

STARGATE
- DESTINY -

"TREASURE TROVE"

EPISODE 1.05

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TEASER

FADE IN:

STARGATE - 7TH CHEVRON

We are focused upon a chevron and from its location and design we can tell it is the 7th and final chevron. It fills the frame, we can see nothing other than the Stargate and the symbols.

After a moment we hear the sound of a chevron locking, and then another. The Stargate is being dialled. Finally, the seventh chevron locks as the symbol rotates around and arrives under it.

We quickly pull back as the Stargate activates, as if we were actually riding the 'kawoosh'. We hold as the splash like vortex pulls back to form the rippling event horizon which fills the center of the Stargate.

After a beat Orion-1 steps through and the Stargate shuts down behind them. HEMMINGWAY is carrying her M8 LMG (Light Machine Gun) variant, TAKESHI his SMG (Sub-Machine Gun) variant, JONAS only has a Zat and TENYRIS has his Sharpshooter over his shoulder and holds his bow.

TAKESHI
(looking around)
Wow... awesome.

JONAS
That's to say the least.

REVERSE ANGLE TO REVEAL WE'RE IN:

INT. ABANDONED ANCIENT CITY - STARGATE TERMINAL

The terminal is a large circular geodesic dome, similar in shape to the dome over the Outpost in Antarctica on earth. The terminal has a very obvious ancient design. The walls and room design are very similar to other Ancient structures such as Atlantis and the outposts.

It is split into two sections, a lower section and a higher balcony section which over looks the Stargate which is on a raised platform in the center of the terminal.

Parts of the roof have caved in and there is debris all over the terminal. Walls also have holes in, all of which let sunlight stream into the terminal, revealing it is daylight outside.

Parts of the balcony overlooking the 'Gate have also collapsed, equipment lies on the floor, along with several skeletons.

Orion-1 steps down from the platform and begins to move around the terminal, stepping around the debris to move further around the terminal.

TAKESHI

Looks like a tornado rolled through here.

TENYRIS

Wouldn't be unlikely on this planet. It is renowned for its violent climate.

Jonas is now stood next to a wall with a large scorch mark, which is larger than Jonas is tall and wide.

JONAS

(re: scorch mark)

What do you think about this? Looks like this could be from some sort of energy weapon.

Hemmingway, who is stood next to a large piece of debris from the roof just in front of the Stargate, turns to look at Jonas and the large scorch.

HEMMINGWAY

You think they were under attack?

TENYRIS

The marks are consistent with those that the Malecathi weapons create.

TAKESHI

(sarcastically)

What do you think Malecathi weapons were doing firing on an Ancient city?

TENYRIS

Could have also been lightning strikes?

JONAS

(considering)

Maybe...

Jonas begins to move away from the mark on the wall and so do the rest of the team.

We follow Hemmingway as she walks over to the DHD which is partially covered by debris. She begins to pick up the debris and throw them on the ground when she uncovers a skeleton 'lying' across the DHD.

HEMMINGWAY

Got a skeleton here.

TAKESHI (O.S)

Me too.

HEMMINGWAY

Looks like the poor guy got caught under some falling debris and got pinned against the DHD for five thousand years.

TAKESHI (O.S)

Painful way to die. From the looks of it, none of these people died peacefully. I've counted a total of twenty bodies under all this debris.

Jonas has now joined Hemmingway at the DHD.

JONAS

They must have been trying to get to the Stargate.

ON TENYRIS:

Who is stood next to some sort of exit. Through the exit we can see what look like towers and other building of ancient design, all just in bad condition as the terminal.

TENYRIS

Alex, I've found an exit.

WIDE ANGLE:

To show the rest of the team approaching Tenyris and the exit.

HEMMINGWAY

Who's up for a short walk?

The team exchange nods and move out of the exit and towards through the 'alleys' of the ruined ancient city.

FADE OUT.

END OF TEASER

ACT ONE

FADE IN:

EXT. HYPERSPACE - DESTINY

(CREDITS ROLL OVER THE OPENING SCENES)

As it passes by us in the colourful tunnel that we recognize as hyperspace.

INT. DESTINY - BRIDGE - REAR SECTION

Like usual, the Bridge is bustling with activity. We move among all the busy crewmembers who are walking to and from consoles, other are sat at the computers terminals. The doors at the rear of the bridge open and through it walks a CREWMEMBER, holding a tablet computer.

We slowly follow him as he moves forwards towards the forward section of the bridge, past several crewmembers who are stood at the map towards the 'captains chair' where we find GENERAL BARROWS.

The crewmember bends down and hands Barrows the tablet. We slowly pan around the pair to reveal the communications and navigation station where we see SERGEANT BECK and LIEUTENANT FREEMAN. Barrows reads over the tablet before handing it back to the crewmember.

BARROWS
(re: tablet PC)
Thanks, that sounds fine.

The crewmember turns and walks away when suddenly an alarm starts to sound over the noise of the busy bridge.

BECK
General, it is time to contact
Orion-1.

BARROWS
Thank you, Sergeant. Take us out of
hyperspace.

EXT. SPACE - DESTINY

As it exits from hyperspace and comes to a standstill in normal space.

INT. DESTINY - BRIDGE

BARROWS
(to someone off screen)
Dial the Stargate please,
Lieutenant.

We pan across the bridge to reveal that Barrows was talking to the Lieutenant currently sat at the Gateroom control station. He is now in the process of dialing the Stargate. We can see the dialing computer showing the symbols being dialed.

INT. DESTINY - GATEROOM

Six of the seventh chevrons have locked and we watch as the point of origin for ship arrives under the seventh chevron and locks. We hold on the active Stargate for a moment.

INT. DESTINY - BRIDGE

BECK
(off console)
Wormhole is stable.

Barrows taps several controls on the arm of his chair.

BARROWS
Colonel Hemmingway, this Destiny.

INTER-CUT WITH:

INT. ABANDONED ANCIENT CITY - CORRIDORS

Where we find ORION-1 walking down an empty corridor in the abandoned ancient city. The design and appearance of the corridor is similar to that of those in Atlantis. Like the Stargate terminal, the corridor is littered with debris. When Barrows voice comes across the radio they stop.

HEMMINGWAY
(into radio)
We're reading you, sir. Go ahead.

BARROWS RADIO VOICE
What's your progress, Colonel?

INT. DESTINY - BRIDGE

HEMMINGWAY'S RADIO VOICE
Well, sir, this place is trashed.
We don't know why, though. Tenyris suspects it's damage from the planet's climate, such as wind and lightning, while Jonas thinks the damage may have been caused by an attack, possibly from the Malecathi.

JONAS'S RADIO VOICE
We've found evidence to support both ideas.

BARROWS

(getting to the point)
I'll be sure to read your views in
the report, but is there any
equipment we could possibly use?

INT. ABANDONED ANCIENT CITY - CORRIDOR

TAKESHI

There's plenty of that around...
it's just we need to find some
equipment that might work.

HEMMINGWAY

We're heading to the control room
now to see if we can salvage
anything from the computer. How
long till you arrive?

INT. DESTINY - BRIDGE

Barrows looks at Freeman, who turns and checks her console.

FREEMAN

(off console)
About two hours, sir.

BARROWS

(into radio)
We're about two hours away,
Colonel. We'll see you when we get
there.
(to Beck)
Shut down the 'gate and take us
back into Hyperspace.

EXT. SPACE - DESTINY

As it jumps into hyperspace.

CUT TO:

INT. ABANDONED ANCIENT CITY - CORRIDOR

We find Orion-1 walking down a new corridor, however it is a
similar to state to the previous one. There is debris all
over the floor, parts of the corridor wall have fallen in.

TAKESHI

(to Tenyris)
So how is it you know so much about
this planet?

TENRYIS

(recalling)

My people sent an exploration vessel to explore this region of space about a year or so ago. We found this planet, and of course, as a planet with an ancient city on it we naturally sent a research team to reveal the secret of the ancestors.

TAKESHI

Naturally. So did we, when we found the city of Atlantis.

TENYRIS

They sent us information for about a month, on the planet itself and about the technology. We made good use of the information found, but after a month... communications stopped. We sent out a team but we never found them. We never found their ship... or the crew.

TAKESHI

(curious)

They never found out what happened?

TENRYIS

No, they never did. That incident sparked quite a bit of superstition among my people, some of them believe that the ghosts of the Ancestors vanished the exploration team... but I don't believe that.

The round a corner and find themselves at an intersection. There is a door straight ahead of them and one to the left and just a straight corridor to the right.

They turn right and head down the corridor. Like the rest we've seen it, it is filled with debris and broken equipment.

JONAS

They could have been right, in a sense.

TENYRIS

(curiously)

How do you mean, "in a sense"?

JONAS

Well, we know that the Ancients learned to ascend, which could lead to that story of ghosts.

(MORE)

JONAS(cont'd)

They appear as formless light,
sometimes having faces and such.

They passed another corner at the end of the corridor.

JONAS (CONT'D) (cont'd)

Most cultures attach the image of
light to that of a ghost, formless,
floating light.

