

STARGATE RISK

"QUEEN" (PILOT EPISODE)

By

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SCENE 1

Fade In: Camera fades into an image of Atlantis, then fades into an Ancient lab. A room with two consoles facing each other and a screen between them. There are two people working there; a female (Dr Kate) and a male (Dr Lorenth). One gets the feeling they are looking through a mound of data.

Title pops up saying Earth, Atlantis, 2014.

KATE

Mmm, there is not much about the Furlings in here.

LORENTH

You're still looking? You've been trying for six months and found nothing. Don't you think you should give up?

KATE

Yeah, but think about it; we have only ever encountered anything to do with the Furlings once. That wasn't very much, AND we nearly lost General O'Neill.

LORENTH

You're looking for a needle in a haystack.

Camera moves round to get a look at Kate's screen and Kate gasps.

KATE

Yes, but I'm using a magnet!

Camera zooms in on Kate's screen to see an eight-symbol address. And a bunch of Ancient writing.

KATE

I've found an eight-symbol address!!!!

I don't recognize these symbols. And... some instructions?!

An awkward pause.

LORENTH

Well?!

KATE

Give me a moment. I've got to translate it. It's not like the Ancients wrote it in English... It says something about a "speculum." What-ever that is.

LORENTH

Well, that's not much!

KATE

Yes, but we should take this to the IOA.

The camera fades into the main title

SCENE 2

Camera fades in to see Kate, Colonel John Sheppard and a member of the IOA in a meeting room, the room is sparsely decorated with just a few tables and a chair. The IOA representative, Mr. Kemirik gives Kate a disdainful look.

MR KEMIRIK

Miss Darlington,

KATE

It's *Doctor* Darlington...

MR KEMIRIK

I'm sure it is, and while I am so sorry to disappoint you, [he looks anything but sorry] as you know, at present all resources must be put to use against the Lucian Alliance! At the moment we really just can't afford to fund a ridiculously long shot of an expedition, to go find some savage creatures, who may or most probably will *not* be alive, and unwilling to help with the war effort, even if they do turn out to exist!

KATE

They can't be savages! They are one of the five great races, so they have to be at least our equals, if not our superiors.

Mr. Kemirik gives Kate an evil look

MR KEMIRIK

Young woman, the risks are simply too great. Your idea belongs in a fiction movie, not a respectable science programme! I'm surprised at your superiors for encouraging you to waste my time! The answer is no, and that is final!

With this he stands up, and exits the room, leaving Kate and Colonel Sheppard alone.

Kate starts to walk out the door.

SHEPPARD

Kate. Wait.

Kate turns around.

KATE

Sir?

SHEPPARD

This is off the record but, (Sheppard sighs and gets far away look in his eyes) I remember what it was like to disagree with my orders, and, well, 'stretch' my interpretation of them.

Look. I think your idea has merit, and god knows we need Allies. This war's been at a stalemate for the past 2 years. No one's winning or losing. Someone's eventually got to give, and I just hope its them and not us.

So, if you can pull this off without arousing suspicion and putting too much of a drain on our resources, I'll make sure we only put up a token resistance when the time comes for you to go through the gate!

Kate gawks.

KATE

Colonel?

SHEPPARED

Look, only take from us what you *can't* get somewhere else! And take it *slowly*. Things like a few grams of Naquadah, maybe some zat's, and a MALP or two won't be terribly missed.

And, try to do it before Woolsey gets back from this latest diplomatic meeting with the Langarens. I know we need their stargate, but I don't think they will see it the same way, so he'll not exactly be in a good mood...

Kate looks at him, eyes shining.

KATE

Thank you, Colonel. I mean, umm, I won't let you down. I mean, I won't do anything that... umm...

Sheppard winks at her.

SHEPPARD

I have no idea what you're talking about, Doctor. Now, don't you have work to get to? Now that you've been refused permission for this project, I think your skills will be most useful on the Jumper Project...[he looks at her significantly, and taps his nose]

Kate smiles at him in a bit of a daze and walks out of Sheppard's office with determination in her step. You get the feeling she is already making plans

The Camera moves with Kate as she walks to the elevator and watches as the doors close.

SCENE 3

The camera focuses in on Kate, in the jumper bay of

Atlantis.

KATE

Hey, [pause] hey! Dave? [pause] Dave!

DAVE

You're back? How did it go with the IOA?
Oh no, you've got that look again! Oh!
Kate? **Please** tell me you don't have any
more bad ideas that'll get us into
trouble? [mumbles to self, but Kate can
still hear] Even though most of those
ideas were correct, in the end... That's
right, I heard you've been assigned to
the Jumper Project!

A look of shock passes over Kate's face, but Dave doesn't seem to notice.

DAVE

Kate, let's go to the Mess Hall? Lots of
us are here on the same assignments.
Olivia, Madison, George and Hashi. And
we made a new, friend - come on, I'll
introduce you to your new boss!

The camera watches as they walk away.

SCENE 4

Dave and Kate walk into the Mess Hall, and Dave leads Kate to a table with four other people sitting down. Madison and George are military, and Olivia is Medical. Mackay, Dave and Kate are Scientists.

