a quick dismissive look at the data.

MCKAY

It's just a little anomalous blip.

Zelenka ignores McKay's remarks, taps a few keys and points at something on the laptop screen.

ZELENKA

Look at this blip's signature.

McKay annoyed, reluctantly checks the data.

MCKAY
(perplexed)
Mmmm, interesting.

SHEPPARD
What?

MCKAY
This energy signature. We've never
seen it before.

ZELENKA
(almost with glee)
It could be a power source.

MCKAY
Mmmm, I don't know, the signal looks
vaguely like that of a Z.P.M., but
is definitely not our garden variety.
In any case, it's very weak.

ZELENKA
(insists)
It could be masked somehow, that's
happened before.

CARTER
Well, lady and gentlemen, I think
it's worth a second look.

DISSOLVE TO:

EXT. DESERTED PLANET - CRASHED JUMPER - DAY - LATER

MCKAY
(scanner in hand)
Well, it should be behind these
bushes.

The team makes its way through the dense brush, finds a
heavily damaged jumper surrounded by the tall brush, with an
old broken tree resting at some distance, above the jumper.

MCKAY
(disappointed)
There's our energy source.

TEYLA
It's been there for a long time.
Maybe there is somebody inside?

MCKAY

Yeah right, I'm not into tomb raiding, let's pack-it up and call it an unfortunate accident that happened, oh, I don't know, about ten thousand years ago. The rescue team is a little late.

TEYLA

Look at the hull, it has sustained heavy weapons fire.

Sheppard examines the jumper. Moves towards its left side.

SHEPPARD

There's definite weapons damage. By the streak marks, it looks as if the pod was sheared off, lucky as hell. From the looks of it, I would say the pilot had to land without a pod.
(with admiration)
Whoever flew this thing was one hell of a pilot.

Sheppard walks towards the partly blocked jumper hatch, hits an energy shield.

SHEPPARD

Ouch!
(grimaces)

MCKAY

So much for the front door!

SHEPPARD

(to McKay)
Well, turn it off!

MCKAY

(sarcastic)
Gee I'm sorry, I forgot my magic wand in the shop. There is no way to turn off the shield from the outside.

A light WIND RUFFLES LEAVES with some falling through the shield onto the jumper.

TEYLA

(puzzled)
Did you see that? Leaves can fall through the shield.

McKay and Sheppard confirm the observation, watch Teyla walk towards the shield.

SHEPPARD & MCKAY

Watch out! Careful!

Teyla moves her hand very slowly and it passes through the area where Sheppard bumped into the shield with slight BUZZING sound and FLASHES.

TEYLA

It seems this shield is meant to protect against heavy or quickly moving objects.

Pauses, walks very slowly through the shield, reaches the hatch.

RONON

Looks like there is a way in after all.

McKay tries to get out of manual labor.

MCKAY

There isn't room for the four of us ... I'd just get in the way.

Sheppard pushes McKay ahead, joins Teyla and Ronon, and all proceed clearing the hatch area.

SHEPPARD

OK, stand back.

Activates the hatch controls. To everyone's surprise the hatch swings down smoothly.

INT. CRASHED JUMPER - DAY - CONTINUOUS

The team searches inside for anything salvageable.

SHEPPARD

Where's the pilot?

TEYLA

Maybe he had to leave the jumper.

RONON

Doesn't make sense to leave the shield on if you're not returning.

TEYLA

Maybe the pilot or crew could not return.

McKay punches some controls. A LOUD BANG is heard as something falls onto the jumper. All four drop down at the sound.

SHEPPARD
(angrily)
What did you do?

MCKAY
(sheepishly)
I turned off the shield, must be the
broken tree.

McKay points at the ceiling.

SHEPPARD
(still annoyed)
Next time, let me know before you
push a button.

The team members regain their composure, resume their
inspection.

MCKAY
(examines the jumper
logs)
Our pilot hasn't been around for
about ten thousand years. It would
seem he tried to escape a Wraith
attack. So much for --

SHEPPARD
(interrupts)
Isn't this a stasis pod? Looks like
the ones on the Aurora.

TEYLA
It appears to be active.
(both she and Sheppard
peer inside the pod)

SHEPPARD
(to McKay)
Whoa! This is strange, what do you
make of this?

MCKAY
(puzzled)
It's a Wraith beaming crystal.

SHEPPARD
Of course it is. Why is it in there?

McKay looks around and notices the cabling connecting the
pod to the scanner, to the crystal inside it, exiting through
a hole at the bottom of the pod and to the H.P.Z.P.M. tucked
behind some hardware.

With astonishment, like a kid who just found a treasure.

MCKAY
(with relish)
Oh, Wow! Look at this!

Forgetting Sheppard's question, slowly pulls the H.P.Z.P.M. in view. It is slightly taller than a regular Z.P.M. GLOWS with a DIM BLUE tint. Pulls out a scanner and checks out the device.

MCKAY
The power readings of this unit are similar to those of a Z.P.M. but not identical. If I'm reading this right, they're right off the scale! I'm talking almost an order of magnitude higher than that of a fully charged Z.P.M.!

It seems the Ancients did find after all a way to increase the Z.P.M. potential. The shield must have masked the power signature.

SHEPPARD
If they're the ones who made it.

MCKAY
From its configuration, I would say it's definitely an Ancient design.

SHEPPARD
That's great, but that doesn't answer the question of why one would want to preserve a Wraith beaming crystal.

TEYLA
It is probably safe to assume that someone is in there.

SHEPPARD
It would also be a good way to preserve a crew...

MCKAY
We know that a dematerialized being is in near perfect stasis, however the crystal itself being semi-organic will degenerate with time causing imperfections of the stored information. Kind of like the capacitor of a DRAM chip.

SHEPPARD
DRAM?

MCKAY

(condescending)

Computer memory chips require periodic refresh cycles to keep their contents intact. The Wraith crystal works in much the same way to prevent loss of information. It needs a power source to keep the information stored within it from degrading, thus the connection to the Z.P.M..

I must say the person who did this is pretty clever. Whoever is in there should be in perfect stasis.

SHEPPARD

Or they.

(beat)

Can you tell if more than one person is in there?

MCKAY

(examines his scanner)

Mmmm, no, I have no access to the crystal contents.

McKay continues to examine the modified scanner resting near the pod.

SHEPPARD

So there is no way to tell if a Wraith or Wraiths are in there?

MCKAY

(uneasy)

I'm afraid not.

SHEPPARD

So, we have either an Ancient or Ancients who escaped from a Wraith attack, somehow stole a beaming crystal and jimmied up a way to save themselves or worse.

TEYLA

If it were Wraith, it could just have hibernated instead going to all this trouble.

RONON

Maybe they knew they were in for the long run.

SHEPPARD
 (to McKay)
 Can you bring him or them back?

MCKAY
 Yep!

SHEPPARD
 That was quick.

MCKAY
 (points at the modified
 scanner)
 It says so here, "press here".

SHEPPARD
 Really?

MCKAY
 Really.

SHEPPARD
 (thinks for a moment)
 Ok Teyla, Ronon, get back here.
 Everybody weapons at the ready. We
 don't know if this is friend or foe,
 or foes. So heads up. Rodney, on
 my command do your thing.

Sheppard and Teyla take a step back and cock their weapons.

MCKAY
 (uneasily)
 And me?

SHEPPARD
 (dismissing tone)
 Don't worry, we got you covered.

Pauses, nods at McKay.

MCKAY
 (resigned)
 ... Here goes.

McKay touches a control on the modified scanner.

The H.P.Z.P.M. lights up brighter. The pod systems activate and the cover slides open. After a few seconds, with everybody starting to assume this is not working, the crystal powers up and out comes from the beam, Aldis. With a WHIMPER, she starts slumping. McKay catches Aldis, gently rests her on the floor.

TEYLA
 (quickly to her side)
 You are among friends, how can we
 help you?

McKay scans Aldis. Aldis is weak and somewhat confused, for her only a fraction of a second has elapsed, realizes her situation.

ALDIS'S POV

Looks around and locks her gaze onto that of Teyla, senses she has some telepathic abilities. We HEAR Teyla's thoughts:
 "She looks like an Ancient, she seems to need help"

BACK TO SCENE

As she is about to lose consciousness, Aldis puts her hand around Teyla's neck base, hand on the shoulder with index, thumb wrapped loosely around the neck.

Teyla is stunned as Aldis makes contact with her, feels Aldis's thoughts and probing.

Sheppard eyes Teyla's reaction, quickly raises his weapon.

SHEPPARD
 Are you ok?

TEYLA
 ... I'm fine.
 (to Aldis)
 We are going to help you.

Aldis loses consciousness.

SHEPPARD
 What just happened?

TEYLA
 She's Lantian.

SHEPPARD
 She looks the part.

TEYLA
 She was attacked by Wraiths and
 escaped to this world, but a couple
 of darts followed. She destroyed
 one of them and the other crashed
 nearby.

SHEPPARD
 (beat)
 How did you?

MCKAY

(interrupts, urgently)
 She has massive internal injuries!
 She needs help yesterday! Unless we
 do something now, she's not going to
 make it, I'm talking minutes!

SHEPPARD

(to Ronon)
 Help me carry her to the jumper.
 (to McKay)
 Unhook that ZPM and gather anything
 that might be useful, quickly.

The team scurries up quickly to the jumper and flies off the
 to the orbital gate.

INT. JUMPER - ORBITAL GATE - MOMENTS LATER

MCKAY

I was able to copy the log entries
 from the jumper.
 (scans the log entries)
 You won't believe this.

SHEPPARD

(radios in)
 Atlantis, we have a severely injured
 female that appears to be Lantian,
 I repeat Lantian, that is in need of
 urgent medical help, coming in hot.

ATLANTIS CONTROL

Understood, standing by.

DISSOLVE TO:

INT. ATLANTIS - MEDICAL ROOM - MINUTES LATER

Aldis lies on an operating table, unconscious.

DR KELLER

Ok, everybody out except medical
 personnel.

Dr Keller proceeds to examine the patient while others wheel
 in additional equipment.

INT. OBSERVATION ROOM - ABOVE SURGICAL ROOM - CONTINUOUS

The off world team is with Carter and a few others except
 for McKay, busy examining the jumper logs.

CARTER

(to the off world
team)

She is dressed like an Lantian, how
can you be sure she is?

TEYLA

She told me, well it was more like I
felt it. When she laid her hand on
me, there was an immediate telepathic
connection.

She is fully aware of the severity
of her injuries, yet serene. I had
a feel of someone with very strong
determination, very, very intelligent,
courageous, selfless.

(beat)

Typical Ancient I guess.

(beat, pensive)

To be connected in such a way with
an ancestor would be considered the
ultimate gift amongst my people.

(beat)

Her name is Aldis.

Shifts her gaze to the operating room.

CARTER

Aldis? That name rings a bell. I'm
sure I encountered it while I was
examining the Ancient's database. I
don't know if both names refer to
the same person, but I will look it
up. The logs you recovered from the
jumper should help.

(beat)

I never heard of Lantians with
telepathic abilities, except when
near ascension.

Diverts her attention to the medical team below.

MCKAY

(erupts in the room,
excited)

Jackpot! If we could choose only
one Lantian to speak to, she would
be it!

Carter and the others return a questioning look.

MCKAY

She was born in Atlantis. That modified ZPM we found in the jumper? She invented it!

Impressed, turns towards Sheppard and Ronon.

MCKAY

She also modified the Aurora warship design to make it a more effective weapons platform.

Sheppard's eyes widen.

MCKAY

She went to Doranda against the recommendations of the council, which had already left Atlantis.

(beat)

From what I understand, she got there maybe a day or two too late to install her new ZPM to power the Dorandan weapon. That's where surviving darts caught her by surprise. ... She could have changed the course of the war.

(towards Sheppard)

And no, I don't know if that new warship even exists.

SHEPPARD

(with approval)

Well, we have seem to have a feisty one. ... For a change.

Carter with the hint of a smile, turns towards the medical area, below, worried.

CARTER

How's our patient doctor?

DR KELLER

(gravely)

She definitely has the physiology of an Lantian. She's suffering from multiple broken ribs. She has serious internal injuries. Unless something is done, she will die in the next hour.