TENYRIS

So you're saying that perhaps the
Ancestors are really here?

TAKESHI

(considering)

He's right, in a way, they could
still be here. Floating around
somewhere in this big empty city.

(beat)

But then again, I'm sure ascended
beings have better things to do
with their time than hang around in
this city... with their knowledge of
the universe and everything in it.
There must be better things to do.

They come to a dead end in the corridor, there is only one
door in which to go through and Hemmingway nods towards it.
The group enters and steps into:

INT. ABANDONED ANCIENT CITY - TRANSPORT CHAMBER

It is practically identical to the ones found in Atlantis. A
small closet sized room with a panel on the wall. Takeshi
steps towards the panel, which opens to reveal a touch
screen. Like the ones in Atlantis, it displays an image of
the city and the locations of other transport chambers.

The image of the city, is similar to Atlantis as well, except
the city that we are in, is like a wheel. In the center of
the image is an area which we would assume is the central
tower of the city. There is also a ring further out and the
tower is connected to this ring, like spokes on a wheel.

TAKESHI

(re: transport chamber)

The chamber's receiving power...

(looks around)

... lights are on. I wonder who
turned the power?

JONAS

(recalling)

The city probably detected our
arrival through the Stargate. It
must have a functioning ZPM.

TAKESHI

(looking at the
panel/pointing to a
section of it)

We're here, but we want to go here.

Takeshi went from pointing to spinning graphic in one of the "spokes", where the team currently are, to pointing a one in the center of the image which would take them to the control room.

HEMMINGWAY

(nodding)

OK, do it.

Takeshi reaches out and touches the rotating graphic representing the control room and we slowly pull out of the transport chamber back into:

INT. ABANDONED ANCIENT CITY - CORRIDOR

The door to the transport chamber closes and from the sound we can tell that they have been transported.

CUT TO:

EXT. ABANDONED ANCIENT CITY - DAY

We get our first look at the gargantuan city. We recognize the shape from the map in the transport chamber. The city is a large wheel like structure, contained a giant tower at the center, it looks very similar to the tower as seen in Atlantis. Coming out from the tower are long rectangular sections which connect a ring that circles around the tower.

The city is very reminiscent of a wheel. The city also doesn't appear to be in good shape, parts of the city have collapsed, spilling daylight into those sections. There are also scorch marks similar to the one in the Stargate terminal; we're not sure if it is from weapons fire or lightening.

The sky is blackening in the distance and we can see a lightening storm, which appears to be heading towards the city. Even now though, the wind is howling.

INT. ABANDONED ANCIENT CITY - MAIN HALL

We pan around this very empty hall. It is very similar in ways to that on Atlantis but the large hall doesn't contain a Stargate, instead it has lots of doors leading off to other places.

In all other ways it is practically the same, there is a stairway leading up to a balcony control room, from which we can see a pulsating light coming from.

A dirty window that is at the top of the stairs looks out into the sky and through it we can see the oncoming storm.

As we move around the room, we eventually settle on a door in the wall of the hall and we hear the sounds of the transporter. The door opens and through it steps Orion-1.

HEMMINGWAY'S POV:

As we know see the empty hall from a new angle. Unlike the rest of the city, this seems void of damage. From this POV the hall seems quite big and we slowly move forward.

INT. ABANDONED ANCIENT CITY - MAIN HALL

Orion-1 is now walking towards us and we slowly back away from them as they walk up the steps towards the control room.

NEW ANGLE:

From behind the team as they walk into the control room. The consoles are all intact, they all seem to be offline, the only indication of power is a large monitor which is displaying ancient data.

Takeshi and Jonas walk towards the monitor, while Hemmingway and Tenyris slowly moved around the room, checking consoles, picking up panels off them.

TAKESHI

There's power getting to this monitor, there's power getting to the transport chambers, but no power to these consoles?

ON TENYRIS:

He is stood next one of the consoles, however this one is lighten up. He picks up one of the removable panels on the console and moves it around in his fingers.

TENYRIS

This one is working.

WIDE ANGLE:

Takeshi and Hemmingway walk across and join Tenyris at the only glowing ancient console in the control room, leaving Jonas by himself stood next to the monitor.

HEMMINGWAY

Can you tell what it does?

Takeshi crouched down so only his head was hovering above the removable panels on top of the console. He carefully reached out and removed on, and then placed it elsewhere on the console.

TAKESHI

Well, luckily for me, seems this is a just a touch console. I had the gene manipulation, but unfortunately it didn't take, so I can't use any of the interesting stuff like you.

HEMMINGWAY

You're rambling. Again.

TAKESHIS

(quietly; embarrassed)

Sorry, sir.

Takeshi began to move around more panels and eventually turns around and looks at the monitor, which Jonas is still next to. Rather than the scrolling data that the monitor was previously contained, there is now a rotating image of something cylindrical.

Takeshi soon gets up and we TRACK HIM as he walks across to the monitor, he stands in awe next to Jonas and we now reveal that the image being displayed it that of a PUDDLE JUMPER.

JONAS

It's a manifest of the city's technology.

And off the team's reactions we...

FADE OUT.

END OF ACT ONE

ACT TWO

FADE IN:

INT. ANCIENT CITY - CONTROL ROOM - SEVERAL HOURS LATER

We find Orion-1 still roaming the control room. TAKESHI, JONAS and TENYRIS stood around one of the consoles. It has a screen attached to it and they are reading information from the ancient database.

HEMMINGWAY is walking along the balcony, carefully taking in the control room and it's surrounding area. After another brief look over the balcony, she turns and heads toward the trio at the console.

HEMMINGWAY

What's going on?

TAKESHI

(indicating the screen)

Jonas and Tenyris managed to access more of the database. More specifics of what technology they've got here.

JONAS

We've found personal logs, research logs. No end of interesting things.

TAKESHI

(disappointed)

Unfortunately, a lot of the information is either encoded or corrupted.

HEMMINGWAY

I assume you'll be able to find away around that?

TAKESHI

General Barrows wont be too happy if we don't! The irony. We find an abandoned ancient city, with a copy of the Ancient database, and we can't even use it.

HEMMINGWAY

It's not like it hasn't happened before...

Tenyris carefully watches as the two talk. It seems he still hasn't quite adjusted to the Destiny crew or their ways just yet.

TENYRIS

This would be something both our people could benefit from.

(MORE)

TENYRIS(cont'd)

I know mine would certainly relish
the opportunity to study the
database of the Ancestors.

TAKESHI

(smiling slightly)

I best make sure I can get
everything to work then. Otherwise
I'd have both Barrows and the
Talloran after me as well.

There is a silent beat. Hemmingway decides to take the
conversation in a more serious direction.

HEMMINGWAY

Have you found anything useful?

JONAS

Quite a lot in fact. You'd be
amazed.

Hemmingway is cut off by Barrows voice on the radio.

BARROWS' RADIO VOICE

Colonel Hemmingway. We have just
exited hyperspace. How is
everything down there?

INTER-CUT WITH:

INT. DESTINY - BRIDGE

Everyone is still at their consoles and Barrows is still
sitting in the "Captains Chair".

HEMMINGWAY'S RADIO VOICE

We've found access to the city's
database, as well as a number of
different technologies.

BARROWS

Excellent.

INT. ANCIENT CITY - CONTROL ROOM

As before.

BARROWS' RADIO VOICE

We're heading towards the planet.
We'll be there in a minute or two.

HEMMINGWAY

See you then, sir.

EXT. SPACE - DESTINY

As Destiny flies past us. We pan around to watch as it flies
towards a blue earth-like planet.

INT. DESTINY - CORRIDOR

Where we find Jonas running down a corridor, now in his Destiny uniform. In his hands he is holding a couple of files, carefully trying not to drop them as he dodges around ship crewmen.

JONAS

Excuse me, sorry. Excuse me.

He is running with a sense of urgency, we realize that he must be running to something of great importance. He almost knocks into an officer as he rounds the corner and almost runs into another door.

We watch as he fumbles, juggling the files and folders as he tries to open the door. It is quite an amusing sight. He finally manages to get the door open and steps into:

INT. DESTINY - BRIEFING ROOM

Where we find Barrows, Hemmingway, Takeshi, Tenyris and MAJOR WILLIAMS, also dressed in their normal Destiny uniforms. They appear to be in the middle of a meeting. Barrow is sat at the head on the table, Hemmingway, Tenyris on Barrows left and Takeshi and Williams are sat to his right.

The holographic projector in the center of the table is displaying a rotating image of a PUDDLE JUMPER. Takeshi was explaining something when Jonas' interruption halted the briefing.

BARROWS

Nice of you to join us, Mr. Quinn.

JONAS

Sorry, I had forgotten to get some files that I thought would be useful for this briefing. Reports from the Atlantis mission.

Barrows nods and Jonas takes a seat next to Williams, who nods an acknowledgment to Jonas.

JONAS (cont'd)

(smiling)

Major, thanks for that book on weather anomalies. It's nice to have a bit of variety. The ship doesn't have many books in the library.