DAVE

And here's our friend Kate, Dr Mackay.
[Introductions] Dr Mackay, Kate. Kate,
meet Dr Rodney Mackay, your new boss.

Kate's jaw drops.

KATE

THE Dr Rodney Mackay? The guy who got
this city into hyperspace with only one,
mostly depleted ZPM? And installed a
hyperdrive into a Puddle Jumper

Rodney preens looking smug, liking the admiration. Kate continues.

KATE

The guy who used the shield as an ARG and shoots bullets in the air as he screams and runs away instead of at the enemy?

Rodney winces at the last statement.

RODNEY

To be fair, the ZPM was at around 50%, but yes, I did convert the shield into an ARG, but alas, it was Carter who came up with the idea for those things. And I *DID* learn to shoot at the enemy instead of straight up, but, yeah...

KATE

Cool! You're everything Zelenka told me you would be!

RODNEY

Zelenka? You work with...? Never mind. [shakes head dismissively] George was filling me in on your crazy Ideas, I'm not sure I would have dared create a feedback loop in the naquadah generator or used a drill on an active zat to see if I could tie in a flashlight!

KATE

Well, where is the fun without the risk. [she grins sheepishly]

The camera focuses on Madison's response as Kate keeps speaking.

KATE

... That wasn't my *latest* idea...

MADISON

(throws her hands up in mock despair) Oh Kate, no! Please, not again!

RODNEY

No, no, no, let her speak! I'm curious...

The camera focuses on Kate

KATE

I shouldn't have opened my mouth.

The camera switches to Rodney.

RODNEY

Now I'm really curious! Hmm. If you don't tell me, I'll have you fired from my jumper project! Maybe this is an idea I can sell.

KATE

[Sighs and looks a little hurt] Ok. First off, this is bigger than any of my earlier ideas. [gestures for all to lean in, and whispers] I found information about the Furlings?

All look curious. A guy with a plate of food comes over.

KATE

Oh, Thanks!

HASHI

Hey Kate! What, you don't remember...?

Kate looks up, a little startled

KATE

Oh Hashi, I'm sorry! Just telling the guys about...

HASHI

Let me guess, another idea? [he pulls up a chair & joins them at the table]

KATE

So, I found information in the Ancient database, a gate address and something about needing a speculum. I didn't recognize the symbols, so I took a picture, and when I reversed them, [pauses for dramatic affect] they matched symbols on the Atlantis gate.

Kate pulls out a tablet and brings up an image

RODNEY

An eight-symbol address!

KATE

Yes. Colonel Sheppard hinted that if we could do it on the sly, so to speak, he would make sure the personnel on this base would only put up a token resistance if we mount our own expedition.

Camera pans around the group, as they all look a bit shocked, nervous and excited. No-one speaks

RODNEY

Well. This will be an adventure for you guys! I'll help you get started, but I can't come. [at everyone's curious looks he adds] Don't get me wrong I'd love to go but Jennifer would kill me! And besides, I made a deal with the IOA. If I can interface the neuro-link from a jumper with the ancient weapons platform, they'll let us take this city back to Pegasus to help with the Wraith.

KATE

Yeah, it doesn't feel right that we abandoned the people of Pegasus to them. So, you're going to help us?

RODNEY

Well, of course! I miss getting into trouble! And it's Sheppard approved. Sort of. When gathering your team, make sure you only ask people you can trust not to turn you in if they decline.

KATE

And I can say we need a kilogram of naquadah for the jumper project. That should power eight chevrons for almost... eight minutes.

If we tie it into the city's power centre, radio you, then you keep your people close to the transporters. You rush the Gateroom with Wraith stunners.

RODNEY

Keep your supplies in the Jumper Bay. Only shoot to stun. Dial the gate, if it locks get your team to the Gateroom. We'll send you the supplies, and you all go through. If it doesn't dial, Kate stuns all her friends, and takes all the blame. How does that sound?

KATE

Pretty good.

RODNEY

hmmm. Okay then. Well, you'd better start to get ready! Oh, and Kate speculum means mirror.

Rodney moves to stand up but Kate grabs his arm.

KATE

Wait, what if you also need to reverse the order that the symbols are in? You know eight at the beginning and one at the end.

RODNEY

You know that idea does have some merit. Chuck fell asleep on the DHD last night. I think his elbow landed on the point of origin first, now that I think about it. Cause the seventh and sixth chevrons locked for a brief second, not the first two, and when he woke at the sound of the gate activating, he moved his elbow and the gate shut down.

OLIVIA

So how do we know it will work? I mean this is just a hypothesis.

DAVE

We could tie the gate into a dialing simulation, so we can try the symbols and get the same result without actually dialing the gate.

RODNEY

Great idea D...?

DAVE

Dave!

RODNEY

Yes, I knew that.

SCENE 5

Camera fades in to show Kate and Madison in a corridor outside what looks like a research lab in Atlantis.

KATE

Ok. We've got everything we'll need, apart from the confirmation of the backwards hypothesis.

MADISON

Even your modified zat's?