I'm amazed that she is still alive. I can fix the bleeding but some organs are beyond my ability to repair them. I'm afraid I cannot be of much help beyond that.

Carter does not want to let this one occasion of possible true interaction with an Ancient slip by.

CARTER

There has to be a way to save her, we're in Atlantis. This place should have the necessary means to treat her.

DR KELLER

From what I know of the Ancients, they preferred to use their healing powers. And they had those powers for millennia. I'm not sure they kept what would have been obsolete surgical instruments that long.

CARTER

Still, there has to remain a means of repairing her injuries without resorting to those abilities. There must have been injuries too great to fix that way.

INTERCUT Teyla's and Dr Keller's conversation.

TEYLA

(interjects)

How about you ask her? She should know.

DR KELLER

What? Are you kidding? Waking her will shorten whatever time she has left. Even if there were Lantian surgical instruments available, I wouldn't know how to use them.

TEYLA

She has telepathic powers, maybe she could show you how.

DR KELLER

(taken aback)

Really? How?

TEYLA

Maybe knowledge can be transferred.

DR KELLER

(with disbelief)

... How do I do that?

TEYLA

From my brief link with her, you may just need to ask her normally. If she feels you will allow it, she will communicate telepathically.

DR KELLER

Permit it? How?

TEYLA

Try thinking of her going into your mind as permissible. From my experience, she may need to touch you around the neck to make the connection.

DR KELLER

Really?

(somewhat disbelieving,
resigned. Holds a
syringe.)

I am giving her a mild stimulant to wake her.

(beat, sotto)

I should have brought my crystal ball to work today.

(louder)

Does anybody know her name?

EVERYBODY

(in the observation
room)

Aldis!

DR KELLER

Aldis, can you hear me?

Aldis slowly wakes up, looks around, recognizes where she is.

ALDIS

(weakly)

Who are you?

DR KELLER

I am a medical doctor and I'm here to help you. You have serious injuries that need immediate treatment.

You are in Atlantis, do you know of any means at our disposal that could help me repair the damage?

ALDIS
 (weakly, confused)
 You are not Lantian?

DR KELLER
 No, a great deal of time elapsed
 since your accident.

ALDIS
 (Aldis nods, weakly)
 A healing cube.

Same device as the one in the SG1 episode where Dr Jackson and another archaeologist were made prisoners by mercenaries in South America.

DR KELLER
 (towards the
 observation room)
 She's asking for a healing cube.

Carter glances at McKay and Zelenka. Both silently negate.

CARTER
 The Ancients took much of the smaller
 items in the city when they left
 Atlantis. We did not find anything
 resembling the object that Doctor
 Jackson described, assuming it's the
 same.

DR KELLER
 (to Aldis)
 There is no healing cube here, I'm
 sorry. Are there any other
 instruments that could be of use? I
 am a surgeon.

Aldis thinks for a moment, turns toward Dr Keller, with
 labored breathing.

ALDIS
 (weakly)
 ... The biology laboratory. ... Too
 complicated to explain. ... How to
 use. ... One way.

Aldis locks her gaze onto that of Dr Keller. Dr Keller
 remembers what Teyla said to her.

DR KELLER
 (sotto)
 Ok, here goes, think positive.

Aldis nods, raises her hand but it falls short of Dr Keller's shoulder. Dr Keller takes Aldis's hand and puts it where Teyla told her. Aldis blinks both eyes in approval, concentrates intensely.

Dr Keller lets go a small gasp as the connection is made.

DISSOLVE TO:

INT. SURGICAL ROOM - MINUTES LATER

Aldis sweats heavily, with labored breathing. Her hand drops off as she falls unconscious.

DR KELLER
 (recovers from the
 connection)
 Whew! Whoa!
 (with authority towards
 the observation room)
 I need at least two persons with me
 to the biology lab stat!

SHEPPARD AND MCKAY
 Already there!

DISSOLVE TO:

INT. MEDICAL ROOM - LATER

Dr Keller with her team, highly concentrated, use both conventional and Lantian surgical instruments to operate on the Lantian.

DR KELLER
 (to ANAESTHETIST)
 How's our patient?

Aldis has some life signs wildly different from ours. The anaesthetist is bewildered at some of the readings.

ANAESTHETIST
 Life signs seem normal. ... For an
 Lantian, I suppose.

DISSOLVE TO:

INT. MEDICAL ROOM - HOURS LATER

Eight hours have past. Doctor Keller and her team are exhausted.

Doctor Keller, with a relieved sigh, looks up at the observation room that few left.

DR KELLER

(toward the observation
room)

I think she is going to make it. It
took longer because some instruments
were not meant for surgery on humans.

Carter feels a weight has been lifted off her shoulders.

CARTER

Thanks to you and for your team's
outstanding work doctor. ... I can't
tell you how much this means to all
of us.

DR KELLER

(acquiesces)

Well, it was. ... a learning
experience. ... and tiring.

(louder)

This was major surgery. I'm keeping
her under for a while, she should
wake up some time tomorrow.

The Lantian patient's status spreads like wildfire throughout
the city, echoes in a muted whoop of joy in its walls. The
people in the observation lounge let go of a smile upon
hearing the clamor.

FADE TO BLACK:

INT. MEDICAL ROOM - NEXT DAY

Dr Keller is busy making scans of her Lantian patient,
gathering as much information as possible. Is in a corner
analyzing the data. Aldis slowly wakes up.

P.O.V. ALDIS - CONTINUOUS

Looks around, recognizes that she is in Atlantis. The people
here do not speak Ancient, are not dressed like Lantians,
nor do they seem to be from her "sense" of these people, is
perplexed. PAN to various personnel as ALDIS perceives some
of their thoughts.

NURSE #1

(sotto)

... I wonder if she's gonna be like
the other ones.

NURSE #2

(sotto)

... I sure hope she stays.

TECHNICIAN

(sotto)

... She's my type, wouldn't be cool
if? ; naw; I guess not.

BACK TO SCENE

A nurse notices Aldis is awake.

NURSE

Doctor, our patient is awake.

DR KELLER

(to Carter via headset)

Colonel, our patient is back with
us.

CARTER (V.O.)

(over headset)

I'll be there shortly.

INT. MEDICAL ROOM - MOMENTS LATER

Carter and the off world team scurry in.

DR KELLER

(to Aldis)

Good morning, how do you feel? You
gave us quite a scare yesterday.

ALDIS

(humbly)

Thank you.

Bows head down lightly, much like Teal'c does.

ALDIS

If I may, I need food so that I can
improve the healing process.

DR KELLER

(puzzled)

Improve the healing process? You
can actually do that?

ALDIS

(matter of fact)

I can direct my brain functions to
focus healing on specific areas.

Dr Keller glances at Carter with a "why doesn't it surprise
me?" expression.

DR KELLER

(kidding)

Well, I do that all the time. The eating part that is. I'll get you something from our five star menu.

(rolls eyes)

At first slightly puzzled, Aldis understands the humor, smiles. Dr Keller signals a nurse who leaves for the cafeteria, proceeds with a standard check-up of her patient.

CARTER

(to Aldis)

There are so many questions I -- we want to ask you, but I will leave it for later when you are stronger.

(beat)

From what I gather, you must feel like you put yourself in stasis yesterday.

ALDIS

(nods)

How long?

CARTER

(uneasily)

From our estimates, about ten thousand years.

ALDIS

(deep sigh)

I haven't seen any Lantians around here, where there should be. When I originally left for Doranda, everybody had already escaped to Earth. Does that mean?

CARTER

(beat)

Yes I'm afraid it appears your species is extinct, or has gone away, save for the ones who ascended. We have had a few encounters with some of your people, but in the end they all --

(long beat)

You can of course look it up in our logs.

ALDIS

(nods, deep slow sigh)

I would like some time alone please.

Aldis glances at the gathering around her, rests her head, glares at the ceiling with a blank stare.

Carter motions the crew to leave the room.

CARTER
If you need anything.

Aldis stares at Carter the only way someone who has lost everything can. Nods, returns her gaze at the ceiling.

DISSOLVE TO:

INT. BOARD ROOM - DAYS LATER

All senior and intermediate level staff are in the boardroom, standing room only. The room buzzes with anticipation with talk about their guest and its implications.

CARTER
(to all)
All right everybody! Please!

The board-room remains lively, with animated discussions.

CARTER
(sotto to herself)
This is like a high school classroom.
(beat, decides to
play along)
All right! Can I have some quiet
please! Otherwise, offenders will
be put in detention and on cleaning
duty after hours!

The room quiets down, with a few giggles heard.

CARTER
I haven't seen this kind of excitement
in a long time.
(getting serious)
Lets hope this time things will turn
out better.
(beat, to Dr Keller)
Doctor, could you give us an update
on our guest?

DR KELLER

Our celebrity guest is recovering fast. Nothing like a Wraith, but definitely leagues ahead of us. She seems to be accepting what has happened to her people well enough under the circumstances.

She noticed and asked about the multiple languages the staff sometimes use between themselves.

I gave her a rough explanation about the multinational nature of the crew, which in turn begged for a quick course about Earth cultures.

To say she has many questions is an understatement. I was able to make her wait for a while, until somebody more qualified can give her better answers.

CARTER

I'll talk to her. Rodney, could you load as much of our historical database onto something she can use?

MCKAY

Done.

DR KELLER

(resumes)

She is starting to move about. Most of you have probably seen her in the cafeteria, observing and asking many, many questions.

Her language learning abilities are nothing short of astounding. Most of the staff reports that she can now address most of them in their native tongue.

By the way, she finds curious and very odd our appetite for "two dimensional fictional events entertainment" as she puts it, known to us as television, movies and what not.

Some of the staff grimaces.

DR KELLER

I unfortunately made in jest the comment that some of it reflects our society; She didn't seem to appreciate that.

She has been studying the world affairs news feed that we periodically get from the SGC. I cannot tell for sure, but she does seem disturbed by some of what she is learning.

Worried murmurs in the crowd.

SHEPPARD

(mockingly)

Does that mean we get the boot again?

MCKAY

(on a rant)

We're toast. That's it. How can we convince her that we are the good guys when half our planet is in conflict with itself? Let's face it; our stargate record is not exactly illustrious;

Let's see, we were first at war with the Goa'uld, the Lucian alliance, alerted the ORI to our presence, pulling our whole galaxy into a conflict with untold deaths, woke the Wraiths to our presence, in the process accelerating a galaxy wide culling, and then let's not talk about the Asurans;

I think I see a pattern developing here; We're goners, done, burnt, fini, kaput, might as well pack up and go home before she flushes us down the --

CARTER

(interrupts)

Enough! I'm sure that with the proper context she will understand.

(beat)

I hope. Doctor, do have you anything to add?

DR KELLER

Almost done. She seems to have a strong interest in our art forms, most notably music. Other than that, she is ready to leave the infirmary and has asked if she could move into, quoting her here, "her apartment if available".

Murmurs in the crowd.

DR KELLER

I convinced her to stay put in the infirmary for another day, but she is starting to get antsy.

CARTER

Thank you very much. For her apartment, it's the very least we can do, after all she is home.

(beat)

Hopefully it means she wants to stay here at least for a while.

(to all)

Remember that Aldis, that's her name by the way, for those few who may not already know, was a resident of this city and we are,

(beat)

The guests ... again. She has every right to go wherever she pleases.

This could very well be our last chance ever to exchange with an Ancient.

It is still early, but so far she has not demonstrated a will to show us the door as the crew of the Tria did. I cannot stress enough that we all are ambassadors, and as always should be on our best behavior.

Carter with a stern look in McKay's direction.

MCKAY

Why is it you always look at me when you say things of the sort?

The crowd laughs.

MCKAY
 (fake offended)
 I might just remember this next time
 (looks around)
 You're in deathly jeopardy and you
 all need my life saving expertise!

Carter shakes her head, resumes.

CARTER
 After cross-referencing the Atlantis
 database with the jumper logs, we
 found, -- thanks Rodney,

MCKAY
 Mmmmpfff! Nice of you to mention
 it!

CARTER
 We found that our guest is a very
 special person. In a nutshell, she
 is the daughter of one Myrdin and
 Ganos Lal.

More murmurs.