Barrows interrupts before Williams can reply.

BARROWS

Lieutenant Hasegawa. You were saying?

TAKESHI

Yes, sir. From the information we recovered from the city, we know that there are certainly a number of technologies down there that we can make use of.

BARROWS

Such as?

Takeshi indicates the rotating Puddle Jumper hovering over them.

TAKESHI

That Puddle Jumper, for one. According to the data we brought back, there are four of them left in the city. Perfect dimensions for flying through the gate. Armed with drone weapons as well as cloaking device.

WILLIAMS

Don't you have to have the gene to fly a Jumper? Or, hell, even use most of ancient technology?

TAKESHI

Unfortunately, that's correct.

WILLIAMS

I don't have the gene. How am I supposed to use the stuff?

TAKESHI

Not all Ancient technology requires use of the gene. We've already encountered technology down there that doesn't need it.

JONAS

Can't Doctor Lancaster administer the gene therapy? I know it doesn't work on some...

Takeshi reacts to this, an almost sad look upon his face. We know that Takeshi would love to be able to use all the advanced and fascinating technologies in the city below them.

JONAS (CONT'D) (cont'd)

...but if we are going to be making use of the ancient technology, it would be worth inoculating everyone on the ship.

There is a silent beat, a nod head from Barrows indicates he agrees. Hemmingway takes the silence as an opportunity for her to speak.

HEMMINGWAY

We've also recovered a couple of these.

She reaches down under the table and places some ancient devices onto the table: a LIFESIGNS SCANNER and ADDRESS CALCULATOR.

HEMMINGWAY (cont'd)

A number of those Address Calculators. Which is a nice find, considering we also have the Jumpers now.

WILLIAMS

Yes, the Jumpers have their own DHD's. Those will come in handy. Install them into the Jumpers and we'll be able to use them effectively.

HEMMINGWAY

We also found more of these Lifesign Scanners, including the medical variation. Doctor Lancaster will be needing those.

WILLIAMS

It would be worth letting the Doctor send some of her own personal down. There might be medical technology that she could make use of.

TAKESHI

Oh, there's more than that. There's plenty of technology we can use from the city.

The holographic image at the center of the table changes yet again. This time it shows some sort of information in an alien language. We realize that this is the ancient database.

TAKESHI (cont'd)

(explaining)

The ancient database. What we have from Atlantis is older than the information in this city. An updated version basically.

BARROWS

The Atlantis database was very large in size. Would we have enough space to download the entire thing?

TAKESHI

Probably not. That is if the city's database was totally intact. Unfortunately, a lot of the information is corrupt or encoded. We have more than enough space for the files we can download.

BARROWS

And how much is that?

The look on Takeshi's face tells us that it won't be good news. He almost seems reluctant to inform Barrows.

TAKESHI

Around 7% of the entire database.

We hold on the reactions of everyone around the table. It is obvious that they aren't very happy with this news, least of all is Barrows. Takeshi notices this.

TAKESHI (cont'd)

I am certain that I will be able to decrypt some of the information, however. It will be slow, but it should give us more information.

WILLIAMS

But our computer memory is limited. We would have to be selective about the information we download to the ship.

TAKESHI

Gate addresses and defensive information would be useful.

JONAS

We also found personal logs in the database. I'd like to go over those. It should prove interesting to find out the sort of things the ancients did on day-to-day life.

BARROWS

That sounds fine, Mister Quinn. However, back to the idea of defending the ship. Did you find any other offensive technologies?

WILLIAMS

Didn't you say the city had a ZPM?
And what about these drone weapons?
Did the inventory mention any of
these?

TAKESHI

The ZPM was practically depleted,
it barely had enough power to keep
the transport chambers online.
We're gonna have to take some
Naquadah reactors with us when we
go down next. As for the Drones,
yes, they did mention them
actually. Judging from the amount
that Atlantis was left with after
their siege, it would seem this
city got off lightly. There are a
lot of drones left.

BARROWS

Could we put these drones to use?

TAKESHI

It shouldn't be too hard. I could
modify several of our missile pods
to fire drones. Although getting
the controls right might be
slightly more difficult.

Jonas sits up a bit as he sees where Takeshi is going.

JONAS

The drones are controlled mentally.

TAKESHI

We would need to either adapt some
sort of AI, or somehow rig up our
own control chair, so people like
Colonel Hemmingway or Tenyris could
use it.

WILLIAMS

Why not just take the chair from
the city? Assuming there is a
chair.

TAKESHI

The problem is slightly more
complex than moving the chair from
there to here. I could try though.

There is a pause as everyone present turns to look at
Barrows. It is quiet as Barrows thinks for a moment, deciding
what exactly to do.

BARROWS

We take anything of use - whether or not it is apparent if it can be used straight away - and then move. We can't stay too long, because of the increased risk of the Malecathi finding us.

(then)

Dismissed.

Everyone, excluding Tenyris stands to leave.

TENYRIS

I'm sorry, General, but I do not agree.

Barrows begins to sit back down, looking intently at Tenyris. Everyone else also sits back down, waiting to hear what Tenyris has to say.

TENYRIS (CONT'D) (cont'd)

I believe that to just steal technology from this city would only anger the ascended beings.

We realize he is talking about the ascended Ancients that Jonas told him about. The beings that may still reside at the city.

TENYRIS (CONT'D) (cont'd)

They might take action against us should be try to take something that doesn't rightfully belong to us.

JONAS

(shaking head)

Ascended Ancients won't interfere with the activities of life forms on lower planes of existence.

HEMMINGWAY

Well apart from Oma and... Chaya? Was that her name?

Jonas nods.

HEMMINGWAY (cont'd)

But that was merely for the protection of people, not vengeance.

There is another moment of silence as Barrows considers this new point. After another moment, he speaks up with authority in his voice.

BARROWS

No, we need this technology. We made enemies barely minutes after entering this galaxy. We need any advantage we can get.

(to Williams)

Major, organize the retrieval of useful technologies. Orion-1, you're on standby. You may help Major Williams, but you may also get some R and R if you feel the need. Dismissed.

We hold on the Tenyris' reactions for moment, as everyone behind him gets up and files out. We hold on Tenyris and then follow as he steps out into:

INT. DESTINY - CORRIDOR

Where we find Morgami waiting outside the Briefing Room doors. Tenyris notices Morgami and sighs as Morgami joins him as he begins to walk down the corridor.

From the look on Tenyris' face we can tell that he isn't the mood to deal with Morgami. Tenyris acknowledges Morgami with a brief head nod.

There is a brief silence between the captain and first officer which is broken by Morgami, who gets straight to the point.

MORGAMI

This is a mistake. You shouldn't be letting them roam this sacred city.

TENYRIS

They only wish to find something to help us fight the Malecathi.

MORGAMI

You mean they want to pillage a city of the Ancestors.

TENYRIS

(shaking his head)

It is no different than when we conduct research on the technology of the Ancestors.

MORGAMI

It's is every difference. These.. people could just be building a stockpile of technology to take back to their planet.

Tenyris is becoming increasingly angry with Morgami. We know that the two have never really gotten on but Morgami seems to be pushing Tenyris, trying to provoke a reaction.

TENYRIS

(becoming angry)

And I suppose you'd prefer the Malecathi gain this technology?

Morgami abruptly stops and Tenyris turns to face him. Both are obviously angered by the other. It seems that they are both restraining themselves from inflicting physical pain on the other.

TENYRIS (CONT'D) (cont'd)

(with authority)

We are part of this crew now. They saved us from the Malecathi and they are here to find out more about the Ancestors. Our ancestors. They are the same species as us. We are going to do everything we can to help them.

That said, Tenyris turns and stalks off down the corridor without another word, leaving Morgami with a visible sting to his pride.

INT. DESTINY - EMPTY CORRIDOR

We find ourselves in another corridor, however this one is not as busy as the others. We find Williams here, he takes a few more steps between tapping his radio.

WILLIAMS

Orion-2 and 3, gear up and report to the Gate room in fifteen.

He taps off the radio and is about to continue walking down the corridor when Takeshi comes jogging towards him. Williams waits while Takeshi comes towards him. They walk down the corridor together.

TAKESHI

Sir, when are you leaving for the planet?

WILLIAMS

Orion-1 is on standby, you don't need to come.

TAKESHI

I know, sir. I would like to come. A lot of interesting stuff in that city, sir.

They continue walking and round another corner, passing crewmen.

TAKESHI (CONT'D) (cont'd)

And I'd like to make sure the decryption program works and be there in case anything needs changing.

They continue walking as Williams considers Takeshi requests. After a moment Williams stop - as does Takeshi - and they face each other.

WILLIAMS

We go in fifteen. Try not to be late. We're going to be beaming down into the Gate Terminal from the armory.

Takeshi nods an acknowledgment and heads back in the direction he came from. We hold for a moment and Williams waits for a moment, wrapped his own thoughts before continuing down the corridor. And off this moment, we -

INT. ANCIENT CITY - STARGATE TERMINAL

where we find Orion 2 and 3, along with ten other scientists, including Takeshi and the Tok'ra, TELARI appearing in front of the Stargate. They are surrounded by the familiar white glow of the Asgard beaming technology.