KATE

Yes sis, just relax. If we tie in the gate into the simulation the worst that will happen will be that we'll have to call the whole thing off.

With that Kate strolls into the lab where her mentor, Dr Zelenka is doing some work on a desktop computer.

KATE

Dr. Zelenka, Hi!

ZELENKA

Ah, my young protégé! How are you enjoying Rodney as your boss? Hmm? The stories I could tell you!

KATE

[laughs] The stories you have *already* told me! He's not so bad. A bit intense at times, kind of rude, obsessive maybe? But we get along!

ZELENKA

Yes, I suppose I can see that! [mutters in Czech] Now, and what is your problem that you want me to help you with?

KATE

Well, I'm sort of doing a side project, in my own time, trying to make a new simulation so we can tell if the gate is glitching, or we are just dialing an incorrect address.

Dr. Zelenka looks intrigued.

KATE

And I was wondering if you could take a look at the code to interface the simulator with the gate in real time?

Kate hands Zelenka the tablet she is holding, and he takes a few minutes to scan the code.

ZELENKA

Well, the code all checks out - wait, [he peers more closely] Now this looks interesting, very interesting...

Kate snatches the tablet back and quickly heads out the door calling over her shoulder.

KATE

Thanks for your help Dr, it was really helpful.

ZELENKA

To bylo nezdvořilé, myslí si, že je lepší než já, then again, she isn't as bad as Rodney... Yet.

SCENE 6

Kate rushes into the corridor, Madison and Olivia are waiting for her, eager expressions on their faces.

KATE

I got it; he said the code checked out. Let's see if it works!

They all crowd around her, peering at her laptop. Kate adds a fake ZPM to the simulation, now tied into the gate, and proceeds to enter the address. First, she tries the regular way, chevrons one to eight. When that fails to get a lock, she tries holding down the point of origin, entering the other symbols in reversed sequence. And after a slight lag in the simulation the gate locks.

A blue mist like cloud appears in the center of the gate.

MADISON

What does that mean?

Madison points to the mist.

KATE

It means the gate is locked, in the simulation. Which means it definitely will with the real one.

Olivia cheers and fist pumps, Kate shushed her and they run off. Zelenka puts his head out, looks in both directions, then withdraws, muttering in Czech again.

SCENE 7

Camera fades in to see Sheppard in the mess hall, coffee in one hand, tablet full of paperwork in the other, approaching a table.

He is so engrossed in the paperwork that he doesn't notice the large group of people gathered around a table, whispering excitedly.

At the center of the group he spies Kate, and, then Rodney? He raises his eyebrows then, shaking his head, he stands up and leaves the mess hall.

SCENE 8

Camera shifts to Sheppard in the control room, looking out over the balcony at a large group of people. There are maybe thirty of them, once again, with Kate and Rodney in the center, along with a girl that he doesn't recognize. They are pointing wildly at the gate and at a tablet in Kate's hand.

SHEPPARD

(muttering under his breath so only the camera can hear him) - must be Kate's sister!?

Sheppard shakes his head, once again muttering

SHEPPARD

Not subtle Kate! Not subtle at *all!*

Just then one of the scientists rushes up to him, brandishing a datapad.

SCIENTIST

Colonel Sheppard!

The scientist comes close, speaking so only Sheppard can hear

SCIENTIST

Colonel Sheppard, I think the Lucian Alliance has managed to infiltrate Atlantis!

SHEPPARD

[Alertly] What makes you think that?

SCIENTIST

All of a sudden, lots of supplies have been going missing! Here is a complete list.

He hands Sheppard a tablet. Sheppard smiles and takes it.

SHEPPARD

Thanks for bringing this to my attention. I'll look into it, but it's probably nothing to worry about. Likely it's just a mix up. As I said, I'll look into it.

SCENE 9

Camera shifts to Woolsey/Sheppard's office, as Sheppard walks in and the door closes. He is reading the list of supplies that have gone missing, and he suddenly stops in his tracks.

SHEPPARD

What the hell does she think she needs *that* for? Alright time to call in Kate and Rodney. might as well get my weekly report on the 'jumper program' over with.

Sheppard taps his radio

SHEPPARD

Doctors Darlington and McKay come to my office; I'd like my weekly report on the jumper project's progress!

A few minutes later, Kate and Rodney enter the office.

SHEPPARD

How goes the jumper project?

RODNEY

Good. We've managed to disconnect the neural interface from the jumper. We had to take out the pilot's console and the HUD to do it, but we think we can start looking at wiring it up to another jumper's weapons system. After that we will be able to try to connect it to the ancient weapons platform.

SHEPPARD

Good, good.. (turns to look at Kate) Now, Doctor, care to explain why I am losing all these supplies?? I thought I said to be careful! **Not** that I gave you permission to do anything against orders!

He hands them the tablet with the list.

KATE

[Reads list, looks confused] I don't know what you are talking about. We've only taken four items that are on this list; the dead ZPM, MALPS, zat's, and naquadah.

SHEPPARD

So, you guys *didn't* steal a scale model of Atlantis?

RODNEY

Seriously? I mean, are you for real? I have no idea what we would *possibly* use that for! That wasn't us, any more than most of the stuff on this list!