CARTER
 Yes those two. Furthermore, she is --
 was the leading scientist amongst
 her people. A very, very bright
 person with a marked interest in
 alien cultures. She is fairly young
 by Lantian standards. Rodney and I
 figured a bit over 400 years old.

Murmurs of disbelief, awe.

CARTER
 Yes my feelings exactly! As some of
 you have witnessed, she has telepathic
 abilities that she can summon, usually
 by requiring some sort of physical
 contact.

She has assured me that those
 abilities are not used unless there
 is mutual consent. She does have
 empathic powers.

(beat)

She can readily sense the mental
 state of anyone close by and to a
 limited degree under special
 circumstances, she can project hers,
 but does so extremely rarely.

CARTER

(beat)

There will be no getting by with
white lies.

(long beat)

Concerned look amongst the staff.

CARTER

I did stress how much we value our
privacy. She promised not use her
abilities in that manner.

The staff expresses relief, except McKay as usual being the
skeptic.

MCKAY

Yeah, right.

CARTER

Moving on, from what I can understand --
this is speculation derived from
various log entries, that she was at
odds with her leaders over how they
handled the Wraith threat.

She favored stealthy smaller hard
"hit and run" style of attacks on
critical targets to de-stabilize the
enemy, until they could find a way
to neutralize the threat. In her
opinion, this warfare style best
suited their outnumbered forces.

(long beat)

I think we all recognize this type
of offensive.

(beat)

In any case, we all know how things
unfolded. Our guest was just more
willing to take the steps necessary
to survive, even if it meant sometime
doing things Lantians would not be
proud of. I for one, certainly have
been there.

(long beat)

The off world crews humbly acquiesce.

CARTER

In many ways, Aldis may be closer to
us than we think. Lets not spoil
our good fortune, we certainly need
our share.

MCKAY

May I?

CARTER

Yes, Rodney.

MCKAY

I'd like to point out that our guest has been accessing the city's systems. At first, it was just database lookups. Then she accessed major systems including others we have not been able to get into. In fact running diagnostics on let me see,
 (beat, checks his laptop)
 Everything! The only thing she has not accessed is our computers, and I can't see how we could prevent her from --

CUT TO:

Aldis who discreetly entered the room a few minutes before, interjects.

ALDIS

I would not, without permission.

With a hush, everybody turns around. Aldis comes forward towards the conference table, limps lightly. Sheppard who is closest, relinquishes his seat and moves near Carter. Aldis sits down.

ALDIS

Thank you. If it reassures you, I have no intention of -- what is the expression you use, "giving the boot" to anybody, although it could be tempting for some
 (long beat)

Aldis stares intensely at McKay, waits for him to get uncomfortable, then beams into an ironic grin.

ALDIS

(smiling)
 Kidding of course.

Everybody breaks into a nervous laughter.

SHEPPARD

(soto to Carter)

An Ancient with a sense of humor?
That's new. I think I like her
already.

Carter holds back a smile.

ALDIS

(to all)

I thank Colonel Carter for her kind
words. As difficult as it is to
admit, I am a relic, an oddity.

(beat, silence from
the crowd)

Most civilizations wish to leave a
legacy.

As I have learned, the Asgard have
recently done so. You were selected
as the caretakers of their heritage.
To be worthy of such an honor and
responsibility from the Asgard is no
mean feat.

I have decided to help you improve
your access to the things you need
for Atlantis's operation, maintenance
and defense.

This will require you to learn new
physics, mathematics to the best of
your abilities, enabling you to have
a basic understanding of the things
you are dealing with.

We endured for millions of years.

As best I can, I would like

(long beat)

a proper closure of the Lantian
legacy.

(beat)

My wish is that you learn from our
mistakes and accomplishments.

(short beat, lightly)

Hopefully more than a race of peoples
who made

(long beat)

Eyes Sheppard, seeming to find in him the appropriate word.

ALDIS

(smirk)

cool gadgets.

Sheppard somewhat uncomfortable.

ALDIS

(to all)

Your civilization is less than ten thousand years old. No matter how much you want to, you cannot achieve a ten thousand year leap in your lifetime, let alone a million.

I will do my best to give you a hand. In spite of it all, be glad you are not alone in this universe. When we began our journey, we were.

(beat, to Carter)

To answer your question Colonel, I have decided that I will stay amongst you until I determine that I can be of better use elsewhere.

Relief expressed by the staff.

CARTER

Thank you Aldis, and welcome home. Your command and understanding of our ways in such a short time is in itself humbling.

I don't know how to say this other than just asking.

(beat)

We have urgent matters that require attention, especially those dealing with the energy needs of this city.

You brought with you a modified ZPM that we would like to use if possible. It seems the communication protocols are different from the standard model as we have not been able to initialize it.

ALDIS

That is on purpose. Had you been able to initialize it without modifying the city's power and control feeds you would have burned out the entire city's power network beyond repair.

Everybody with that "oh crap" feeling.

ALDIS

The existing ZPM power and control feeds need to be modified for safe operation. I can help doctor McKay perform the modifications.

CARTER

Thank you. I have the feeling these two words will be used a lot for the foreseeable future.

(satisfied, switches
her attention to the
staff)

Thank you all.

(beat)

Time to go back to our learning activities.

DISSOLVE TO:

INT. ATLANTIS - CARTER UPDATING HER LOG - EVENING

CARTER'S LOG (V.O.)

It has now been a month since we rescued Aldis. She has fully recovered from her injuries, and has started to work with our staff on the critical items needing attention.

DISSOLVE TO:

MONTAGE OF OF SCENES OF ALDIS CONFERRING WITH PERSONNEL

DISSOLVE TO:

INT. ATLANTIS - CARTER UPDATING HER LOG - EVENING

CARTER'S LOG (V.O.)

Initially when I came here to replace Dr Weir, I was looking forward to having a first hand look at the Ancient technologies and scientific discoveries.

However, being the commander of this expedition precludes me from having much time to spend on the scientific aspects of interest.

I am finding the societal heritage of the Ancients had a strong bearing on how and what they pursued in their endeavors.

How did they do it without blowing themselves up? Their civilization lasted millions of years. Just that fact alone is almost beyond comprehension!

Spending all that time alongside Daniel Jackson has somehow rubbed off. He would be proud.

From Dr Weir's logs I found that she was a history buff and researched that part of the Ancients legacy when she could. As a matter of personal interest I am continuing her work.

The real dream, the wish that one makes knowing full well it cannot be when I accepted this posting, was to someday be able to exchange in a meaningful way with a living Ancient.

I have to admit, our few encounters with ascended and living Ancients tainted those hopes. Aldis's presence has negated those feelings.

CARTER'S LOG (V.O.)

We think too much of the Ancients as a single entity, as opposed to individuals with their own personalities, strongly tied together by the fabric of their society and ideals.

CUT TO:

EXT. ATLANTIS - BOARD ROOM BALCONY - DAY - LATER

Aldis with Carter, both overlooking the city.

ALDIS

It is still pretty, but I prefer it in its intergalactic configuration.

CARTER

(perplexed)

Atlantis has been on this planet for as best as we could tell, for tens of thousands of years. You couldn't have...

ALDIS

Of course, but I have seen its long-term intergalactic configuration when it was exploring the galaxies in search of life. People lived here their entire lifetimes. This was the gate builders life, gates were installed on most carbon life compatible planets.

For instance, the basin that you see there was a pond. The other basins supported various habitats complete with vegetation. The shield was tuned to be reflective at visible wavelengths. Day, night cycles could be fully simulated.

That era was the start of what you would call our golden age. When it was decided to permanently land Atlantis here, the natural habitats were removed. That is the Atlantis you know.

DISSOLVE TO:

INT. ATLANTIS - CARTER UPDATING HER LOG - EVENING

CARTER'S LOG (V.O.)

Continuing revelations about her ancestors keep leaving the staff awed at the scope of their endeavors, their unending quest for life in any form, the origins of the universes.

Her presence on morale has been pervasive, in both big and small ways.

DISSOLVE TO:

INT. ATLANTIS - HALLWAY - DAY

Aldis walks alone in a hallway, encounters Ronon, also by himself. Aldis walks towards him.

ALDIS

Could I speak to you for a moment?

RONON

(surprised)

Yeah, sure.

Aldis motions him to a private area.

ALDIS

(hesitant)

Ummm, even though no apology can ever be enough, I would like to offer my regrets on behalf of Lantians for failing your people and all others.

RONON

(surprised)

That was in the past. Your people did what they could. What matters is that you tried your best. -- You're here now. That's good enough for me.

Ronon starts to part company. As he leaves, turns towards her.

RONON

For what it's worth, you and I are in a way, alike.

Aldis with an inquisitive look.

RONON

We are the last of our kind.

Aldis does not expect this comment, grateful, bows her head.

Both continue on their way to their respective destinations. Before Ronon turns a corner, looks back at Aldis walking in the other direction. With a satisfied look, thinks "she's ok".

FRAME of Aldis's face with Ronon turning around a corner at the end of the hall. Hearing Ronon's thought, Aldis smiles.

DISSOLVE TO:

INT. ATLANTIS - CARTER UPDATING HER LOG - EVENING

CARTER'S LOG (V.O.)

The relatively lengthy calm period we have enjoyed of late, combined with the presence of an Ancient living amongst us, has lifted the spirits to an all time high.

Aldis's personality, easy going manner has dispelled the once growing feeling that Lantians however great they were as John once put it, as "over confident full of themselves" beings, has not displayed any of these "qualities", as with some of our previous encounters. My guess is that her empathic abilities have helped much in this regard.

DISSOLVE TO:

Aldis teaching staff.

CARTER'S LOG (V.O.)

She seems to enjoy her role as a teacher of sorts. I must say I have never seen students so captivated.

To her credit, she remains unfazed by the sometimes less than ideal behavior and blunt manner of some of the staff.

DISSOLVE TO:

INT. Z.P.M. ROOM - LATER

Aldis examines the console which has one Z.P.M. inserted. Removes the H.P.Z.P.M. that is installed, but not inserted from another slot. McKay and Carter are also in the room.

ALDIS

There, no chance to atomize ourselves.

McKay, Carter, with embarrassed expression.

ALDIS

In order to operate the High Potential Zero Point Module, the control and power converter interfaces have to be replaced. This means that you will not be able to use the regular ZPM. in any of the other slots after the modification. Are you certain you want to do this?

MCKAY

Can't you modify just one of the slots?

ALDIS

The three power feeds have to be tightly synchronized by a controller connected to each slot. The control protocols are different and incompatible, as the subspace domain of operation of the HPZPM is different from that of the ZPM. In short, you cannot have a mix of both types.

MCKAY

There must be a way of having both types. No disrespect, but this is a prototype, what if it fails?

ALDIS

(deadpan)

You would not notice a containment failure. You would be vaporized before your brain would have time to process anything.

MCKAY

(uneasy look in
Carter's direction)

That's comforting.

Aldis thinks for a few moments.

ALDIS

It would be possible to retain the old ZPM functionality, as long you do not try to operate both types at the same time, which would be catastrophic. I could add a safeguard to prevent that.

MCKAY

(timidly)

That would be a good idea.

ALDIS

For this to work I need to add a separate console for the HPZPM. Both kinds could be used, but not operated simultaneously. However, doing it that way will require a lot more work.

MCKAY

(confers with Carter)

I recommend that we modify the power systems to handle both types.

CARTER

It would maximize our chances of survivability. How long would it take?

McKay glances at Aldis.

ALDIS

Several days, if everything I need is available and no major problems are encountered. I noticed the ZPM console is damaged. It will have to be repaired to handle the HPZPM.

I must also warn you that the power feed will have to be off-line for the installation of the additional components.

I will need significant power to make the necessary components. Your ZPM is nearly depleted, I recommend reducing power consumption to a minimum.

Carter is not happy with the prospect of being defenseless.

CARTER

Is there another way? Even if it takes longer?

ALDIS

No.

CARTER

(resigned)

Ok, go ahead. Be advised there are occasional Wraith patrols during which we cloak the city. However, no activity has been recently detected.

MCKAY

Will do.

Carter leaves the room.

ALDIS

Since we are going to work together for a while doctor McKay, can I call you by your first name?

MCKAY

(somewhat giddy)

Please do! Aldis.