The teams spread out, investigating certain areas of the terminal.

WILLIAMS

OK, Peterson and Parkers, you're on babysit duty. Watch Daniels. Move debris and get rid of those skeletons. Daniels, you and your boys can check this place out.

We pull back to get a view of the entire terminal, where we see the two marines, Peterson and Parker as well as another four people, who must Daniels and his "boys". They are heading towards the stairs to the second level.

Williams, Orion-2, Takeshi, Telari and the remaining scientists are heading off, towards the exits.

EXT. ANCIENT CITY

Where we find the storms approaching the great ancient city. It is getting darker, and looks as if it might start raining soon. And off our establishing shot:

INT. ANCIENT CITY - CORRIDORS

We hold on the wrecked corridor, void of anything but debris. After a moment a light catches our attention, as it cuts through the dark and dusty corridor.

We REVEAL Williams who is accompanied by two CIVILIAN SCIENTISTS. They all carry backpacks and lights.

INT. ANCIENT CITY - CONTROL ROOM

There are now around eight scientists here in the control room, including Takeshi and Telari. They are connecting laptop to the ancient computers.

We follow as Takeshi and Telari move towards a civilian scientist who is crouched by the main console. The large panoramic view screen is active, showing the colorful display of lights and patterns that we know to be Ancient data.

The civilian scientist is working on a laptop that is connected to the large monitor. He taps something on keyboard and the beautiful patterns are replaced with written information.

SCIENTIST

I'm ready to upload the decryption program.

TAKESHI

Excellent. Get it up as soon as possible.

TAKESHI (CONT'D) (cont'd)

(to Telari)

Good job you have those Tok'ra algorithms.

Telari acknowledges the compliment with a nod before responding.

TELARI/SEK'VESH

How long do you expect it to take?

TAKESHI

For the whole thing to be accessible? Longer than we have. But when a new file becomes accessible to us, we'll be able to view it immediately. No fuss, no hassle.

INT. ANCIENT CITY - LABORATORY

Where we find a group of three scientists. They are looking around the laboratory for any useful technologies.

Like most other rooms in the city, the laboratory is in bad condition. Some of the wall is collapsing in.

INT. ANCIENT CITY- STARGATE TERMINAL - SECOND LEVEL

We are on the second level of the gate terminal. It overlooks the wide area beneath it, railings running the length of it. Like most of the city, this level is covered with debris. There are a number of holes and wrecked walls.

We find Daniels and three other scientists walking slowly along the second level. Daniels is running his hand across the railing. He takes his hand off it and shines a light onto it. It is covered in dust.

Torch beams are bouncing around the level, like fingers searching the level. One of the beams lands on an door, partially open.

SCIENTIST

Hey Daniels, over here.

The scientist nods towards the door.

DANIELS

Let's check it out.

INT. ANCIENT CITY - STORAGE ROOM

Unlike most of the city, this storage room is in almost pristine condition, apart from the dust near the partially open door.

With a grunt of effort, the door is pulled open by the efforts of Daniels and two other scientist. They step into the storage room, looking at all the various alien equipment in the room.

DANIELS

Well. This is certainly cleaner then the rest of this place.

SCIENTIST 1

Shouldn't we get Lieutenant Peterson?

DANIELS

Nah. I told him we'd be fine. They're just waiting for us in the terminal.

ALIEN P.O.V

we are looking through a distorted POV, at Daniels and the other scientists. We seem to be floating, observing the scientists... until we quickly rush forward, straight at Daniels!

INT. ANCIENT CITY- STARGATE TERMINAL - SECOND LEVEL

we are right outside the door into the Storage room. It is silent and stays that way for a moment.

All of a sudden we see Daniels drop to the floor. This moment is accompanied by a tense musical sting, and as we see the other scientists drop and pull back and:

FADE OUT.

END OF ACT TWO

ACT THREE

FADE IN:

EXT. DESTINY

as we re-establish the Destiny, which is now in orbit around the planet. It is quite a beautiful sight seeing the magnificent ship against the beautiful background of the blue, green planet.

INT. DESTINY - BRIDGE - REAR SECTION

CLOSE ON COMPUTER CONSOLE. A pair of hands enters frame and begins to tap on the keyboard. We PULL BACK to find Jonas and Tenyris sat in front of the computer console. It is Jonas who is typing on the keyboard.

There are a number of crew members and bridge crew moving around behind them doing their duties. We hear a report from Beck, who is talking to Barrows. Both are off-screen.

BECK (O.S)

We're now in geosynchronous orbit around the city, sir.

BARROWS (O.S)

Thank you, Sergeant.

We PAN RIGHT to reveal HEMMINGWAY, who has just excited the rear lift. She notices Jonas and Tenyris and starts to head over to them when she is interrupted by the radio.

TAKESHI'S RADIO VOICE

Colonel Hemmingway?

Hemmingway moves back from the console and taps her headset.

HEMMINGWAY

Go ahead, Lieutenant.

INTER-CUT WITH:

INT. ANCIENT CITY - CONTROL ROOM

Where we find Takeshi, Williams and various other scientists and marines. Takeshi is sat in front of one of the consoles, Williams is sat next to him. The scientists and marines are also sat at consoles are doing various other things.

TAKESHI

I think we've found something you might be interested in.

HEMMINGWAY'S RADIO VOICE

Oh yeah? Pray tell.

INT. DESTINY - BRIDGE - REAR SECTION

As before.

TAKESHI'S RADIO VOICE

We managed to get some of our Naquadah generators up and running. We've now got power to a number of various systems, including the Jumper bay.

We can see from the look on Hemmingway's face that she sees where Takeshi is getting. She seems rather excited about what he is going to say.

HEMMINGWAY

Are the Jumpers in a flyable condition?

TAKESHI'S RADIO VOICE

There are only four down here anyway. And yes, they're all flyable.

INT. ANCIENT CITY - CONTROL ROOM

As before.

HEMMINGWAY'S RADIO VOICE

I'll be beaming down shortly. Get someone to warm up one of the Jumpers up for me.

TAKESHI

Yes, sir. Takeshi out.

INT. DESTINY - BRIDGE

Looking from Barrows chair at the Hemmingway who is approaching from behind. Barrows was listening to the conversation and knows what the colonel is about to ask him for.

HEMMINGWAY

Sir, permission to go down to the planet and perform some aerial reconnaissance.

She speaks as she walks around the front of Barrows chair, and comes to face him.

BARROWS

You've got it, Alex. I'd like for you to get those other three Puddle Jumpers flown up here as well.

HEMMINGWAY

Yes, sir.

She turns and walks towards the main entrance just to the right of the "captains chair". She motions for Tenyris and Jonas to come join her.

She waits at the door as the pair make their way towards her. They leave through the door and we hold on the bridge for a moment before:

EXT. ANCIENT CITY - NIGHT

A violent storm is now raging around the city. Rain is pouring heavily and wind is violently blowing the trees around. The wind whistles as it impacts with the city, it also seems as if, the already damaged city, could be blown from off the ground.

We push forward, to a dome like shape in one of the spokes of the city. We continue to push forward, the closer we get the more damage we can see from the exterior. It has several holes in the roof which are being filled with rain. We continue pushing and go straight through the dome into:

INT. ANCIENT CITY - STARGATE TERMINAL

the two marines, LIEUTENANT PETERSON and CORPORAL PARKER are trying to escape the rain coming in through the many rips and tears in the dome like structure which contains the Stargate.

They had managed to clear a small area in front of the Stargate.

They manage to get under a piece of the roofing which is still intact. The rain is causing small floods in certain areas of the terminals.

PETERSON

Where are those damned scientists?

PARKER

Probably hiding somewhere from the rain. I saw them going up to the second level.

PETERSON

We'd best leave them. Nothing here but us and the rats. They've probably found some interesting rocks.

A flash of lightning interrupts the marine. To be more accurate, the thunder interrupts him. We can tell from the volume of the thunder that it was very close to them.

After a short moment, a quiet moment which is spoiled only by the "pitter-patter" of the rain on the dome, another LIGHTNING FLASH illuminates the inside of the dome. And we white out to:

INT. ANCIENT CITY - CONTROL ROOM

We can hear the storm raging outside, rain is hitting the windows and the wind is howling. We hold for a moment when we see a LIGHTNING STRIKE through the multicolored window. The strike creates an eerie shade of the colors before subsiding.

We pan to the right, towards the control room balcony. Here we find Takeshi along with Telari. They are stood next to a console next to the main screen in the control room. He is talking to Hemmingway via his radio.

TAKESHI

The bay door is open. You're ready to go.

INT. PUDDLE JUMPER - COCKPIT

Hemmingway is sitting in the pilots chair. None of the lights are on yet, so we assume that Hemmingway hasn't activated the Jumper. Tenyris takes the seat next to her and Jonas sits behind Hemmingway.