KATE

(speaking thoughtfully to herself) It might make a good diplomatic gift to the Furling's, be bloody awful to pack though.

Sheppard stares at her incredulously

SHEPPARD

So, you *did* take the model?! That was for the IOA!

KATE

No, no, no, just thinking aloud. As I said we only took those four items, and some other tactical and medical supplies, rations, that kind of stuff.

We are buying what we can with our own money, given that this is all on the down low.

SHEPPARD

Crap. I'd been letting this go because I thought it was you guys taking things. So, that means we might actually have a Lucian alliance operative in Atlantis.

RODNEY

Oh really, well anything is possible. This is bad really really-

SHEPPARD

Rodney, calm down.

RODNEY

Ok, ok, (takes deep breath) I'm calm

SHEPPARD

Good, leave that issue with me. So, when are you guys planning on leaving?

KATE

A few days. We're just waiting for Dr. Jackson to send me a file on reading Furling. We're waiting for him to return from his mission. In the meanwhile, we'll keep recruiting.

SHEPPARD

Yeah about that? You guys aren't being very subtle. You'd better dial down the activity, or I'm gonna have to take official notice of you.

KATE

Ok. So we've got-

SHEPPARD

Stop, Kate. Don't tell me anymore! I need a defense of plausible deniability. And you know what O'Neill is like, sniffing out lies and deception, He's like a human Za'tarc detector!

KATE

Maybe that is due to his time with SG-1, they had to lie quite a bit at times.

Sheppard glowers at her.

SHEPPARD

Now, as I was saying. Get out and try harder to stay off my radar.

Kate and Rodney leave the office, Kate trying not to giggle as the camera fades out.

SCENE 10

Camera fades in to see Rodney in the ZPM room. He has a dead ZPM in his hand with a cable coming out the top, which is connected to a box with white flashing lights

RODNEY

[taps radio, then speaks] Madison? We're

ready on this end!

The camera shifts to people inside the city's transporter.

MADISON

Ok everyone, start moving on three. One... two... three!

George hits a button in the transporter. The doors close on Kate, George, Hashi, Olivia, Madison and Dave. A light flashes, and the doors open to reveal a set of stairs that leads to the Control Room/Gateroom. Kate rushes down the stairs, shouting.

KATE

We've had an accident with the jumper project. We think it's going to blow! We need to get out.

At this everyone starts to run for the transporters. Kate sees Sheppard in the mix winking at her. Before long the gateroom was empty except for Kate, George, Hashi, Olivia, Madison and Dave.

GEORGE

They actually bought that!

MADISON

You'll often find that people do.

GEORGE

[smirking] Suckers!

Kate rushes to the DHD, Dave rushes to a console to set up a jamming frequency so no reinforcements arrive from the Hammond in Orbit. Hashi radios for the supplies, and Kate calls to Rodney.

KATE

Rodney? Now would be a good time to plug in the generator.

SCENE 11

Camera shifts to Rodney in the ZPM room.

He unplugs the three ZPM's currently tied into the city's power systems. The lights flicker as the city switches to its backup naquadah generators. He presses some crystals,

each making their own little sounds. Then he picks up the discarded dead ZPM and plugs it in. E As it lowers the ZPM lights up, signaling that it has connected to the city.

Rodney taps his radio.

RODNEY

You are good to go. I'm gonna leave the crime scene now. Good luck.

SCENE 12

Camera shifts back to Kate who looks up from the DHD and nods to Olivia. Olivia goes to get a MALP. Kate then starts dialing. Calling out the chevrons as she goes. In the background, more people rush into the gateroom. When the first symbol is pressed on the DHD the gate makes a chirping sound.

KATE

Chevron 8, 7, 6, 5, 4, 3, 2... Chevron 1... is locked!

The wormhole shoots open. By now the Gateroom is filled with over sixty people. Olivia brings in the MALP. As it goes through the wormhole, Dave monitors the telemetry. Once on the other side, the MALP shows life support, gravity, and an intact structure. He gives the thumbs up. As Kate looks over his shoulder she yells.

KATE

Wait! Don't send any bullets! There's some kind of glitch, and it looks like they'll all go off!!

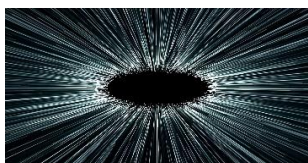
GEORGE

We can maybe make some ammo on the other side. You and you [points to two marines] quickly move those cases out of the way [points to the cases].

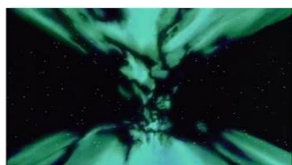
After that the supplies (minus the P90 ammo) and all the members of the expedition start heading through the wormhole. They all go through, leaving Kate to take one last look at in the Atlantis Gateroom. She sees marines and some civilians beaming into the Gateroom, probably from a ship in orbit, with stunners in their hands. They open fire at her, as she steps backwards through the wormhole.

SCENE 13

We see the Atlantis wormhole effect with the greenish tunnel and lights. But when the white flash comes, that signifies reaching your destination, instead of exiting the other side, we see star lines (like from the original movie).