Ok, so Aldis may not quite fit the nerd stereotype...!

ALDIS

Rodney, time to build things. First, we have to go to the engineering complex.

Both walk their way towards a transport station. McKay wide eyed with anticipation, rubs his hands.

MCKAY

Really? Great! I was never able to access the complex. Each time I tried to get through the door pass codes, I would be beamed right back at the control center. Why is that?

ALDIS

(deadpan)

To keep children out.

McKay affected offended expression.

ALDIS

(smiles)

Really, actually. There are very dangerous things in there, and others that can be. We could not rely only on the ciphers to keep out untrained personnel. Some children were actually able to decode them.

MCKAY

Really? I have seen some of your ciphers. I admit that I had difficulty --

Aldis raises eyebrows, looks back at McKay.

MCKAY

Ok-ok, so I could not decode them. Must have been very smart kids.

ALDIS

Kid... Well, thank you.

McKay with that "why didn't I think of that one" look as Aldis selects the transport location.

CUT TO:

INT. ENGINEERING COMPLEX ENTRANCE - MOMENTS LATER

Aldis pauses in front of the door lock; tries to remember something.

MCKAY

What are we waiting for?

ALDIS

(worried)

I cannot remember the pass formula.

Aldis waits for McKay's panicky reaction.

ALDIS

Just kidding!

MCKAY

(sotto)

I think I liked the arrogant pontificating Lantian type better.

ALDIS

(grins)

That can be arranged...

INT. ENGINEERING COMPLEX - MOMENTS LATER

The duo enters the complex and goes by several rooms fitted and filled with unknown test apparatus, labs etc., eventually reaching a room with one of the Ancients "knowledge pods", retracted, with a large size platform near it.

As seen several times in SG1, with platform of similar type as the one used in SG1 in the Quest episodes.

MCKAY

Wait a minute, isn't this one of those "knowledge" terminals?

ALDIS

Knowledge terminals? Oh, you mean this?

(points at the recessed pods)

Its name cannot be directly translated. I guess you could call them synaptic links. When the hand pods are not present, it functions as a terminal to the library.

With the hand pods, it also functions as a design platform. In addition, if the molecular transfer interface is present, it can build (eyes at the platform) what you designed. It can also function as a simulator for testing whatever you design with it. This is what I used to design and virtually test the HPZPM.

MCKAY

You used this to build the ZPMs?

ALDIS

Only the prototype that is the HPZPM you now have. ZPMs are essentially containers. The subspace environment it holds must be generated inside the unit.

This requires sophisticated facilities and a very powerful energy source to generate the subspace folds. You could build ZPM modules, but you would need for lack of a better word, to charge them at one of those facilities.

MCKAY

(hopeful)

Is there by chance one of those here
in Pegasus?

ALDIS

There used to be, excluding the one
the Asurans have. It was located
near a black hole. We destroyed it
to prevent the Wraiths from accessing
it. There is another one in the
second home galaxy.

McKay hopes somewhat dashed, lights up.

MCKAY

Wait a minute, that galaxy has to be
the one where you designed and built
the HPZPM?

ALDIS

Yes.

McKay is about to ask the obvious question, Aldis replies
before being asked.

ALDIS

It is in your home galaxy Rodney.
For the rest, all in good time.

Aldis brushes her hand close to one of the pods that stick
out immediately, McKay quickly steps back.

ALDIS

I will design the components and add
them to the library. Meanwhile,
there is a conventional terminal
over there.

Its operation is similar to that of
the shuttle [jumper] controls. You
can search the library for the items
you wish to see using thought
control, by whatever criteria you
choose. The hologram representations
will be displayed over to your left.

Most of the library components can
be built by the molecular transfer
interface as long as they fit on the
platform.

ALDIS

All the components, systems of the city, shuttle designs and the like are in the library.

This will be good training to help you build the console. You will need to know how to use it whenever you need replacement parts. From what I saw of the diagnostics I ran, you will get lots of practice.

MCKAY

(points at the synaptic library link)

Wait-wait-wait! That thing is lethal to us! And you want me to; I mean you're here, wouldn't that be quicker?

ALDIS

It would be quicker, but I will not be around forever.

(does not let McKay interject)

Do not worry, I will modify it to limit the quantity and rate at which the library information gets loaded into your brain, so it can be absorbed without damage.

The downloaded library information will not be permanent so as to not overtax brain functions. Satisfied?

MCKAY

(uneasily)

If you say so.

Aldis activates the data link and the design process. Components are virtually designed, while McKay scans the library like a kid in a candy store.

MCKAY

This is fantastic! Unbelievable! Wait till Zelenka sees this!

DISSOLVE TO:

INT. ENGINEERING COMPLEX - LATER

Hours have gone by. Tired, Aldis finalizes the component design process.

ALDIS
I need to rest a bit. Do you want
to go to the surface? I have not
been there in a long time.

McKay, absorbed in his foray of discovery.

MCKAY
No, no, I'm ok, go ahead.

ALDIS
(insistent)
You need to rest and relax your mind
for the work ahead. I strongly
suggest a pause.

MCKAY
(sullen)
If weeeeeee must.

Aldis stops by a food terminal and speaks in Ancient. A
fruit appears.

ALDIS
Do you want anything?

MCKAY
Coffee, black, would be great, but I
don't suppose that...

Aldis touches a control and asks for a cup of coffee, Arabic,
black, in English. A cup of coffee appears and gives it to
McKay. McKay tastes it hesitantly, decides it's quite
palatable.

MCKAY
When did you?

ALDIS
(smiles)
That was the first request I had.

MCKAY
Kirk would be jealous.

ALDIS
Who?

MCKAY
Never mind.

The duo proceeds to a transport station and materializes
near an outer edge of the city.

CUT TO:

EXT. ATLANTIS - EDGE OF THE CITY - EARLY EVENING

WIDE ANGLE - ALDIS - MCKAY - ATLANTIS

CAMERA behind protagonists, with city in background.

MCKAY

Whoa! I've never been here before.

The view of the city from this angle makes it look huge and expansive. The weather is warm with a light BREEZE. Aldis leans back on a railing, contemplates the descending sun above the sea, illuminating the city in its orange glow, savors her fruit.

ALDIS

The last time I was here, the Wraith had not been discovered. All was well. Still, our civilization was very much like this sunset. After millions of years, we were on a steady decline.

There was this progressive feeling of closure overwhelming us.

(long beat)

The feeling you get when you have done everything that could be done. You start looking elsewhere.

MCKAY

You mean ascension.

ALDIS

(nods)

It is difficult to be in this place now. Yesterday, my time, you could hear the sound of children playing, going where they are not supposed to, sometimes raising a small raucous.

(smiles at something she recalls)

FLASHBACK

EXT. ATLANTIS EXTERIOR - DAY

Children playing noisily outside.

BACK TO SCENE

ALDIS

just for the sake of doing so. The city was bustling with activity with visitors from the new worlds.

MCKAY

Kids? Mmmm ... Somehow I have a hard time picturing Lantians raising children. There's almost no mention of it anywhere.

ALDIS

Now it is a ghost city -- I apologize for saying so, but many of my colleagues would have compared you to scavengers pilfering a treasure for their own profit.

MCKAY

(offended)

Is that how you see us? As looters?

ALDIS

(unfazed)

I have the advantage of being able to see the real you.

(long beat, looks at the city pensively)

The universe is now your playground.

MCKAY

You say this as if you were leaving.

ALDIS

Not today.

(long beat)

I noticed some of your friends listening to many styles of musical entertainment. Is there a library where I could access an Earth music database? I very much like that art form.

MCKAY

The whole Earth library?

(short beat)

Ummm, not if you want to shell out big bucks. Errr, there is no such thing.

Classical is the way to go if you want my opinion. I have something I can give you.

MCKAY

I'll gather a collection of what's available in Atlantis. For the rest, I'll speak to Colonel Carter. I'm sure she can arrange something.

ALDIS

(with a warm smile)
I would very much appreciate it.

MCKAY

(somewhat giddy)
Really?

Aldis more serious, but still agreeable.

ALDIS

I think it is time to get back in the laboratory. You have work to do.

MCKAY

(upbeat)
A genius's work is never done.

Aldis, unimpressed rolls eyes.

Maybe too "human" an expression at this point in time, shakes her head or whatever is appropriate.

CUT TO:

INT. ENGINEERING COMPLEX - LATER

Aldis finishes her explanation on how to use the synaptic link. She is standing behind McKay, who is in front of the device, but not close enough to activate it.

ALDIS

As you peer into the port, think of the task at hand, in this case virtually assembling the console elements.

The interface will take care of bringing into view all the required components. You will see the objects with your mind, the interface overtakes your brain's optical path to do this. If things get too cluttered, just think of moving the excess items out of the way.

ALDIS

As you assemble a unit, the required components will automatically appear, waiting for you to put them together.

I set up the building process so you do not need intimate knowledge of the device workings for you to assemble a unit. To join components together, think "connection", "join", or something like it.

When you have successfully assembled and tested a unit, the interface will let you know it is ready to fabricate. Just think "fabricate" and it will be so.

MCKAY

(tries to get out of it)

Wait a minute, why can't you have this thing assemble the whole thing by just thinking "I want an HPZPM console"?

ALDIS

I could, but this is also a practice session. If I am not around to fix something you screwed up, you will likely need access to basic components in order to effect repairs.

(short beat)

Thus, you require the knowledge of how to assemble components together.

McKay, not quite appreciative at the remark.

MCKAY

Fuuuuuuunnnnnny. Very funny.

ALDIS

(smiles)

I am waiting.

MCKAY

(reluctantly, resigned)

Ok.

McKay starts the synaptic link, calls up components and assembles a few together.

ALDIS

Now you have to do a simulation to check if you assembled this subsystem correctly. Think "simulate".

McKay executes, the virtual parts explode into an almost comical pile of rubble.

ALDIS

(Represses a laugh)
I said simulate, not disintegrate!

MCKAY

(flustered)
You try it -- Never mind.

DISSOLVE TO:

INT. ENGINEERING COMPLEX - LATER

Time passes, McKay has only assembled a few components. He keeps failing the assembly of trickier parts.

SERIES OF SHOTS - ASSEMBLY PLATFORM

Multiple virtual failures of component assemblies by McKay, with Aldis observing, getting more and more discouraged.

BACK TO SCENE

Aldis is starting to lose patience.

MCKAY

Look, I can't do this. This requires so much sustained concentration it's unbelievable.

ALDIS

The problem is that your concentration wanes as you near the final assembly phase of a step. You're letting external thoughts interfere with the process.

MCKAY

(frustrated)
The information load is too great.

ALDIS

You should be able to process it.
(long beat, thinks)
There is a way I can help you learn how to keep your concentration at a high level for longer periods.

Aldis looks at McKay intently. McKay does not understand at first.

MCKAY

(very uncomfortable)
WWWWait, you don't mean the Vulcan
mind meld thing?

ALDIS

(does not understand)
The what?

MCKAY

Never mind. You mean your telepathic
link?

ALDIS

It is the only way that I can think
of. Once you master control of the
synaptic link, you will be able to
do it on your own.

MCKAY

(hesitant)
But doesn't that mean that you will
be able to go into my mind? Not
that I want to hide anything, but
there are things ... That one ...
would like to keep private.

ALDIS

Do not worry, I will keep interaction
at the minimum level required to
enhance your concentration.

MCKAY

(resigned, closes his
eyes as if waiting
for a "Vulcan mind
meld")
If there's no other way, ... go ahead.

ALDIS

What are you doing?

MCKAY

(with eyes closed)
Getting ready for -- you know.

ALDIS

(amused)
No-No, it does not work that way.
Go to the link and perform the
assembly process as before. I will
only intervene when necessary.

MCKAY

Oh, ok.

McKay starts an assembly. Aldis touches the back of McKay's neck.

MCKAY

I don't feel anything.

ALDIS

Quiet! Ignore me.

McKay continues and tenses up as he nears completion of a module. Aldis concentrates. McKay relaxes and finishes the step.

MCKAY

(pleased)

I did it! Ummm, we did it!

ALDIS

You did it. I just gave you an extra push when needed.