Hemmingway places her hands on the dashboard of the Jumper and systems begin to light up.

HEMMINGWAY

Everything's fine this end. See you in a while.

Hemmingway smiles as she manipulates the controls. She takes a hold of the joy stick type helm and begins to raise the Jumper. We can see that the Jumper is moving through the main window.

EXT. ANCIENT CITY - NIGHT

We focus on the main tower of the city, in which we know to be the Control Room and the Jumper Bay. The rain is still pouring, the wind is still lashing at the city and the trees around it.

We hold for a moment when a Puddle Jumper suddenly flies upwards from behind the tower, like a bullet from a rifle.

We TRACK it as it moves up above the trees. We watch as it dips back down and begins a flyby of the Ancient city.

We can see the damage very clearly now. There are numerous holes in the structure, done by either lightening or weapons fire, as previously theorized by Jonas.

INT. PUDDLE JUMPER

Hemmingway has a look of pure ecstasy on her face. Tenyris is looking around the cockpit, clearly impressed by the Ancient technology.

We can see that Hemmingway is turning the Jumper around and the city is now coming back into view in the main window. Seeing this, Jonas gets up from his seat and comes to lean across the console which separates Hemmingway from Tenyris.

HEMMINGWAY

(smiling)

I never actually got to fly one of these. I was stationed in Pegasus on the Persephone, but I never really got chance to have much time on Atlantis, let alone fly one of these things.

(beat)

It feels so natural, like it can anticipate my actions.

JONAS

From what I've read, that is the case. Ancient technology is very receptive to mental control.

TENYRIS

(nodding)

Such as the chair from the Ancestor outpost.

Jonas looks around with a smile on his face. Takeshi notices this.

TAKESHI

What you smiling for?

JONAS

(grinning)

It's my first time in a Jumper.

Jonas leans up to get a good look out of the window. He looks around with awe. He seems surprised at the state of the exterior of the city.

JONAS (cont'd)

I know the inside is practically destroyed, but look at the state of this.

HEMMINGWAY

Makes you wonder just exactly what happened here. Let's see what sort of maneuverability this thing has.

Through the window we can see that the Jumper is pulling up and off Hemmingway's joyful reaction we:

EXT. PUDDLE JUMPER

we watch as the Jumper suddenly pulls up and away from the city. We follow it as it quickly moves up through the violent storm and black clouds.

It breaks through the clouds into a peaceful layer of the lower atmosphere. It continues to rise until there are barely any clouds, merely stars.

INT. PUDDLE JUMPER

Everyone is looking out of the window in awe at the sight before them. They are in the very outer layers of the atmosphere where there is only a thin layer of cloud. The stars twinkle before them.

Hemmingway looks around outside, before resting back in her chair. Obviously very impressed with herself and the Puddle Jumper.

HEMMINGWAY

This thing has amazing inertial dampeners. We must have been pushing... I don't know how many G's and we can't feel a thing. Amazing.

TENYRIS

Aren't these ships equipped with Drone weapons?

Hemmingway closes her eyes and begins to think. After a moment, she opens her eyes and the window changes and ancient writing and information appears IN the window itself.

In it is a picture of a DRONE and various other writing around it. Hemmingway is simply in awe of the amazing things that Ancient technology is capable of.

HEMMINGWAY

This thing is amazing.

TENYRIS

(to Jonas)
What does it say?

JONAS

I'm not entirely sure but it's just giving information about the weapons themselves. Nothing we didn't already know.

HEMMINGWAY

It's a shame we only found four.
These Jumpers are going to be very
useful.

Jonas is about to respond when he is interrupted by a voice on the radio.

MARINE'S RADIO VOICE

Colonel Hemmingway. Head's up, sir.
We're right behind you.

Hemmingway leans up and across the dashboard of the Jumper and looks out of the large window, which has now gone back to being see through.

We can see three other Puddle Jumpers fly past the one we're currently in and head off into the distance, presumably heading towards the Destiny. Hemmingway sits back down with a smile on her face.

HEMMINGWAY

Let's head back to the city.

EXT. PUDDLE JUMPER

We watch as the Jumper comes about and heads back down towards the planet.

INT. ANCIENT CITY - STARGATE TERMINAL

Where we find Peterson and Parker who are back to work. They have managed to clear a large space around the Stargate. However, they have merely pushed the debris away, from the way it looks.

We watch for a moment as the two marines work together, to push a large part that fell from the roof away. We can tell from the looks on their faces that it is obviously hard for them to move.

They succeed in moving it out of the way, into the large ring of debris around the Stargate. Peterson leans back on the debris they were just moving, while Parker just sits down on the floor.

It is still raining heavily outside and the rain is still falling through the holes in the roof, although the Marines seemed to have moved to an area where the rain couldn't get them.

PETERSON

(rubbing his shoulders)
Okay. That's enough.

Parker suddenly looks blankly at nothing in particular, he had never thought about the reason before.

PARKER

So... wonder what Daniels has found.
Something useful to the mission
hopefully.

PETERSON

(light hearted)

Wouldn't surprise me. You know what
all these "beakers" are like. I
wonder what they've piled up.

A flash of lightening and a clash of thunder interrupts the
marines train of thought. Peterson looks up towards the
balcony, with slight worry on his face.

PETERSON (CONT'D) (cont'd)

We haven't heard from those
scientists in a while.

Parker now shares Peterson's look of concern. He taps his
radio headset and speaks into it.

PARKER

(into radio)

Doctor Daniels? Come in, please.

There is no response. Only silence. The marines look at each
other, obviously concerned that they have lost contact with
the scientists they where supposed to be looking after.

PARKER (cont'd)

They where exploring the upper
level. Maybe they got lost, or
managed to find some technology or
something which stops their radios
from working?

PETERSON

You do have some wild ideas. The
Major won't be too happy with us if
we lose them, or if they get into
trouble.

The two marines begin to get up and walk through the field of
debris.

INT. ANCIENT CITY- STARGATE TERMINAL - SECOND LEVEL

Parker is standing by the balcony, looking over. The damage
seems more extensive from up here, but it offers an
impressive view. It is still lightening and thundering.

PETERSON (O.S)

Parker.

We reveal Peterson walking towards him. He has a frustrated
look upon his face.

PETERSON (cont'd)
(angry)
God damn it. I can't find them!
Where the hell are they?!

Parker is about to reply when something behind Peterson catches his eye. An open doorway, partially open doorway. Peterson notices Parker, and follows his gaze towards the door.

PETERSON (cont'd)
Let's check it out.

They move towards the door and we follow them. Parker pulls the door open some more and looks in. He stands there in shock.

PETERSON (cont'd)
(re: Parker)
What? What is it?

When Parker doesn't reply, Peterson just moves past him, knocking Parker out of the way. When he sees what is inside, he also stops and looks in with shock plastered upon his face.

We then REVEAL that what they are shocked about, are the FOUR CHARRED BODIES of DANIELS and the THREE SCIENTISTS. They are clearly dead.

And off this moment we:

FADE OUT.

END OF ACT THREE

ACT FOUR

FADE IN:

INT. ANCIENT CITY - LABORATORY - CONTINUOUS

PARKER is crouched down next to the dead body of Daniels. He appears to have gotten over the initial shock he had experienced.

Daniels, like the rest of the scientists, is charred. Every part of his body is burnt. We can only tell his identity from the burnt name patch across his chest.

Parker stretches his hand out and presses gently on Daniels neck, only confirming the obvious. He turns back to PETERSON and shakes his head.

PETERSON

What the hell happened here?

Parker slowly gets up and we PAN around him as he slowly rotates to get the best view of the room. It has been badly burnt since last we saw it and there is a sea of charred metal and debris on the floor. It seems like there was an explosion.

We can clearly see a large console in the corner of the small laboratory. Like everything else in the room, the console has exploded. From the way the burn marks and debris is spread, it would seem like this console was the origin of the explosion.

PARKER

(re: exploded console)

Looks like that console over there exploded.

PETERSON

I hadn't realized how loud the rain and lightning was. I never even heard the explosion.

PARKER

I don't think it really matters. We need contact Lancaster and Barrows.

INT. DESTINY - INFIRMARY

Where we find DOCTOR LANCASTER retrieving a medical kit from one store cupboards. In the background we see various nurses attending to consoles around the infirmary. There are also several crew members sat on beds that are being attended to.

Checking the Medkit, Lancaster turns to a nearby nurse.

LANCASTER

I'm beaming down to the planet.
There's been an accident. Contact
me if anything dire happens.

The nurse nods an acknowledgment as Lancaster turns and leaves.

INT. ANCIENT CITY - LABORATORY

Both Peterson and Parkers are now examining the destroyed Ancient control panel. They are interrupted when Lancaster appears in a flash of white light.

The marines turn to watch her as she bends down to examine the bodies of the scientists. After several seconds of examination on Daniels, she speaks.

LANCASTER

I take it that console caused this?

PETERSON

As far as we can tell.

After examining the body of Daniels she comes to the same conclusion as Parker did only moments earlier. She tilts her head up towards Peterson with a resigned look on her face.