They elongate as we speed past them, then we get the two bands that are twisting and turning, (again like from the original movie) but they have a slightly green tint to them.



Then at the end of those bands there is the light that signifies the end of the travel.

SCENE 14

Kate comes through the wormhole while everyone is moving the supplies away from the Mousehole, so nobody gets hurt. Kate gets hit in the stomach by a stunner blast that followed her through the wormhole. She falls over and the gate shuts down.

MADISON

Olivia, Kate's been hit! See what you can do. George, secure the area.

Alright Everyone else, before you start to explore and push buttons, yes Dave I'm talking to you help us move all the supplies to that corner corner. Make the medicine, food and water the most accessible, and everyone grab a Zat - we

don't know if this place is hostile!
[she touches a slightly burned arm] It's
a good thing we didn't bring bullets, or
we'd all be dead! Dave, can you get us a
map of this place?

The floor vibrates, and light fills the room.

DAVE

It's a ship! I think we're in
hyperspace. This looks like a DHD. Ok...
here are the symbols and... ok, I tap
this, and...

A pleasant chirp sounds, a symbol on the Mousehole lights
up, there is a pause, and the first chevron lights up
with another similar, but different chirp. Everyone
frantically grabs for a Zat.

MADISON

Dave! Please don't push buttons until
you know what you're doing! For all you
know, you're messing with life support
or shields! Just, find a map and turn
off that Stargate.

DAVE

Ok, but I'll have to find the seventh
symbol to do that. Ooh, what does this
button do?

Mousehole deactivates

MADISON

What did I just say?! George, report!

GEORGE

Room is secure. Do you want us to
explore?

MADISON

Not yet. Dave is looking for a map.
DAVE! Any luck?

DAVE

Sorry! [there is a pause while he goes
over to another console, and starts
working] Ok, here's a map...

MADISON

Right, let's see what we've got.

Madison, George, Olivia and Dave huddle round the console

SCENE 15

Kate wakes up with Olivia standing over her, she rolls over a little and puts a hand on her stomach.

KATE

My stomach hurts...

OLIVIA

Yeah, you got hit by a Wraith stunner.

KATE

Oh? That explains it! I thought Sheppard was gonna keep the resistance minimal! Now then. Ok. How is everyone?

OLIVIA

A bit rattled. We came out of a different kind of Stargate; I think it was built by the Furlings. The transition seems to have microwaved us a little, everyone is overheating and has a bit of sun burn, but we'll live.

KATE

Ok. I'm getting up. Time to help.

OLIVIA

Well, take it easy. Oh, and here's your Zat. Major Darlington's orders.

Gingerly Kate walks over to Dave, George and Madison who are still studying the map on the console.

KATE

So, what do we know?

MADISON

We're on a ship, that seems to be in hyperspace. Dave has figured out how to dial the gate, correlated the symbols,

and is confident we can dial back to Earth if we need to. And miracle of miracles, there seems to be enough power!

KATE

Well, that's all pretty good! Do we have an iris on the gate or something?

DAVE

No, but with the right materials, I think we can make one.

MADISON

So, for now that is something else to keep a guard on. Kate, what do you make of these schematics? I want to explore our immediate vicinity, but I don't know if these symbols mean bombs or bathrooms!

KATE

Hahaha! I can help with that. I've learned a little Furling from Dr. Jackson's file and Atlantis's database. At least *I* won't be guessing! And Dave, can you copy this file and send it to the datapads so everyone can access this list of basic translations?

DAVE

Sure. I'll get right on it.

SCENE 16

Camera fades in to see the earth crew on the lower section of the gateroom. Kate and Madison are standing on the left platform with the DHD.

MADISON

Everyone listen up, Kate and I have a situation report for you.

KATE

So, we are on a ship, as I'm pretty sure you all guessed, what with the excellent view of hyperspace we have been given.

At this a few people chuckle.

KATE

Now this ship has seventeen levels, and the people who created this ship saw fit to make this level zero, now above us, we have decks one to eight, and below us we have decks negative one to eight.

At this people look confused.

KATE

Yes, I know it's confusing, but that is the way the ship was built and we're just going to have to deal with it.

Now this ship *seems* to be deserted, but fully operational, except for some damage sustained to the outer hull.

After this, Madison steps forward to address the crowd.

MADISON

So, to make sure that this place isn't a threat, we're going to have a look around. I want teams of two, one civilian and one military, ten per level, I also want ten to stay here and guard the gate and help us co-ordinate our searches.

At this Dave gets an excited look in his eye, and then Madison continues.

MADISON

Look but don't touch, we don't want to accidentally cripple a key system.

She sends a look in Dave's direction.

MADISON

Lastly, we have installed a map of the ship and translations of key symbols and words to your dadapads thanks to Dave.

Now go and see what we find.

Camera fades out as people start filing out of the room.

SCENE 17

Camera shifts to George and a civilian whom are checking rooms, opening a door, shining their weapons in, and moving on, on the third door George grins in satisfaction.

GEORGE

Guys, I think I found us a weapons locker. We can store our stuff quite well in here.