The pair resumes building the console components and after a few more completed steps Aldis releases her link with McKay, who continues without noticing. Aldis is satisfied and relieved.

DISSOLVE TO:

INT. Z.P.M. ROOM - A FEW DAYS LATER

MCKAY

(to Carter via headset)

Sam, we're ready. This should take less than an hour.

INT. CONTROL ROOM - CONTINUOUS

CARTER

Acknowledged. Colonel Sheppard, are you ready?

INT. JUMPER - CONTINUOUS

SHEPPARD

All jumpers cloaked with drones at the ready in low-level orbits.

INT. DAEDALUS BRIDGE - CONTINUOUS

CARTER

DAEDALUS, how's your situation?

DAEDALUS CMDR

Daedalus is at the convened location.
We are ready.

INT. CONTROL ROOM - CONTINUOUS

CARTER

Rodney, Aldis, you have one hour. I don't have to remind you that we will be defenseless for the duration. Ready to proceed on your mark.

INT. Z.P.M. ROOM - CONTINUOUS

MCKAY

Go ahead.

INT. CONTROL ROOM - CONTINUOUS

CARTER

Switching essential functions to the naquadah generators.

Carter nods at a console operator. All of Atlantis powers off, the control room power restarts at low levels.

INT. Z.P.M. ROOM - CONTINUOUS

MCKAY

Ok, let's do this.

Aldis and McKay proceed with the connection modifications of the H.P.Z.P.M. to the Z.P.M. console, component replacement and repairs of the Z.P.M. console.

DISSOLVE TO:

INT. Z.P.M. ROOM - LATER

About 50 minutes have elapsed.

MCKAY

Sam, we are ready to enable the HPZPM console.

INT. CONTROL ROOM - CONTINUOUS

CARTER

Ahead of time, I'm impressed.
Powering off generators; Now; Proceed.

Carter gives the go ahead to an operator.

INT. Z.P.M. ROOM - CONTINUOUS

ALDIS
You have the honors.

McKay activates the new H.P.Z.P.M. console. The H.P.Z.P.M. lowers into the chamber.

MCKAY
Connecting the H.P.Z.P.M. to the
standard console.

The H.P.Z.P.M. glows with a bright electric blue.

MCKAY
(with glee)
Yes!

CARTER
We have power. Good work, activating
systems.

EXT. ATLANTIS - NIGHT - MOMENTS LATER

The city powers up and illuminates the night sky.

INT. Z.P.M. ROOM - MOMENTS LATER

Aldis and McKay exchange a pleased job well done look.

INT. CONTROL ROOM - CONTINUOUS

CARTER
(preoccupied)
Rodney, Aldis, several -- I assume
previously dormant -- functions have
self-activated. From what we can
determine, it appears they are
maintenance tasks. Have you an idea
what they are?

INT. Z.P.M. ROOM - CONTINUOUS

McKay with an inquisitive look at Aldis.

MCKAY
Standby.

Aldis thinks for a moment, remembers.

ALDIS

Colonel Carter? This is due to the high energy level of the HPZPM. When the city monitoring systems deem the available energy reserves high enough, it enters an automatic maintenance mode as needed.

The up until now dormant maintenance nanites are starting to repair failed and damaged systems. Lastly, they will repair structural damage.

From what I found when I ran the diagnostics, this process will last quite a while, until all is in optimal condition.

These maintenance functions can be overridden if need be.

INT. CONTROL ROOM - CONTINUOUS

CARTER

Thank you for the update Aldis. Your city will never cease to amaze us.

WIDE SHOT OF IMPRESSED STAFF.

INT. Z.P.M. ROOM - MOMENTS LATER

MCKAY

(worried tone)

Are you sure that these nanites are going to behave?

ALDIS

Do not worry, Asurans and these things are;

(searches a moment
for the correct
expression)

like apple and oranges.

MCKAY

(sarcastic)

And that is supposed to be reassuring?

Aldis dismisses McKay's whining, leaves the room.

ALDIS

I have other things to do.

DISSOLVE TO:

INT. ATLANTIS - CARTER UPDATING HER LOG - EVENING

CARTER'S LOG (V.O.)

City repairs are progressing well.
In her spare time, Aldis is keeping
busy learning the abc's of music and
has started studying the masters.
She is especially keen on an
instrument that she would love to
get her hands on.

SHOTS OF ALDIS - SIMULTANEOUS WITH LOG

Aldis being taught musical lessons by staff members, impressed
with her learning abilities.

CARTER'S LOG (V.O.)

We have a few musically talented
staff members that report her progress
is nothing short of prodigious.

Prodigious, this and other
superlatives are words that have
become synonymous with our guest.
To imagine a civilization full of
similar beings, is at times difficult
to grasp.

DISSOLVE TO:

INT. ATLANTIS - DAY

Aldis is in the background with McKay, Zelenka and others
conferring with animation (distant, unintelligible) in a
room, with doors open. Sheppard, Teyla and Ronon walk by
towards another destination, observe the interaction.

SHEPPARD

It's amazing how one can have such
an effect
(short beat)
So quickly.

RONON

I think she's trying to pull us to
her level.

DISSOLVE TO:

INT. ATLANTIS - CARTER UPDATING HER LOG - EVENING

CARTER'S LOG (V.O.)

It is hard to accept that as such we are barely in our infancy. That we are able to actually witness what we could be in the far future, is both exhilarating and depressing.

We have such a long road ahead, I wish sometimes we could just jump the queue, but that is not to be.

We finally learned that Lantians have an approximate life span of about twelve hundred years, although nine hundred to one thousand is more common.

Our famous guest clocks in at four hundred and twelve earth years. To say this is an awe-inspiring achievement is an understatement.

Watching and participating in the discussions and exchanges between Aldis and the staff is as fascinating as what is learned from them.

DISSOLVE TO:

SHOTS - MEETINGS WITH STAFF - SIMULTANEOUS WITH LOG

Background scenes of Aldis exchanges with staff of all disciplines.

INT. ATLANTIS - CARTER UPDATING HER LOG - EVENING

CARTER'S LOG (V.O.)

The most animated discussions occur when scientists and I, exchange physics, cosmology, quantum theories. Parts of which collide with Lantian discoveries and research.

Lantians have very few scientific theories left about this universe. Our emergent cosmological, quantum theories and others have often been expanded by Lantians, to say nothing of other concepts unfamiliar to us.

CARTER'S LOG (V.O.)

I admit that I sometimes take a
perverse pleasure in seeing a certain
too often egocentric scientist coming
out dejected from these talks.

DISSOLVE TO:

SHOTS - MCKAY - SIMULTANEOUS WITH LOG

Scenes of Rodney McKay with said expression during discussions
with Aldis and other scientists.

DISSOLVE TO:

INT. ATLANTIS - CARTER UPDATING HER LOG - CONTINUOUS

CARTER'S LOG (V.O.)

At other times I feel sorry for one
that has devoted his life to the
pursuit of scientific knowledge with
the solemn intensity of a child.

Being able to devote for now, our
time to learning instead of survival
as was originally intended, has
provided everybody with much needed
rest and hope restored.

FADE TO BLACK:

INT. ATLANTIS - CARTER'S OFFICE - LATER

CARTER

(Over headset, urgent
tone)

All civilian and military senior
staff to the board room immediately.
Aldis, could you please come to the
board room?

CUT TO:

INT. ATLANTIS BOARD ROOM - MOMENTS LATER

Carter addresses the assembled staff.

CARTER

As you know, Colonel Sheppard and his team are on a fact-gathering mission to PXA-103, known as Partegas. According to records, this planet was in the pre-industrial era ten thousand years ago.

It is located on the extreme outer fringes of the galaxy. So much so that the Wraith overlooked it during the war with the Ancients.

We just had successful contact with the leaders of that world. From doctor McKay's preliminary report, it appears the planet is quite populous, and its civilization has progressed to a superior technological level.

I was about to gate to the planet to establish official ties when we lost contact. We tried several times and cannot establish a wormhole. It would seem the gate at the other end is either disabled or kept active.

(short beat)

I don't have a good feeling about this.

As we know, the Wraith usually keep the planet's gate active during a culling to prevent escape. The Wraith are systematically scouring the galaxy for their needs, hence their possible discovery of this world.

I would like the Daedalus to investigate and bring back our team if necessary.

ALDIS

If there is a culling taking place and because all the Wraiths are active, it is likely they are hunting in hive groups. I would surmise probably two to four hive ships to distribute amongst themselves their reaping.

(long beat)

Aldis's voice lowers along with gaze, as memories flash by.

FLASHBACK - ALDIS'S EPOCH - WRAITH ATTACK

Quick scenes of space battles of Ancients fighting the Wraiths.

END FLASHBACK

ALDIS

This was a typical strategy for planets with large populations. There could be more hives, due to the conditions we know.

DAEDALUS CMDR

The Daedalus is ready, but with the Wraith jamming our weapon beaming capability we cannot survive a prolonged firefight with a hive. That's without counting the usual cruisers and darts normally part of a hive group.

Our strength lies with our hyperdrive. The Daedalus is more maneuverable than their cruisers. We can jump in and out faster than they can.

I can't see how we could scan the planet for our team and beam them up in time before we get vaporized. We can hold our own for a while with a single hive. If there are more...

ALDIS

There might be a way with better ... odds.

DISSOLVE TO:

INT. ATLANTIS - CONTROL ROOM - LATER

CARTER

Daedalus, godspeed. Bring our people back.

INT. DAEDALUS - BRIDGE - CONTINUOUS

DAEDALUS CMDR

Daedalus acknowledges.

EXT. SPACE - DAEDALUS - MOMENTS LATER

Daedalus jumps out.

EXT. SPACE - DAEDALUS - LATER

The Daedalus emerges from hyperspace besides a moon, hiding it from the planet.

INT. DAEDALUS - BRIDGE - MOMENTS LATER

DAEDALUS CMDR
Athena, you are clear to go.

INT. JUMPER - CONTINUOUS

Aldis is at the controls, a crew of six infantry and one OFFICER is aboard. Glances at the officer to her right.

OFFICER
During missions, we never use our real names. It's a security thing ma'am.

ALDIS
(to Daedalus)
Acknowledged.

EXT. SPACE - DAEDALUS - PARTEGAS - JUMPER - MOMENTS LATER

The jumper leaves the hangar bay and activates its cloak. Aldis enters orbit above the planet.

EXT. SPACE - PARTEGAS - ORBIT - MOMENTS LATER

The planet's massive defense systems FIRE at the Wraith hives and cruisers. The Wraiths in attack formations around the planet, BOMBARD its defense positions. SWARMS of darts in the atmosphere fight the airborne and space-borne crafts of the Partegans.

ALDIS
Daedalus, there are six hive in three PAIRED groups roughly equidistant around the planet. They are in the process of a massive culling.

The Wraiths are encountering strong resistance from the Partegans. From my readings, the population of this planet is in the billion range.

OFFICER
No wonder there are so many hive ships.

ALDIS'S POV

Aldis concentrates on the jumper scanners that spew out information much faster than when operated by the other pilots, dodges once in a while WEAPONS FIRE from either the PLANET DEFENSES or the Wraith.

BACK TO SCENE

The officer is clearly overwhelmed at the high data rate of displayed information that Aldis absorbs naturally.

ALDIS

Daedalus, switching to plan B.
Scanning for our people.

DAEDALUS CMDR

Acknowledged. This is taking a long time.

ALDIS

(mildly annoyed)

Scanning for a few life signs amongst millions is time consuming. The Wraith plasma charges are interfering. I have scanned near the gate, but it would seem they are not near that location.

I am expanding the search pattern.
Crossing into the night terminator.

... Found them! They are close together. They appear to be inside a building, probably protecting themselves from the dart pick-up beams. Attempting a landing.

(beat, to crew)

I will drop you off as close as possible.

CUT TO:

EXT. PARTEGAS - CITY - NIGHT

The streets are mostly deserted. People are running, hiding from the Wraith dart pickup BEAMS. Some Partegan ground military are FIRING at the darts over-flying the city and at the Wraiths who have beamed down to the surface.

Partegan aircraft are SCREAMING by, attacking and dog-fighting the Wraith darts. Some EXPLODE, CRASH as with Partegan AIRCRAFT.