LANCASTER

There's nothing I can do here.

INT. ANCIENT CITY - CONTROL ROOM

ON JONAS who is sat in front of a laptop which is connected to one of the ancient computer terminals. He is reading the content displayed on the screen with a concentrated look. It is obviously interesting to him.

We slowly PAN LEFT to find TAKESHI stood with TELARI and TENYRIS at another ancient console. Like Jonas, they are observing information being displayed to them on a laptop which is connected to the console.

We EASE IN on the two until we can actually see some of the information on the screen. It takes a moment, but we can recognize the flowing and wavy symbols being displayed. They are Stargate addresses.

TAKESHI

(with awe)

This decryption program is amazing.
It's restored almost 30 percent of
the database. Shame we don't have
enough room to take it all back
with us.

TELARI/SEK'VESH

(impassively)

Have you decided which information to take back with us?

TAKESHI

Well I've definitely decided on gate addresses. We've been relying on the few addresses that Tenyris and his people knew, as well as a few from the Ancient outpost we discovered, but with the addresses from this planet we can visit every planet in this galaxy.

TELARI/SEK'VESH

I've seen quite a few files relating to hyperspace theory and usage. It would be useful to download that. I might be able to increase the efficiency of our engines some more.

(smiling slightly)

Not that it can be improved too much as it is.

Takeshi laughs slightly.

TAKESHI

Well, depending on its size the information could be stored on removable drives. We've brought enough laptops with us for some extra downloads.

JONAS (O.S)

How much extra information?

We REVEAL JONAS who is now walking towards Takeshi, Tenyris and Teleri, having apparently heard their conversation and become interested.

Takeshi faces Jonas, not bothered by his butting into the conversation, just eager to offer his knowledge.

TAKESHI

Like I said, depends how much you wanna take.

(jokingly)

We've only got a couple petabytes of hard drive space onboard.

JONAS

I've been reading through some history files. It seems that the Ancients here were under siege from the Malecathi.

TENYRIS

You did say you found marks which could have been made by Malecathi weapons.

TAKESHI

Not to mention that this city is falling to pieces.

JONAS

That could have easily been due to the weather. You've seen it out there.

Jonas nods towards the windows at the top of the stairs, where we also find HEMMINGWAY walking up the stairs.

HEMMINGWAY

(having apparently heard the conversation)
Speaking of which. When is this storm going to end?

JONAS

Not soon. It's pretty unpredictable and quite large to say the least. Why?

HEMMINGWAY

I was just thinking of that old Shakespeare quote. That's all.

JONAS

(thinking out loud)
"The coming of a storm before a tragic event"?

HEMMINGWAY

(surprised)
You've read Shakespeare?

JONAS

(slight smile)
Remember, I didn't have a lot to do my first few months at the SGC. Just so happens they had a copy of the "Complete Works" there.

Hemmingway laughs slightly as she joins the four in front of the laptop. Having been interested in what Jonas was saying previously, Hemmingway decides to turn the discussion back towards the city's history.

HEMMINGWAY

Anyway. You were saying about the history of this place?

JONAS

(recalling)

Ah, yes. Well, according to some of the sensor logs it wasn't the Malecathi who damaged the city.

TENYRIS

You said they were under siege?

JONAS

The file's still fragmented but from what I could make out, the shield was still online during the siege. The Malecathi just... stopped firing.

TAKESHI

Did the Ancients take 'em out?

JONAS

I can't actually tell. All I can tell is that the majority of the damage to this city was caused from inside... and after the Malecathi siege.

There is a silent moment between the four of them as they let the information sink in. They all seem to be spinning different theories inside their own heads.

The silent moment is interrupted by a bright flash through the multicolored windows which is accompanied by an earsplitting crack of thunder.

HEMMINGWAY

(to Takeshi and Telari)

Is there any way you can fix this file? I'd like to know what happened here.

TAKESHI

(considering)

There is one thing I could try. It should be pretty quick but I'd have to stop the rest of the decryption.

HEMMINGWAY

Whatever it takes.

Takeshi nods to Telari and they both turn to the laptop, talking in hushed voices. We can still hear and see the lightening and thunder, and off Hemmingway's reactions we:

INT. ANCIENT CITY - LABORATORY

BARROWS is now in the Laboratory along with the two marines, Peterson and Parker, as well as Lancaster.

Peterson and Parker are both stood at attention and Barrows is stood in front of them. Looking directly into Peterson's eyes.

From the look on Barrow's face we can see he isn't happy. He seems to be torn between sorrow, anger and disappointment.

BARROWS

You were supposed to watch their backs!

PETERSON

They insisted that they'd be fine, sir.

BARROWS

You were their guard. You know full well you should have gone with them.

PARKER

With all due respect, we couldn't have prevented this, sir.

Barrows considers this for a moment. It would seem he isn't actually angry at the marines, but angry at what's happened. He turns to Lancaster, seemingly determined to be able to blame this on something that could have been prevented.

BARROWS

(to Lancaster)

Are you sure it was the console?

LANCASTER

The burn marks are consistent. It was the explosion of that console that caused this. Although, I am unsure as to how a panel explosion could've killed four men at the same time.

It is obvious to us that this is bothering Barrows. But it is the fact that nothing could be done about this is bothering him more.

BARROWS

(to himself)

We've been here mere weeks. Weeks. We've lost too many people and we're barely into this mission.

PETERSON

This was an accident, sir. There was nothing that we could have done.

BARROWS

Which is why this is frustrating.
An abandoned city which is full of
information and technology that is
supposed to be able to help us. And
we, I, lose four good men to an
accident.

We hold for a moment and then on the reactions of Lancaster,
Parker and Peterson. And off this emotional moment we:

INT. ANCIENT CITY - CONTROL ROOM

We rejoin Hemmingway and the others at a console in the
control room. Jonas is sat in front of the laptop reading
what is displayed on the screen. Takeshi is leaning over
Jonas slightly, pressing a few keys on the computer.

TAKESHI

That's as best as I can get it.
It's 76 percent restored.

HEMMINGWAY

As opposed to?

TAKESHI

32 percent, sir.

HEMMINGWAY

As always, you never cease to amaze
me.

TAKESHI

One can do wonders with a bit of
Tok'ra help.

The conversation is cut short by a hand wave from Jonas. He
seems to either be wanting them to shut up or wants their
attention. He gets both.

There is a tense moment of silence. Jonas starts and stops
talking several times. Another silent beat and then...

HEMMINGWAY

Well?

Jonas attempts to talk but stalls himself again. He begins to
reread the text displayed in front of him. It's like he
almost doesn't believe what he is reading.

HEMMINGWAY (CONT'D) (cont'd)

Jonas?

JONAS

They couldn't win. They knew they
couldn't.

HEMMINGWAY

The city's still here.

JONAS

They were running out of drones.
The shield wouldn't last, so they...
they...

TENYRIS

What happened?

JONAS

There was a Malecathi armada in
orbit of the planet. They were
bombarding the city.

(beat)

If I'm reading this right... the
Ancients did something that the
Malecathi never saw coming.

(beat)

They killed themselves so they
could ascend.

Everyone looks surprised at this. The idea of an ancient
killing themselves on purpose is surprising.

TAKESHI

They killed themselves? So they
just gave up?

JONAS

Nothing to do with giving up, but
they did kill themselves. Takeshi's
program managed to restore a sub-
file. One relating to plans on how
to get rid of the Malecathi. They
killed themselves so they could
ascend and then use their powers to
the destroy the Malecathi.

The team reacts. If they were surprised before, they're
astonished now. We hold on their stunned reactions for a
moment as Hemmingway's expression changes. She now looks
slightly confused as she remembers something.

HEMMINGWAY

I thought that ascended Ancients
didn't believe in interference in
the lower planes?

JONAS

Well it seems that these Ancients
ascended with the purpose to
interfere... to save their city. Only
a few though; volunteers.

(MORE)

JONAS(cont'd)

Remember, these Ancients originally left earth to ensure that their civilization would endure. I'd imagine they'd go to even greater lengths if necessary...

TENYRIS

If the other ascended people didn't believe in interfering then why didn't they stop these... guerrilla fighters?

JONAS

According to this, they tried. Well, after the Malecathi armada had been destroyed.

Jonas turns back to the laptop and begins to tap on the keyboard. The information on the screen changes and Jonas takes another moment to read it.

JONAS (CONT'D) (cont'd)

(from the screen)

According to this file, the others tried to banish them, but they couldn't. They couldn't "descend" them so they did something else.

HEMMINGWAY

What? What happened?

Jonas reads another passage on the laptop screen.

JONAS

They did something to the guerrilla fighters. Something that sent them crazy.

TELARI/SEK'VESH

An ascended being?

TAKESHI

They made them insane?

JONAS

Something like that. The Malecathi didn't return to the city, so the guerrillas stayed here. They didn't want to go with the other ascended Ancients because they knew that they wouldn't be accepted. So they stayed in this city.