MADISON

Good job George, mark it on the map and keep searching. Remember people, these maps are networked and keep updating, so we can see discoveries in real time.

GEORGE

Affirmative, major.

Camera fades in to a dark room. A door opens and Hashi and Gregory walk in. Hashi palms a glowing switch and the lights come on to reveal a big room with pillars spread apart, with at least three tables between each one. At the center of the room stands an odd-looking desk. Hashi presses the button on his radio.

HASHI

Hey guys, I think I've found the mess hall. Or at least somewhere to use as a mess hall!

JOSE

[over the radio] And I think I found a suitable MALP room.

Camera shifts to Kate and a soldier as they walk into a room, finding it large enough for their needs. Kate presses the button on her radio.

KATE

Madison this is Kate, I believe we have found a room that where we can set up our computers and other equipment.

MADISON

Good work Kate, you're nearly done in your section. Continue the search!

Camera shifts to Olivia and a soldier. It follows them as they enter a room and turn the lights on. The room is big. It has at least twenty-five beds and a wall of shelves which appear to be stocked? Three beds in another corner of the room have something that looks like a scanner. Olivia looks around in awe, she then proceeds to press the button on her radio.

OLIVIA

Guys, I think I found an infirmary, and it's a good one, even if the beds look more Agaard than human sized. I should easily be able to make this work.

It was our last room to check, we're heading back to the gateroom!

SCENE 18

Camera shifts to the gateroom where people are getting back from their exploring. Madison and Kate are standing on the left control platform to address the crowd.

KATE

Now that we have gotten our exploring done, it's time to start assigning rooms. Hashi-

MADISON

Use that mess hall you found. We can probably build a more commercial type kitchen later, but for now we will have to stick to ration bars. And coffee. LOTS of coffee!

Kate throws Madison an annoyed look. Madison continues.

MADISON

We are going to assign cabins on the first floor for sleeping quarters. What a bonus they each have a private bathroom! Check your pads for the details later.

Now, we are going to need to move our supplies. George found a suitable room for a weapons locker. We'll move all the weapons there. Make the Zats easy to access, as the P90's are useless.

JOSE

I found a room on this level we could use for the MALPs, and whatever else we need to put in there.

MADISON

Good job Jose. Dave found a somewhere for a computer lab and Olivia found an infirmary that she wants to take over.

So, time to divide into seven groups. Ten of you will stay here in the gateroom to help co-ordinate us and guard the gate. A pair of you will take everyone's packs to their assigned quarters. You eight over there will be in charge of moving the MALPs and other surplus supplies into the MALP room.

Everyone else, groups of ten. Go around setting up the mess hall, infirmary, weapons locker, and tech room. Let's get to it, people!

Madison and Kate watch as the crew sort themselves out into the required groups. Kate goes over and hands a tablet to the group of two.

KATE

Here are everyone's assigned sleeping quarters.

The two look up thankful, then Kate walks back to where Madison is standing.

MADISON

Kate you will stay behind to co-ordinate us.

Kate merely nods. But her eyes narrow with annoyance at Madison usurping her command again.

MADISON

All right people, you've got your jobs, let's move out!

Camera watches as everyone files out of the gateroom leaving Kate and six civilian and four military personnel behind.

SCENE 19

Camera shifts to Dave and a group of people mobbing large boxes into the room we saw Kate exploring.

DAVE

[pointing at a soldier who is carrying a heavy box.] No that doesn't go there it goes over here. [points again.]

SOLDIER

Does it really matter where it goes?

DAVE

Yes!

The soldier rolls his eyes and moves the box to the correct position. The camera watches as the soldiers and scientists keep moving boxes. When everything is neat. they start unpacking.

Camera shifts to George, some soldiers and civilians finish assembling a frame. When that is done, they start opening crates and hanging P90s on the frame along with a lot of Zats George then goes to the other side of the room, the camera follows him. He approaches some civilians trying and failing to hang tactical vests on a rack.

GEORGE

You need to use the loops on the pack of

the neck on the hooks of the rack. Not
the coat hangers.

One of the civilian's thanks him and he moves on.

The camera shifts to two civilians, with four backpacks
in their hands each, one is using his left hand to hold a
tablet, reading from it, he looks up and goes up to a
door, opens it goes inside and comes out with only three.
The camera watches as they move on to the next door.

Camera shifts to the mess hall, where Hashi and a group
of people are putting boxes on benches.

HASHI

Right let's start unpacking, coffee and
coffee maker first!

Camera shifts to the infirmary, we see Olivia and others
unpacking boxes and putting their contents into newly
assembled standalone cabinets.

Camera shifts to the gateroom where Kate is sitting on
one of the stools staring mindlessly at the console, we
get the sense that she is bored. She then picks up her
radio and presses the button.

KATE

Hey sis, there really is nothing to do
here would you mind if I went and helped
set up the lab?

MADISON

No Kate, if there is nothing you can do
there you can go.

KATE

Thanks sis!

And with that Kate leaves the room.

SCENE 20

Camera fades into a room full of earth equipment, it is
the lab we saw Dave overseeing earlier. We can see Kate
as Kate activates her radio.