In the distance we can see and hear HEAVY WEAPONS FIRING with a THUNDERING noise at the sky. Plasma charges from the hives and cruisers hit the streets and buildings.

Most of the plasma fire is directed at the heavy weapons bases that are firing towards the sky. In the background a heavy weapon base EXPLODES.

Some buildings are on FIRE. A plasma charge hits a building nearby, SMASHING to bits its facade.

EXT. JUMPER LANDING - MOMENTS LATER - NIGHT

As the cloaked jumper gets nears the ground, the hatch opens and the assault team jumps out and runs for the target building while Aldis terminates the landing.

INT. PARTEGAN BUILDING - CONTINUOUS

The off-world team fight for their lives. With them are a few planet representatives, one of which who is severely wounded.

Sheppard is grabbed by a Wraith soldier but fends off the attack, pulls out his knife, and stabs him. The Wraith throws Sheppard on a wall, BREAKING some of his ribs. The Wraith jumps at him with his arm extended but is SHOT by Ronon.

McKay runs out of ammunition, switches to his SIDEARM. Teyla fights back a Wraith attempting to feed on her. The Wraith succumbs to multiple small arms FIRE from Sheppard. Ronon fights with desperate rage, slowly overcome by too many enemies.

EXT. PARTEGAN BUILDING - CONTINUOUS

The assault team is about to enter the building, but are BEAMED away by a Wraith dart.

INT. JUMPER - CONTINUOUS

Aldis, at the hatch entrance, reacts quickly. Goes back in the jumper, opens a compartment and pulls out a personal shield device, attaches it on herself and activates it. Reluctantly picks up a P90 (not pleased with using this weapon), examines it, figures out the safety and puts the weapon in single shot mode. Picks up spare clips and runs towards the building.

INT. PARTEGAN BUILDING - MOMENTS LATER

The familiar sound of a P90 is heard just outside the room, which diverts the Wraiths attention. Aldis enters the room and in quick succession, dispatches the enemies with single head SHOTS. Gives the spare clips to the off world team.

SHEPPARD

(hurting)

Where's the --

ALDIS
(interrupts, urgent
tone)

The recovery team was captured by a
dart. We have to leave now. There
are six hives in orbit. The Daedalus
is hiding close by.

EXT. PARTEGAN BUILDING - MOMENTS LATER

*Suggestion: Background "In The Air Tonight" (Phil Collins,
original version).*

Teyla helps Sheppard who has difficulty walking, while Ronon carries the wounded dignitary with the help of McKay. A few other dignitaries join them, moving as quickly as they can towards the cloaked jumper, while Aldis guards its entrance, FIRES here and there at targets, protected by her shield. The off world team and their cohorts are finally inside the jumper.

REVERSE ANGLE - FRAME ALDIS AND WRAITHS

Outside the jumper, Aldis spots a WRAITH (black robe type) walking towards her. She ELIMINATES his guards leaving him untouched. The Wraith approaches slowly, wondering why she didn't shoot him.

CUT TO:

INT. JUMPER - CONTINUOUS

SHEPPARD
(looks out through
the hatch opening)
What in the hell is she doing?

CUT TO:

EXT. PARTEGAN BUILDING - CONTINUOUS

With each major drum beat of the song getting progressively louder, almost subliminal at first, INTERCUT very short scenes of Wraith attacks on Lantians, getting longer as the soundtrack gets louder. FRAME ALDIS's face. As the Wraith gets closer, the Wraith comes INTO FRAME.

Aldis notices the pendant he is wearing.

TIGHT FRAME - WRAITH PENDANT

Surprise, disbelief, as Aldis recognizes the jewel as one her friend used to wear. Music SOUNDTRACK at normal levels. CLOSE SHOT of the upper body of the Wraith, followed by TIGHT FRAME of both protagonists staring at each other.

Sync soundtrack to roughly when the songs recites "... I don't know if you know who I am..." at roughly this point.

FLASHBACK EXT. ALDIS - CONTINUOUS

Aldis remembers the fateful day when she and her colleagues were caught in an ambush, the Wraith feeding on her friend, taking the jewel as a souvenir when done, as she escaped witnessing the event.

END FLASHBACK

EXT. PARTEGAN BUILDING - CONTINUOUS

The CAMERA returns to a TIGHT FRAME of both protagonists, SLOWLY PULLING OUT as the CAMERA REVOLVES around the two personas. The motion STOPS when the CAMERA is OPPOSITE its starting position (180 deg.). At this point the CAMERA is FRAMING BOTH antagonists.

Her stare is one of ice, contained anger. Aldis turns the shield off, lowers her weapon. The Wraith does not hesitate for long and lunges. The song soundtrack lowers.

ALDIS
(sarcastically)
Savoring things to come?

After a few seconds, the Wraith pulls off his hand with a quizzical look, he cannot not feed.

WRAITH
(surprised)
You are Lantian!

ALDIS
(deadpan, somber)
I knew that.

Aldis, unaffected, turns her personal shield back on and slowly raises the P90, aims it at the Wraith's head.

WRAITH
(snarling)
We will feast on you and the others
just like we did before.

ALDIS
(bored look, interrupts)
Time to leave.

REVERSE ANGLE TOWARDS THE JUMPER

A single SHOT is heard (we do not see Aldis firing). Aldis drops the weapon and we see her running back to the jumper.

Aldis closes the hatch, runs toward the pilots seat.

INT. JUMPER - CONTINUOUS

ALDIS
(imperative)
Sorry, my turn.

Motions Sheppard who is about to take his place in the pilots seat to the co-pilot seat. The jumper takes a direct HIT from a random PLASMA BURST.

SHEPPARD
Cloak has failed!

ALDIS
(urgently)
Everyone secure?

SHEPPARD
(not happy)
No, but go anyway. What the hell were you doing out there?

EXT. PARTEGAS - JUMPER ATTACK RUN #1 - MOMENTS LATER

Aldis ignores Sheppard, puts the jumper into maximum speed vertical climb, maneuvering it in ways defying aerodynamics.

Which is par for the course; jumpers are not dependent on aerodynamics. Aldis controls the ship solely with her mind through the hand pods and does not think of "aerodynamic like" maneuvers as Sheppard and others do, who fly the jumper for us viewers like a plane without its wings.

Usually Sheppard uses mini joysticks sticking out of the hand pods. Aldis does not use them as they are a backup system.

*Rationale:
Using full mind control to pilot the jumper allows the "dampers" to compensate as soon as the thought of the desired manoeuvre exists, resulting in almost or no inertia effect inside the jumper. As opposed to using the joysticks, (or slight hand movement) causing the dampers to react after the jumper movement is initiated causing delay, thus small inertia effects as expressed in some episodes.*

INT. JUMPER ATTACK RUN #1 - CONTINUOUS

The uncloaked jumper is now targeted by some DARTS, Aldis expertly dodges enemy FIRE, not using the jumper's drones. With the destruction of a civilization in the process of occurring driving her cold, angry determination, she aims the jumper towards the closest hive, ignores protestations from McKay.

Sheppard exchanges looks with Teyla and Ronon. They understand (Aldis).

FLASHBACK EXT. ALDIS EPOCH - WRAITH WAR

More memories of Aldis's epoch, witnessing Wraith attacks on several worlds, people being killed, taken away.

END FLASHBACK

Suggestion: "In the Air Tonight" continues in background.

I don't know the drone complement of a jumper, but it has to be small due to its size. Probably between 4 and 8. I am assuming 8 units here, 4 per side although more could be carried on a makeshift carrier in the underbelly of the jumper.

EXT. PARTEGAS - JUMPER ATTACK RUN #1 - CONTINUOUS

The jumper is now close to the hive main engines. Aldis aims the jumper towards one of the hive ship's main engines at maximum speed, FIRES 2 drones at two engines "neck". The drones penetrate, and EXPLODE. The targeted engines start to misfire slightly.

She steers towards another main engine with a few darts in tow. She does a 180 degree FLAT ROTATION of the jumper while still flying towards the main engine area and FIRES a DRONE at point blank range at the closest dart, SCRAPING it.

CREW INSIDE JUMPER

The crew is surprised at the manoeuvre. Sheppard has a quick look towards Aldis, impressed, although does not want to show it to his teammates.

BACK TO SCENE

The DRONE pursues its course, SCRAPES another dart, terminates its course into a third one, EXPLODES. All three darts CRASH into the main engine.

Aldis ROTATES the jumper back in the course direction, goes into a steep descent and pulls up at point blank range, grazes the hive ship belly, weaves around the various superstructures that cause other following darts missed shots to HIT the hive ship.

INT. JUMPER ATTACK RUN #1 - CONTINUOUS

ALDIS
Daedalus, sending coordinates now.

INT. DAEDALUS - BRIDGE - CONTINUOUS

DAEDALUS PILOT
(to commander)
Confirming receipt of coordinates.
Sir, these are awfully close.

DAEDALUS CMDR
Athena, these coordinates are
extremely tight. Sorry to ask this,
but are you sure?

INT. JUMPER ATTACK RUN #1 - CONTINUOUS

ALDIS
Yes. The Asgard hyperdrive can handle
this kind of precision.

DAEDALUS CMDR
Acknowledged.

ALDIS
Athena is proceeding to the second
target. Give me a few seconds to
get out of range.

EXT. PARTEGAS - JUMPER ATTACK RUN #1 - CONTINUOUS

The jumper steers away from the hive ship and navigates towards the next closest hive ship pair.

INT. DAEDALUS - BRIDGE - MOMENTS LATER

DAEDALUS CMDR
(to pilot)
Hyperdrive ready?

PILOT
Yes sir.

DAEDALUS CMDR
Execute!

EXT. PARTEGAS - DAEDALUS - CONTINUOUS

The Daedalus jumps out of hyperspace right under the belly of the hive ship (extreme close range).

A "micro jump".

INT. DAEDALUS - BRIDGE - CONTINUOUS

DAEDALUS CMDR
Eject payload!

PILOT
Payload has cleared the ship.

EXT. PARTEGAS - DAEDALUS - CONTINUOUS

An unfired MISSILE is EJECTED from the ship.

INT. DAEDALUS - BRIDGE - CONTINUOUS

DAEDALUS CMDR
(to pilot)
Full sub-light to clear, then get us out of here.
(Pilot nods)
Cleared, jumping.

EXT. PARTEGAS - DAEDALUS - CONTINUOUS

The Daedalus jumps out of weapons range.

INT. DAEDALUS - BRIDGE - CONTINUOUS

DAEDALUS CMDR
Trigger payload!

EXT. PARTEGAS - HIVE SHIP PAIR #1 - CONTINUOUS

The nuclear MISSILE DETONATES in close proximity to the hive ship, destroys it and the other hive ship with the SECONDARY BLAST.

INT. DAEDALUS - BRIDGE - CONTINUOUS

DAEDALUS CMDR

(to pilot)

Full sub-light. Maximum shields.

(to Aldis)

Athena, the first group is disabled.

Daedalus is clear for the second target.

INT. JUMPER ATTACK RUN #2 - MOMENTS LATER

Aldis has the second hive ship group in sight, but keeps a safe distance.

ALDIS

As expected, the destruction of the hives has slowed the attack. Sending next target coordinates.

INT. DAEDALUS - BRIDGE - CONTINUOUS

The pilot nods receipt of coordinates to the commander.

DAEDALUS CMDR

Coordinates received, proceeding as planned.

(to weapons officer)

When in range, fire all rail guns at the designated coordinates. Maintain fire until I give the order.

(over intercom)

Armory, ready a Mark 9.

INT. JUMPER ATTACK RUN #2 - CONTINUOUS

Aldis continues to dodge ENEMY FIRE, monitors something on the scanners.

ALDIS

(to Daedalus)

Confirming you are hitting targeted area. Just a few more seconds.

EXT. PARTEGAS - DAEDALUS - CONTINUOUS

The Daedalus RAIL GUNS target a specific structure on the hive ship. Daedalus starts to get weapons FIRE from the targeted HIVE ship. Finally, the STRUCTURE partially BLOWN TO BITS, BREAKS off.

INT. JUMPER ATTACK RUN #2 - CONTINUOUS

ALDIS

Daedalus, the jamming transmitter covering the aft section of the hive is destroyed. Athena is proceeding to the third target.