HEMMINGWAY

However?

JONAS

They went insane. They started to loose their minds. They did this to the city. They did the damage. They went crazy and just destroyed everything. This whole city... and its inhabitants.

TAKESHI

(worried)

That means that they're still here.

Everyone reacts that this. They realize that Takeshi is right and that this could danger everyone in the city.

JONAS

Yes.

TENYRIS

(to himself)

The ghosts of the Ancestors...

HEMMINGWAY

(to Tenyris)

Looks like that superstition is warranted. I bet it was these crazy guerrilla Ancients that took out your ships.

TAKESHI

We've gotta get out of here.

HEMMINGWAY

You don't need to tell me twice. Barrows is in the Gate terminal, isn't he?

TELARI/SEK'VESH

Yes.

HEMMINGWAY

OK, get everyone ready to beam back to Destiny. Start getting the technology back onto the ship.

We can see Telari move away from the group to a corner in the control room. He taps his radio and we can hear him telling Destiny to start beaming up the technology they've collected. Some of the laptops disappear as they are beamed onto the ship.

Hemmingway also taps her radio, eager to get out of the city now she has learnt about its dark and forbidding secret. She's trying to contact Barrows.

HEMMINGWAY (cont'd)
(into radio)
General Barrows, sir. We've gotta
leave the city, now.

INTER-CUT WITH:

INT. ANCIENT CITY - CORRIDOR

we know find Barrows walking along a corridor along with Dr Lancaster. Like most places in this city, the corridor is damaged. We now know this is due to its godly inhabitants going crazy.

Barrows looks slightly curious at the sense of urgency in his XO's voice.

BARROWS
(into radio)
Colonel?

HEMMINGWAY
I have no time to explain, sir.

INT. ANCIENT CITY - CONTROL ROOM - CONTINUOUS

As before.

HEMMINGWAY
(into radio)
But we've found something out about
this city and it turns out we're
not...

Hemmingway is interrupted when the control room is filled with a bright white light. For a moment we think it could be the lightening but there is no thunder.

We hold on the puzzled reactions of everyone in the control room as they are smothered by this bright and brilliant white light.

Then all of the sudden the light collapses in on itself and so does everyone trapped inside the light, leaving the control room empty of all life. We hold on this dark, silent and quiet control room, just as it was found at the start of the episode and then:

INT. ANCIENT CITY - GATE TERMINAL

Just like before in the control room, the area in front of the Stargate is enveloped in the bright white light.

It disappears almost as suddenly as it appears and in the area where it just appeared we find Orion 1, 2, 3 as well as General Barrows, Lancaster and a number of scientists. This is everyone in the city.

We FOCUS ON HEMMINGWAY as she notices where she is and finishes her sentence slowly.

HEMMINGWAY (CONT'D)
(surprised)
... alone.

And off this startling and confusing moment we:

FADE OUT.

END OF ACT FOUR

ACT FIVE

FADE IN:

INT. ANCIENT CITY - STARGATE TERMINAL - CONTINUOUS

All of the Destiny crew members that were exploring the city are now in the gate terminal, looking around, stunned and confused as to what happened.

There is only silence... then someone points to an area of the collapsing roof.

SCIENTIST

Look.

Everyone follows his stretched arm to find a glowing white form slowly descending through the roof itself.

ON HEMMINGWAY as she realizes what it is heading down towards them: A guerrilla Ancient!

It lowers itself towards the Destiny exploration team with a menacing, yet graceful approach. Hemmingway quickly turns toward TAKESHI, with a look of worry painted across her face.

HEMMINGWAY

Get us out of here!

TAKESHI

(into radio)

Destiny?

There is only silence.

TAKESHI (CONT'D) (cont'd)

Sergeant Beck, come in please.

Again, only silence. We HOLD on the reactions of ORION-1 and BARROWS as they realize that one method of escape has been cut off.

TAKESHI (cont'd)

We can't be beamed out. Seems like the Ancients have blocked communications back to the Destiny.

Hemmingway and Barrows share a brief look between each other as they consider their final option. Another beat as Barrows finally decides what to do.

BARROWS

(to Takeshi)

Dial the Stargate.

Obviously understanding the danger of the situation, Takeshi moves with speed and begins to punch symbols into the DHD.

TAKESHI

(while dialing the 'gate)
I'm dialing M93-541. I've got an
Address Calculator. We can make it
back when the Destiny moves.

BARROWS

(with authority)
What is going on, Colonel?

Hemmingway briefly glances up at the slowly and menacingly descending towards the group.

HEMMINGWAY

We're not alone, sir.

BARROWS

Care to elaborate?

JONAS

The Ancients that lived here. They
ascended to defeat the Malecathi
that were laying siege to the
city. Then something happened and
they went mad. They destroyed this
city.

BARROWS

(looking at the glowing
entity)
And that's one of the Ancients?

HEMMINGWAY

Yes, sir. Unfortunately it is.

The ACTIVATION of the Stargate casts a dancing blue ripple upon the worried gaggle of personal assembled in front of the Stargate.

CLOSE ON BARROWS as the worry is evident on his face. We know from earlier that the general isn't pleased with the casualties that the mission has fell victim to. The prospect of losing more personal is disturbing him greatly.

BARROWS

(decisively)
Move out, people.

Tenyris leaps up in front of the Stargate, followed by several others and half jumps towards the event horizon as it shuts down and he lands on the platform, just behind the Stargate.

BARROWS (cont'd)

Lieutenant?

TAKESHI

I don't know, sir. I'll dial again.

Takeshi begins to dial the Stargate again, when the DHD suddenly disappears in a flash of bright white light, similar to when they were transported from the control room to the gate terminal.

CLOSE ON Takeshi as he realizes what is going to happen next.

TAKESHI (cont'd)

(to people next to the
Stargate)

Quick! Get away from the gate!

Heads turn towards the descending guerrilla Ancient as they leap down from next to the Stargate, as that too disappears in a flash of white bright light.

There is a tense moment as everyone is silent in anticipation, scared anticipation of what might happen next. The only sound is the clapping of the thunder and the sound of the rain cascading down upon the Stargate Terminal roof.

Our attention turns to the glowing Ancient and we TRACK it as it lowers itself onto the floor in front of our people. It hovers for a second before its appearance begins to change.

The form of the Ancient begins to assemble itself into the shape of a human being. After a moment its appearance fully changes and in the place of a glowing entity is a male human.

Dark in skin tone, he has short curly black hair and brown penetrating eyes. He wears a brown and beige colored uniform. We can see it is of Ancient style but it has been slightly changed to suit the Ancients of the Orion. It is also ripped and frayed to show the struggle these Ancients went through.

There is a silent and frightening beat, unlined by the clapping of thunder and a slowly building tense musical score. Then the Ancient speaks.

ANCIENT

(emotionless)

You have trespassed upon our city!

The Ancient speaks in a deep, emotionless and plain voice. The lack of emotions in his voice creates a creepy atmosphere.

ANCIENT (CONT'D) (cont'd)

What right have you to be here?

Barrows glances at Jonas. Very eager to avoid more bloodshed.

BARROWS

(whispering to Jonas)

Jonas? This is your area of expertise.

ON JONAS, as he takes a tense and nervous step forward. He carefully watches the Ancient as he slowly walks forward, in a none threatening manner.

JONAS

We meant no disrespect. We're... er... we're explorers, from Earth. We had thought your race to be dead, we had come here to find out more about your kind.

ANCIENTS

(slightly angered)

Lies. We have been watching you. You have plundered our once great city. You have come to steal the legacy of the Faerek.

JONAS

That you? You're called the Faerek?

ANCIENT

You claim to be our descendants, yet you know not of our name.

The Ancient, or Faerek as he will now be called, continues to look coldly upon Jonas.

JONAS

As far as we knew you were dead. We only know you as the name we gave you, Ancients. Or what about the Alterrans? We only seek to use this technology against the Malecathi. A mutual enemy.

FAEREK

More lies. You are in league with the Malecathi.

JONAS

(surprised)

What? No! We're not in league with the Malecathi. They are our enemy, we are here to find technology's to defend us from them.

FAEREK

Why you try to deceive us, we can not understand. You have brought the Malecathi to this city.

JONAS
(earnestly)
No. We are your descendants. Your children of sorts. We are here seeking the help of your great city.

FAEREK
(frustrated)
Then why have you led the Malecathi here?

JONAS
We haven't!

There is another silent beat. Again, lightening flashes and thunder claps outside. There is a look of worry sewn across Jonas faces, as he clearly doesn't understand.

CUT TO:

INT. DESTINY - BRIDGE - NIGHT SHIFT

The Bridge is quiet, there is only a small number of personal on the bridge now, all doing their jobs and moving around. The lighting is dark to reflect it being night and FREEMAN sits in the Captains Chair with an AIRMAN at the Communications console in front of him and BECK in the Navigations console

Becks' console begins to beep, drawing Freeman's attention towards him.

FREEMAN
(re: bleeping)
What was that?

Beck begins to tap on his console, finding out what the bleeping is about.