KATE

This is Kate. We've set up the Lab and

are exhausted, permission to turn in for the night?

The camera shifts to the people who were working on a recharging room and focuses on (Jose and Louise). Louise activates her radio.

LOUISE

This is Louise. We'd like the same.

The camera shifts to Hashi and Gregory. Hashi also uses his radio.

HASHI

Look, it's been a long day, and we're tired too, so we're gonna crash if that's ok Major?

The camera shifts to Madison, who presses the button on her radio.

MADISON

Ok people, let's call it a day. Rostered shifts will keep watch on entry and exit points, but we seem to be secure and alone. Good work today and roll on tomorrow!

Madison yawns and walks in the direction of the elevator. The camera fades out, and it's the end of the scene.

SCENE 21

Madison sits bolt upright in a round bed shaped a little like a basket. The lights are still in night mode. The door is open, and a shadowy figure is standing in the doorway, but the night shift's lights are too dim to make out what it is, other than non-human. It pounces!

MADISON

Aaaaarghhhhhhh!

Everything goes black as the camera fades out.

SCENE 22

The camera fades into the mess hall with the built in brown benches and the open fire in the middle with a spit

and a heated metal plate over the fire and next to that a basin and a water pump.

Mess Hall.

[١١]

KATE

Hey George, have you seen Madison today?
It's lunch, and she still hasn't shown
up!

GEORGE

No!

DAVE

Dang! I was gonna ask the same thing!

HASHI

Madison is missing? Are you sure she's
not just sleeping in? It was a big day
yesterday!

DAVE/GEORGE/KATE

YES!!!!!!

KATE

I know she's notorious for oversleeping,
but I've never known her to do so while
on duty.

OLIVIA

I agree, it's probably nothing bad, but
you should go find her!

I'll keep setting up the infirmary. Not
that I'm saying she's been hurt or
anything you know how capable she is!
But... take zats and radios with you?

SCENE 23

The camera shows a closed door with Kate, George and Dave in front of it. They all have Zats and in their hands and calling out for her sister. Kate knocks on the door, there is no response. Kate steps forward and examines it.

KATE

It's locked. Dave, give me that tablet.

DAVE

Why?

KATE

So I can unlock the door, of course!

DAVE

Ok!

Dave hands over the tablet, and Kate pulls a cord out of her vest.

KATE

This is experimental. I whipped it up before I fell asleep last night, but you know those crystals on a cord so you can interface with a jumper on Atlantis?

DAVE

Yes...?

KATE

Well, this chip should do the same things if it fits...

There's a click. The chip fits in. Kate taps the tablet. Each time her fingers connect with the screen, it beeps. There's a pause, then the door opens. Everyone's mouth opens and their heads turn to look at Kate

KATE

What, I tinker to relax sometimes. Anyway, it's open - let's go!

GEORGE

Well done Kate, for an experimental piece of tech.

KATE

Why, thank you!

Kate makes a curtsy. As the camera fades out.

SCENE 24

Madison groans. Her eyelids flutter open, she is lying on the floor, then sits bolt upright. She is in a huge room, its lights are tinted slightly green. There are catwalks, reaching up for five stories, and each catwalk goes the circumference of the room, and the walls are covered in stasis pods? Most of them are full. In the center of the room is a throne with a glass dome over it, and like the stasis pods, it is full of mist, so you can't see much in it.

Madison is surrounded by a group of nine huge white humanoid cats, at least they looked similar to cats. They are around as tall as an Australian Taxi, so approximately a head shorter than Madison (around 5'). The leader steps forward, looming over her.

CLOUD

I see you are awake. You are our prisoner! Now. Who are you? WHAT are you! Our tests show you are not an Ancient. How did you get here? And why!

MADISON

My name is Madison. [Madison shakes her head groggily] You are Furlings?

CLOUD

[looks insulted] What did you think we were, Testmi?

MADISON

Umm, sorry, no insult intended!. We are the Humans of Earth, named the Fifth Race by the Asgard. Some of us, like my sister, are descendants of the Ancients.

The Furlings looks skeptical.

CLOUD

Is this true? But you didn't explain how you got here or why you have invaded our ship!

MADISON

We dialed from in Atlantis, which we

humans discovered nine years ago, and brought back to Earth about three years ago. As for calling it an "invasion"? Well, we were just curious to see if you still existed. So, we came to find you.

CLOUD

This is a tall tale! Pun NOT intended! Do you have evidence to support your claim?

MADISON

P3X-972. Uh, got anything I can write a gate address on?

CLOUD

Here!

One of the Furlings brings a pad of paper and a pencil and Madison draws the address of the planet [as seen in stargate SG1 season 1 episode 10 The Torment of Tantalus]

CLOUD

You have been here? [recognition in his voice]

Madison nods.

CLOUD

Tell us one unique thing about the place.

MADISON

Ok, I haven't personally been there, but my people have. In one of the lower rooms there was a pedestal with a glowing orange dome, which projected holograms onto the ceiling showing some kind of universal language. There was writing on four of the walls. Ancient, Asgard, Nox, and Furling.