INT. DAEDALUS - BRIDGE - CONTINUOUS

DAEDALUS CMDR

Armory, beam in the Mark 9.
(to pilot)
Get us out of here.

EXT. PARTEGAS - DAEDALUS - MOMENTS LATER

Daedalus veers off and does a hyperspace micro jump out of range. The mark 9 NUKE EXPLODES.

The other hive ship that is close by is destroyed by the BLAST.

INT. JUMPER ATTACK RUN #3 - MOMENTS LATER

ALDIS

Daedalus, the remaining hives are starting to separate and are moving to a higher orbit. The darts are falling back.

(beat)

Nearing weapons range, standby.

The JUMPER is HIT by consecutive plasma bursts.

SHEPPARD

We just lost propulsion and inertial dampers! We're dead in the water!

EXT. JUMPER - CONTINUOUS

Smoke and sparks come off the nacelles. The jumper starts to drift.

INT. JUMPER - CONTINUOUS

Aldis acknowledges, does a quick scan of the jumper systems. Walks quickly towards the rear of the jumper and opens a few panels.

ALDIS
 (urgently, towards
 McKay)
 Rodney, I need your help to bypass
 the propulsion system circuits so
 that I can energize the drones.

MCKAY
 (on his way)
 Yes, but won't that fry the secondary
 systems?

Aldis removes two CRYSTALS from a slot and pulls out two
 other damaged ones. Gives a good crystal to McKay.

ALDIS
 Yes, but it will take a minute or so
 after the bypass. That should be
 enough time.
 (short beat)
 On my mark we need to simultaneously
 insert the crystals, otherwise...

MCKAY
 (resigned)
 Kaboom... Just another day at the
 shop... Ready...

ALDIS
 (nods at McKay)
 Ok, on three, one - two - three!

Both quickly insert the crystals in their slots. Smoke and
 sparks come off a few panels. Both quickly return to their
 respective seats.

SHEPPARD
 We just lost life support!

ALDIS
 That was expected.

Aldis quickly examines the jumper status displays. Fires
 off two drones that start circling around the jumper.

ALDIS
 Brace for impact!

CUT TO:

Backside SHOT of Aldis and Sheppard looking out the jumper's
 window watching both drones coming off the sides that start
 to circle around.

CUT TO:

SHEPPARD

(disbelieving, to
Aldis)

Are you doing what I think you're
doing?

(mutters)

-- Oh shit, she's doing it --

(to everyone)

Guys, hold on tight, this is going
to hurt!

EXT. JUMPER - CONTINUOUS

The drones circle around and HIT the aft side of the jumper nacelles, without exploding.

INT. JUMPER - CONTINUOUS

A LOUD BANG, CREAKING, GROANING sounds of bent metal are heard throughout the hull as heads snap back from the force of impact (of the drones). A few passengers are knocked off their side jump seats and thrown onto the rear hatch. The jumper accelerates pushed by the drones. Aldis has her hands full concentrating for control of the drones, steers the jumper towards its targets.

ALDIS

(on headset to Daedalus)

The shuttle has been hit, in weapons
range.

Aldis switches the jumper display to a cross section diagram of a hive ship, that has a highlighted area. Looks at other scanner data. She redirects the two drones that have been pushing the jumper. The redirected drones fly toward the hive ships. She FIRES a salvo of four DRONES that follow the lead drones.

EXT. PARTEGAS - HIVE SHIPS #3 - CONTINUOUS

The first group of three drones, now in a single line, closes in on the first hive, veers off at 90 degrees and HAMMERS into a single specific area. The first drone TUNNELS its way towards the main control center of the hive. The other pair of drones finish tunneling to the control center and EXPLODE, destroying the control center. The other set of drones does the same to the remaining hive, nearly simultaneously.

EXT. JUMPER ATTACK RUN #3 - CONTINUOUS

The jumper systems burn out and starts to drift, dead. We see the nacelles bent at their anchor points, twisted out of alignment, with the partially melted impact points of the drones.

ALDIS
(over headset)
Daedalus, both hives are headless;
You have less than 37 seconds before
bridge switchover completes.

INT. DAEDALUS - BRIDGE - CONTINUOUS

DAEDALUS CMDR
Acknowledged.
(to pilot)
Execute jump.
(to weapons officer)
Fire missiles one and two. Standby
missiles three and four.

EXT. PARTEGAS - DAEDALUS - CONTINUOUS

The NUCLEAR MISSILES come out the top of Daedalus as shown in other episodes and go straight to the closest hive ship flying in tow, launched with same trajectory.

INT. DAEDALUS CMDR - CONTINUOUS

DAEDALUS CMDR
All rail GUNS to umbrella FIRE.
Execute!

EXT. PARTEGAS - DAEDALUS - MISSILES - CONTINUOUS

The RAIL GUNS are aimed in a "circle", FIRING CONTINUOUSLY around the nuclear missiles as they fly towards the targeted hive, protecting the missiles from hive and dart weapons.

Depending on the number of rail guns, the "circle" pattern can vary and can be a box, hexagon, etc. Each gun has to be fired with a slight but rapid undulating movement to cover each gun's plane range (intersecting other gun's range) to create a fully protected volume.

CAMERA VIEW aft of the launch port of Daedalus close to the ship. LOW ANGLE view of missiles departing. Followed by CAMERA TRACKING aft of last missile. Rail gun fire commences around the missiles with the above described pattern.

We see Wraith PLASMA BURSTS EXPLODING on contact with the slug stream that shows the slug stream along with the missiles

speeding away. The FIRST MISSILE is DESTROYED. The CAMERA goes THROUGH the flames of the explosion, follows the second missile that is unaffected. Then CAMERA view slides outside the protected volume, and ZOOMS OUT showing pattern and missiles from Daedalus moving towards the hive.

Aldis uses a different attack strategy for each hive group, as she knows the Wraiths adapt quickly.

INT. DAEDALUS CMDR - CONTINUOUS

DAEDALUS CMDR

(sotto)

C'mon, c'mon, keep going.

(beat, to operator)

Ready missiles 3 and 4.

EXT. PARTEGAS - DAEDALUS - MOMENTS LATER

The remaining missile makes it and DETONATES. The targeted HIVE EXPLODES, large sections of it careen off and HIT the second HIVE and a few CRUISERS, DESTROYING the ships in the process. Remaining Wraith cruisers jump out.

INT. JUMPER - MOMENTS LATER

SHEPPARD

Daedalus, we're dead. Maybe when you get the time, there are a few folks here that'd like to hitch a ride home.

DAEDALUS CMDR

Good to hear your voice Colonel.
How's your team?

SHEPPARD

We lost the rescue team.

(beat)

We have a few Partegan guests with us. One of them is in serious condition. As for the rest of the team, scrapes here and there, nothing too serious -- aannndd --

(glances at Aldis)

a few whiplash cases.

DAEDALUS CMDR

I'll advise the infirmary, we'll see you shortly.

Aldis glances at the wounded person, leaves her seat. Aldis kneels beside the wounded man on the floor. Puts her hand on the man's chest and concentrates. The others watch incredulously, witnessing what most only heard rumors of, happen.

After several seconds, the man gasps for air, regains consciousness. Aldis takes her hand off and steps back, tired from the effort.

MAN ON FLOOR
(disoriented)
What happened?

Looks around, recognizes his colleagues.

MAN ON FLOOR
Where am I?

DIGNITARY
Mr PRESIDENT, you are aboard one of the flying machines of the people who came through the ring. They saved us, all of us. She, she
(looks at a recovered Aldis)
Healed you!
(in awe)
You, you are a great people!

Sheppard motions towards Aldis.

SHEPPARD
Well, she is. Us, we're just regular folks, like you.

TEYLA
(to the president)
She is of the race of the ring builders.

PRESIDENT (MAN ON FLOOR)
(incredulous)
The First Race? What we know of you is only from legend. It is a great privilege.

Aldis bows her head.

ALDIS
It is an honor to meet you Mr. President.

DISSOLVE TO:

INT. ATLANTIS - BOARD ROOM - LATER

CARTER

First, I want to pay my respects to the members of the rescue team who did not make it.

(beat)

I would also like to congratulate everyone for their outstanding courage and success of this mission.

This is a major win in our war with the Wraith. Six hive ships destroyed. I would think this is a significant loss for them.

Lastly and not least, for having with us the Partegans as new friends. They have pledged to assist us in any way possible whenever we need their help.

(to Aldis)

I would like to thank Aldis on our behalf, for her invaluable help in finding unorthodox strategies to combat the Wraith, using to our advantage some of their weaknesses.

As always, we keep learning from your expertise, courage and unwavering determination. Thank you.

Bows down lightly as per Lantian custom to which Aldis responds in kind.

SHEPPARD

(towards Aldis)

No disrespect intended, but I would like to know what was going on down there?

(to Carter)

Did you know that she let herself be fed on? Well tried anyway. The Wraith didn't seem to be able to feed on her. Then she shot it.

ALDIS

It was part of the plan.

CARTER

Plan? That was not part of our plan.

ALDIS

When the Wraith feed, they probe the minds of their victims, enjoying their fear.

I let him find out that I was Lantian, that I was an advance scout for an invasion force from another galaxy, coming to rescue the protected worlds.

(short beat)

From the other side of the galaxy.

(beat, with some embarrassment)

I admit that I wanted to see it die, not a noble sentiment. My people would have been ashamed of me, or maybe they are.

(long beat, hand motion up in the air as if pointing at ascended beings)

A hundred years of seeing billions of people killed and used as

(beat)

cattle, leaves an imprint one's psyche.

(regains her composure)

I did not kill the Wraith. I had to ensure that he could not return during the rescue operation. Now healed, he will be spreading the news.

Assuming the Wraith will at least investigate, this should give you some respite time. The threat should lower for a while.

CARTER

Why couldn't the Wraith feed on you?

ALDIS

I modified the vaccine from the Hoffman people to render it non-toxic to humans.

Poisoning the Well.

CARTER

Preventing the Wraith from feeding.

ALDIS

Correct. If your people want to administer it to themselves, it is up to you. The research data is in the database.

CARTER
We'll definitely consider the option.

SHEPPARD
(to Aldis)
I noticed you made some -- Interesting
jumper moves -- Do you offer a top
gun class?

Aldis does not understand.

SHEPPARD
Errrr, advanced jumper flying
techniques.

ALDIS
(beams)
That can be arranged.

CARTER
Meeting is adjourned. Thank you
all.
(light tone, addresses
the off world team)
You guys can take the day off too.

SHEPPARD
(mockingly)
Gee, thanks.

As the staff leave, the Daedalus commander joins Carter.

DAEDALUS CMDR
(sotto)
I beamed the item you requested where
you indicated.

CARTER
(sotto)
Here already? I wasn't sure they
would go for it.

DAEDALUS CMDR
I did some convincing of my own too.

CARTER
Thank you.

DISSOLVE TO:

INT. ALDIS APARTMENT - EVENING

Aldis looks forward to an evening of relaxation, scans the
CD collection her Earth friends have given her, notices a
card on the table.

INSERT CARD

"It is customary amongst our people to present a gift to someone who has freely given help. There is something for you in the terrace room from all of us".

BACK TO SCENE

Aldis enters the terrace, taken aback, slowly walks to the grand piano. Piled on a table besides it, countless written music books, hundreds of pages of written music of all styles. Moved, slowly pulls the bench seat, grazes the keys with her hand.

DISSOLVE TO:

EXT. ATLANTIS - BOARD ROOM BALCONY - MONTHS LATER - NIGHT

It's the night shift. Outside the control center on the balcony, McKay sits on a CHAIR, back to the wall, Carter walks in.

MCKAY
 Couldn't sleep?
 (looks at his watch)

CARTER
 Aren't you supposed to be inside?

MCKAY
 Don't worry, I've got alarms set if anything out of the ordinary happens.

CARTER
 Here for the view? I didn't know that --

MCKAY
 (interrupts, sotto,
 anticipating tone)
 Should start anytime now!

Looks again at his watch. The SOUND of a piano CLASSICAL PIECE is heard in the distance. McKay appreciative, closes his eyes.

CARTER
 You too?