BECK
(off console)
Long range scanners.

FREEMAN
What are they picking up?

Beck takes another moment to check his console, before turning to look at Freeman with obvious worry and concern.

BECK
A Malecathi Onslaught Cruiser.

And off the worried reactions of Beck and Freeman...

EXT. SPACE

We are looking back at the earth-like planet in the distance, the Destiny but a mere small grey object barely noticeable. We hold for a moment when a massive object suddenly floats into frame, the massive bulk of a MALECATHI ONSLAUGHT CRUISER.

It slowly continues to fly through till we can barely see the planet under the massive hulk of the ship. Several small SWARM FIGHTERS zip past as well.

INT. DESTINY - BRIDGE

We are back moments later, Freeman is now lent over Beck's console, looking solemnly at the main view screen which is showing the distant Onslaught Cruiser coming towards them.

FREEMAN

How many?

BECK

One Onslaught Cruiser and more than a dozen Swarm Fighters.

FREEMAN

And that Cruiser will have more docked.

(beat)

We've gotta inform the General.

Taking this as an order, Beck taps some controls on his console and nods to Freeman as she sits back down in the Captains chair.

FREEMAN (cont'd)

(pressing something on the arm of the chair)

General Barrows, come in please.

As expected, there is only silence.

FREEMAN (CONT'D) (cont'd)

Sergeant?

BECK

Communications are working fine, sir. Seems there is something around the city blocking communications.

FREEMAN

Beam them out!

There is a beat as he tries.

BECK

I can't do that either, sir. Seems this... blocking field was erected just after be beamed aboard the equipment the exploration teams found.

FREEMAN

Looks like we're gonna have to deal with this ourselves. Bring shields online, arm all seven railgun turrets, and spin up the main energy cannon.

WEAPONS OFFICER (O.S)

Yes, sir.

Freeman sits back into the Captains chair, obviously worried and nervous about where the upcoming battle is going to lead.

INT. ANCIENT CITY - STARGATE TERMINAL

Just as before, the humanoid Faerek stands before Jonas and the other assembled explorers from Destiny. Everyone is quiet and the Ancient is staring hard at Jonas, a look of pure anger across his face.

A light breeze blows through the terminal, blowing flicks of hair and followed by a light, quiet, almost inaudible whisper. It sounds like many voices merged into one.

GHOSTLY WHISPER

They're almost here.

The Faerek turns his head into the breeze, as if talking to it.

FAERЕК

We must deal with these people soon.

HEMMINGWAY

What the hell is going on?

FAERЕК

(increasing anger;
raising voice)

The Malecathi are bearing down on our planet. No doubt heading to meet up with your vessel first.

JONAS

(concerned)

We did not lead them here. They wont be going to meet our ship. If anything they'll be going to destroy our ship.

(MORE)

JONAS(cont'd)

You have to let us return to our ship and help us fight them.

FAERЕК

Lies, there is a tracker on your ship. The Malecathi followed it here.

Barrows looks at his team with genuine surprise. They all exchange curious looks, and the Faerek notices this.

GHOSTLY WHISPER

They were unaware of this.

FAERЕК

Possibly.

JONAS

We never knew of this.

TENRYIS

It would explain how they were able to take us by surprise near that asteroid field.

BARROWS

How the hell did they manage to get a tracking device on my ship?

TAKESHI

They could have done it when they boarded us. We would never have found it and they'd have just kept coming.

JONAS

(to the Faerek)

You have to help us. We never knew, we only came here to find technology to help us fight the Malecathi.

The Faerek is silent as he ponders all this new information. He takes a step towards Hemmingway carefully moving around the others. Slowly reaching out, the Faerek touches Hemmingway's face.

FAERЕК

She is one of us.

GHOSTLY WHISPER

Our blood flows through her veins; through many of them.

FAERЕК

They speak the truth, they are our descendants, we should help them.

GHOSTLY WHISPER

The Malecathi pose a threat to us,
no matter what these Earthlings
intend, we must deal with the
Malecathi first.

The Faerek turns to look at Hemmingway, less angry now but he still looks annoyed at this inconvenience that our heroes have caused.

FAERЕК

You may return to your ship and we will deal with the scourge heading towards our planet. But know this, come here again and we will not be so understanding or forgiving.

Jonas nods his understanding and is about to thank the Faerek when everyone is enveloped in a flash of bright light and disappears.

We hold on the Ancient for a moment before PULLING BACK and OUT of the Stargate Terminal..

EXT. ANCIENT CITY

We continue to PULL BACK, away from the city, through the storm and lightening, up into the clear clouds of the atmosphere, much as Hemmingway and the Puddle Jumper did earlier.

We continue to PULL BACK, still looking down at the planet and find ourselves in:

EXT. SPACE

We can now see the planet bellow us, and we VIOLENTLY PAN RIGHT to find the Destiny hanging in orbit of space. The Onslaught Cruiser is now closer to the Destiny and we can clearly see it.

INT. DESTINY - BRIDGE

The lighting is red, indicating that the ship is now at battle alert. Freeman sits in the Captains chair, leaning slightly in Beck's direction.

She looks very nervous and steals brief glances at the main screen.

FREEMAN

How long till they'll be within
weapons range?

BECK

In two minutes, sir.

FREEMAN

Ready the Railguns and make sure
that the...

Freeman is cut off as a bright light fills the area in front of Beck's console and Barrows, along with Orion-1 appear. The rest of the expedition appears in various random places on the Bridge.

FREEMAN(CONT'D) (cont'd)

... fighters are ready to be
launched.

BARROWS

(moving towards his chair)
That won't be necessary Lieutenant.
Sergeant Beck, I want you to take
us out of here.

Freeman looks slightly confused as she gets up and ushers the Airman from her console. Barrows sits down in his chair and Orion-1 turns to face the main view screen which shows the Cruiser baring down on them.

FREEMAN

One minute, thirty seconds.

BARROWS

Sergeant...

BECK

Bringing the hyperdrive generator
online.

Something on Freeman's console draws her attention and she looks at the main view screen.

FREEMAN

(confused)
General Barrows? Look...

Everyone's attention turns towards the main console, although because of our angle on the Captains Chair and the Communications and Navigation console we can't actually see what is on the screen.

EXT. SPACE - DESTINY

CLOSE ON DESTINY as it floats silently in space, we SLOWLY PAN UP to find the Onslaught Cruiser now very close to the Destiny.

However this is not what caught Freeman's attention. Eleven GLOWING ENTITIES, which we know are the ascended Ancients are floating gracefully through space towards the Onslaught Cruiser.

We ZOOM IN on three of these glowing Ancients as they head straight towards the Malecathi. They form a sort of "arrow-head" formation.

It looks like they're going to COLLIDE with the ship, but instead they DISAPPEAR inside the hull and appear out of the other side. An EXPLOSION erupts from within and we follow the formation.

More of the glowing ancients disappear within the ship, explosions also follow. The smaller Swarm Ships also explode as the ancients fly through them.

More Swarm Ships follow the ancients, trying to destroy them but their fire only goes straight through them. And off this incredible display of light works:

INT. DESTINY - BRIDGE

There is only stunned silence on the bridge. Everyone is stood at the windows or viewers looking at the impressive battle being fought outside.

Barrows interrupts the silence with a stern order.

BARROWS

Take us out of here. Take us
anywhere.

EXT. SPACE - DESTINY

We TRACK the Destiny as she moves away from the planet, leaving the one sided battle behind. We stop, as the Destiny continues to fly into the darkness of space. We can only watch as she enters hyperspace.

FADE TO:

EXT. SPACE - DESTINY - A DAY OR SO LATER

A day or so has pasted since the Destiny left the Ancient planet and we now find her flying gently through space at sub-light speeds, stars streaking past her.

INT. DESTINY - CORRIDOR

We find Barrows and Hemmingway walking down a corridor, we join them in mid conversation. Both are in their Destiny uniforms. Crew members walk by throughout the scene.

HEMMINGWAY

Since we knew to look, we managed to find that tracker. Takeshi was right, the Malecathi has planted it when they boarded the ship. It was hidden in a wall panel on one of the corridors they'd come on.

BARROWS

And we're sure there's nothing else on board?

HEMMINGWAY

No, afraid we're not sure. No way we can be.

BARROWS

What else?

HEMMINGWAY

Takeshi has got all the technology we took from the city in order. The Ancient database has been successfully integrated into our computer, so we now know a lot of 'gate addresses.

BARROWS

What about the Gateships?

HEMMINGWAY

(laughing slightly)

The technicians have managed to convert a couple of landing pads in the Launch Bay, as well adapt the Asgard beam technology to beam a Jumper into the Gate room if we needed to.

BARROWS

(darkly)

Excellent, at least something we got something from this mission.

HEMMINGWAY

Losses were inevitable, sir. We did escape.

BARROWS

But barely... I can dread how many more loses I will suffer.

We stop as Hemmingway and Barrows continue down the corridor, around a corner and out of frame. And off this somber moment we..

FADE OUT.

END OF SHOW