MCKAY

What? Me too? Oh, yes, isn't it wonderful? You didn't know? This is the best seat short of being there. When she -- practice she calls it, she does it with the terrace doors open. It apparently improves the acoustics.

I'm not complaining. The staff has been fighting to get the night shift just to listen in on her "practice" sessions. I used my senior status to get tonight.

(gleefully)

Ahhh! Why tonight you ask? Tonight is classics night!

Did you know she plays most everything? I figure she's now at the grand master level. She usually sets a day for each major music genre. To think that a few months ago she didn't know what a piano was. ...
Wow.

CARTER

(listens, appreciative)

Maybe we are going about this the wrong way. Here we are, trying to exchange technology and culture with other races, although -- let's face it -- it really is about technology exchange, and here we have living with us the best of the best.

(beat)

And what does the best of the best value the most about us? Our art. I find that sobering.

MCKAY

(nodding)

Yep, certainly is. Here we are, tens of thousands of light years away from Earth, in another galaxy, in a flying city built by an all but extinct race, on an unknown planet, listening to its -- very likely -- last representative playing our own masterpieces.

Not to mention the alien in question is probably the most advanced human being in this universe.

MCKAY

Kind of screws around with your mind
doesn't it?

CARTER

Certainly does.

MCKAY

Ahhh, but we can rejoice that even
lowly little us have something to
offer to that kind of being.

MUSIC continues to play in the distance, REVERBERATES around
the city.

CARTER

Do you know what I spend most of my
time doing? Paper work. Writing
reports.

Filling in requests, requisitions
from pencils to naquadah generators.
Many requiring endless justifications,
for approval by someone who probably
doesn't even have a passport. I
barely have time to do any research.

MCKAY

Research? No offence, but all I
thought you did now was, well, mostly
administrative duties.

CARTER

None taken. You, I, and the other
scientists want the Ancients
technology, their knowledge of
physics, medicine, astrophysics.

I'm finding out that I need to know
their history, how they evolved as a
society, the whole thing.

The long talks I've had with Aldis
are always an eye opener.

Reading a database is one thing,
speaking with a live representative,
another. Kind of like what reading
music is to listening to it.
Databases don't show the life, the
color of what they represent.

The Lantian society took a radically
different path from ours.

CARTER

It is comforting to know there are other ways.

MCKAY

(beat)

Looking for another job?

CARTER

Sometimes I wish.

DISSOLVE TO:

EXT. ATLANTIS - OUTSIDE - EARLY MORNING - WEEKS LATER

It is a beautiful morning with a rising sun flooding the city with golden tones.

INT. STAFF APARTMENTS - CONTINUOUS

We see the major characters go about their early morning routines.

Aldis has risen earlier than usual, a pensive stare at the rising sun, on her apartment BALCONY. A decision is made. Aldis slowly walks to the piano and plays.

Suggestion: "October" by Stephan Moccio.

Aldis never plays in the morning. The music echoes around the city. Some of the staff here, there, step out on their balconies, curious and appreciative, listen in.

Carter, on her balcony lowers her gaze, resigns herself for what she feels is to come.

FADE TO BLACK:

INT. ATLANTIS - BOARD ROOM - DAY

The gate room is packed. Aldis is near the steps to the gate, holds a small case, wears an Lantian dress.

CARTER

(to all)

Aldis, who has been our teacher, historian, scientist emeritus, who has shown us what we could hope to someday be if we have the courage to leap beyond ourselves, is leaving us.

Murmurs of disbelief - resignation.

CARTER

(long beat)

I wanted to have all of you here, so we could give our thanks and immense gratitude to our host -- guest, and wish her farewell.

Aldis responds with a head bow, hand across upper chest.

ALDIS

I have given you the tools and means for you to keep Atlantis in good shape, to help you understand this universe. I hope the Lantian legacy will be of help in your quest for the search of your own identity as a civilization.

(short beat)

From what I have observed, you have the abilities and ingenuity to face most of the challenges ahead. In the face of these, all you need do is to always follow a simple rule: never compromise your ideals.

(short beat)

Traveling that road is rarely the easy path, but always the right and ultimately rewarding one.

Atlantis is not forever. There will come a time when you will have to decide of its fate .

Remember, Atlantis is but a thing. Things can be rebuilt. You have barely begun your journey. This place is but a stepping stone.

You, who have been living here for sometime, are changing.

(beat)

You are not who you were when you first came.

A few of you have begun longing for a dream that only you can see. I can tell you there will come a time when that dream will be shared amongst others. At that moment, you will be offered a choice.

ALDIS

(beat)

If you choose to live your dream,
the costs will be great, the rewards
greater. But this is not for today.

This is my last farewell to Atlantis.
A home to countless generations, a
place where I started life, a place
where the past meets the future, a
haven of wonderful memories, a
sanctuary of knowledge, a refuge.

(beat)

This place was my yesterday, now
filled with ghosts of eons past.
These walls have buried within them
many untold wonders. You have but
barely uncovered the surface of a
thousand millenniums of travels.

Great knowledge entails great means
and responsibilities. Use them
wisely.

CARTER

Where will you go? If I may ask,
what will you do?

ALDIS

(waves her hand around
the room)

Where this all began. Yesterday,
ten thousand years ago, as you would
say, I left some unfinished business.
It is time to close the loop.

It is the only way one can move
forward.

Carter points her head at the case Aldis is holding.

CARTER

You pack light.

ALDIS

It is all I need. If I may, I would
like to give my thanks to you all,
my new friends, the best way I know
how.

Carter unsure, nods. Aldis closes her eyes and concentrates.
With all her strength, projects her feelings of gratitude to
her newfound friends.

Many in the gathered crowd gasp, some step back, others are

taken aback by the onslaught of the Ancient's powerful emotional outpouring.

ALDIS presses a control on a device she wears on her wrist. The gate dials an nine symbol address, the wormhole opens.

Bypasses the control room dialing device preventing the storage of the dialed address.

Aldis walks to the event horizon, has one last look around, answers Carter's question. Lightly motions her head to the case she is carrying.

ALDIS

Your music.

Turns around, and steps through the event horizon.

FADE TO BLACK:

INT. ATLANTIS - CARTER UPDATING HER LOG (V.O.) - MONTHS
LATER - EVENING

CARTER

It has now been four months since Aldis left us. The daily routine has returned to normal, as normal as life in Atlantis gets. Her leaving, from which the staff; I included; are recovering, left many of us disheartened.

It is very difficult to let go of the brass ring. To my chagrin, I have come to accept that Aldis's departure will help us in the long term. We had started to grow too dependent on her to resolve our daily woes.

We are here to learn, and that we do. Her time with us has helped re-focus some of our efforts to include the too often neglected societal Lantian legacy. Something has to be learned from a civilization that lasted millions of years.

As to the fate of Atlantis and her predictions, we can only move forward, hoping, for the most part, we will make the right decisions.

DISSOLVE TO:

INT. MILKY WAY - NANOFABORY - A FEW MONTHS AFTER ALDIS'S ARRIVAL

Aldis is in the room where she designed the upgraded warship and H.P.Z.P.M.. There are several displays in the room, showing various technical data.

She disconnects from a synaptic design link. Looks at a hologram display (that the CAMERA does not show). We can only see vague reflections from the slightly reflective surface of the wall behind her. She is sporting earth clothes.

ALDIS

(sotto)

That should do it.

Aldis touches several controls. All displays go blank save for one. Aldis considers for a moment what she is about to do, touches a control.

Written in Ancient, a countdown on a display appears: SUPER: "TIME TO COMPLETION: 1112 DAYS". Satisfied, Aldis presses a control on her wrist device and beams out.

FADE TO BLACK:

FADE IN:

INT. ATLANTIS - BOARD ROOM - MONTHS LATER

CARTER

(humorous mood)

So John, how was your trip to the far side?

Pun intended, also an indication of location.

SHEPPARD

Good, the inhabitants of P9A-348 are at a stage of development similar to ours. They are quite advanced in medical sciences. Like other races we've encountered, they're keeping busy trying to find ways to combat the Wraith.

As we've seen before, they hide all their research data from cullings so as to not lose any progress they make.

MCKAY

(impatient)

Yeah-yeah-yeah, get to the good part!

SHEPPARD

(slightly irritated)

Getting there. The leaders said that a culling had started a few weeks ago when it abruptly stopped. They had reports of fire in the sky and numerous dart crashes.

So, we went back with a jumper for a look. The good part is, the higher orbit is filled with debris from three Wraith cruisers, two hive and countless darts.

They mentioned that it appeared a single ship neutralized the attack because only one de-cloaked after the attack.

From the reports of its configuration, I would say descriptions closely match that of an Aurora class warship. More interestingly, the rescuer identified itself as the

(beat)

ATHENA, before leaving.

DISSOLVE TO:

INT. ALDIS'S APARTMENT - EVENING

Carter enters an apartment. She looks up at something. Above the grand piano, a portrait of an unforgettable Lantian.

Painting done from a member of the Atlantis staff.

CARTER

(sotto, at the painting)

Thank you.

FADE TO BLACK:

EXT. ATLANTIS - DAYS LATER - NIGHT

It is the middle of the night. Atlantis is asleep. The glow of the city illuminates the calm sea.

INT. ATLANTIS - MOMENTS LATER

Beneath the doorsill of an apartment (Aldis's), a bright flash.

EXT. ATLANTIS - CONTINUOUS

De-cloaking barely above the slumbering city, its lights reflecting off the huge ship, the nearly silent Athena OVERFLIES it, SCARCELY MOVING.

INT. ATLANTIS - CARTER'S APARTMENT - CONTINUOUS

The occupant is sound asleep. Suddenly, a bright FLASH in the room. The flash awakens Carter. Her headset on a table starts to beep madly. As she grabs it, notices a new object in her room (not shown by the CAMERA).

Carter holds the headset (not putting it on) on one ear, adjusts the microphone while looking intently at the object.

CARTER

Yes? Where? Standby.

Carter leaves the headset on the table, walks quickly outside to the balcony.

EXT. ATLANTIS - CARTER'S APARTMENT BALCONY - CONTINUOUS

The Athena starts to move away from the city. The warship quickly gains tremendous speed, becomes a star dot and disappears into the night sky. After a moment, Carter walks back inside.

INT. ATLANTIS - CARTER'S APARTMENT - CONTINUOUS

In the middle of the room, a cello on a stand.

[SG1: Unending] Although Samantha has never learned to play the cello in our timeline, the desire to learn to play it remains and would have been easy for Aldis to sense.

Suggestion: Reprise of "October".

Moved, Carter glances toward the horizon, wishes the benefactor was still present, sits on her bed, stares at the instrument.

All the staff that night received a gift representing whatever each holds most dearly either as an object, hologram etc...

The objects are all fully working representations, with some having functional secrets.

DISSOLVE TO:

INT. ATHENA

We see the hands of Aldis playing the grand given to her (that she just beamed up), dissolving to a back shot of Aldis playing, ZOOMING OUT smoothly and morphing into the back end of the Athena, moving away in a continuous ZOOM OUT, ending with the ship jumping out.

DISSOLVE TO:

INT. NANOFACORY - ANYTIME

Just before credits:

SHOT OF THE NANOFACORY TIMER DISPLAY

Decrements by one count. CONTINUE music soundtrack.

FADE TO BLACK:

Serves two purposes; one, to confirm that 'something' was set in motion by Aldis, and two, it wasn't the warship building process. The warship was built immediately upon her arrival (in a few months), while Aldis 'visited' Earth.

END OF PART ONE

FOR PART TWO SEE: "STANDING ON THE EDGE OF FOREVER"

A FEW CONCERNS ANSWERED**1- The HPZPM is too powerful.**

The nanites used to do regular maintenance of the city use large quantities of energy. Depending on the state of the city, they could significantly deplete the HPZPM especially if parts of the city were totally destroyed (Adrift) as they are not efficient for that purpose (of building from scratch).

Another source of significant depletion could be the production of new drones and recharge the sources of the jumpers.

2- What's to prevent the crew from flying Atlantis to Earth?

Aldis is not naive. She knows the powers that be on Earth would love to militarize the city. She will not allow this. She has put a failsafe in the HPZPM to disable itself if it detects Atlantis's location to be outside the Pegasus galaxy.