CLOUD

How can you activate Ancient technology? It's keyed to their DNA!

MADISON

ATA Gene. Like I said, some of our

people have Ancient DNA.

Cloud steps back in surprise

CLOUD

We should probably recall Sapphi, now!

Camera goes suddenly black.

SCENE 25

The camera follows George as he walks into the Mouserroom/Gateroom. Everyone (except for Madison) is in front of the mouse hole. Kate walks up the steps to the DHD.

KATE

Well. We know Madison is missing and not sleeping in. We've searched everywhere inside the established perimeter and we know she wouldn't disobey her own rules. So, we have to assume the ship is occupied, and possibly hostile!

GEORGE

We're going to split into teams of four and search the ship. Everyone takes a Zat & radio, don't bother with P90's, since I don't need to remind you, we didn't bring any ammo. Kate, you stay in here to open doors we can't, and see if you can track life signs.

Come on, move your butts!

Kate turns to the nearest console and starts tapping and pushing buttons.

KATE

Oh crap, wait, I forgot to tell you, I've been locked out of most of the systems but I'm almost hacked back in. Also, the ship has been through a battle, and sustained some damage. Nothing life threatening, but if a door doesn't open, don't try to force it. And some of the circuitry seems to have been almost gnawed through! So, be careful!

SCENE 26

The camera shifts to Jose and George along with a marine and scientist, walking through the corridors of the ship.

KATE

[Speaking over the radio] Now, take a left.

JOSE

You know, I'm glad I came along. This is great. Not Madison being missing, but exploring a Furling ship in the far reaches of the Tadpole galaxy! I mean, this really gives you an adrenaline rush.

GEORGE

Yeah?! [with a slightly incredulous/forced smile expression Jose doesn't seem to notice.]

SCENE 27

The camera shifts to Olivia and Louise a Gregory plus one of the military personel.

OLIVIA

This is pretty creepy, people going missing on an alien spacecraft, with circuitry that has been EATEN! When I get back, I'm going to flop down on the couch, get some junk food and put on some nice tv - but I did bring a DVD player and some DVD's like Heartland. Maybe I'll set up a media room?

Awkward pause.

LOUISE

Which seasons?

OLIVIA

What?

LOUISE

Of Heartland?

OLIVIA

1-10!

There is a scuttling noise. Louise squeaks. Olivia turns around sharply and Louise clicks her radio.

LOUISE

Kate? Something just went by us! I think we definitely heard movement.

KATE

[Over radio] Well, I'm not picking anything up on the life sign detectors. Maybe they aren't configured properly. I'll see what I can do.

SCENE 28

Hashi and Dave and two military peronel, also wandering corridors.

KATE

[Over radio] Hashi, Dave, I've reconfigured the life sign detectors. Turns out they had been tampered with. Anyway, something is heading your way!!!! Be ready to stun it!

HASHI

Roger that, we're ready!

They stand ready, then out of the shadows comes a white ball of fur. Both shoot their Zats. Dave flinches and misses shooting too high, but Hashi - a trained military cook - hits it!

The creature falls head over heels, unconscious. Saphi is lying on the floor.

SCENE 29

Back in the stasis room.

CLOUD

Saphi should be back by now!

MADISON

Why don't you use the ship's internal thingamabobs? Also how come you can speak English? [under her breath] And why is there never any coffee when I need it!

CLOUD

Can't. Our Queen altered them when we were attacked, so the Testmi couldn't find us. Then the Queen sent the entire crew, including her, into stasis. She told us to continue the Rabbit-speed course.

MADISON

You mean, 'hyperspace' course?

CLOUD

Ok, yes, that sounds better! But whatever, Saphi should still be back by now! As to the English?

At this Madison nods

CLOUD

Oh, that. We hacked your computers and downloaded your dictionary. Yours was an easy language to learn.

At this Madison looks a little miffed.

MADISON

What orders did you give her?

CLOUD

To kit-nap one intruder and spy in the rest. Gather intel about you. Ah, no offence...

MADISON

None taken. My people probably found and Zatted her. Don't worry. One shot from a Zat only stuns. My people would have only wanted to take her prisoner and question her. Kindd of like you did to me.

CLOUD

I do not like it, but I suppose I can understand it. How strange that we should think similarly to such primitives as you humans!

MADISON

[rolls her eyes]Meanwhile, since we are all stuck on this ship and it will take at least a year to reach our galaxy, and your ship is damaged - well, two of my people are scientists, one of them figured out how to get us here through the Stargate...

Cloud looks at her skeptically.

CLOUD

You used a Stargate? Our Mouseholes are a different technology, but they can connect if you dial backwards. If the Mousehole you dial is destroyed, it will connect to the nearest one with eight or nine chevrons. Most only have seven, but the one on our home world, and all those on our ships have nine. By any chance, do you remember the address?

Cloud hands Madison a pad she used earlier to write down the address of P3X-972, and she draws the symbols Kate dialed.

CLOUD

How is it that you came by this address, it is a special diplomatic address that locks on to the nearest nine chevron mousehole!

MADISON

Like I said, we found it in the Ancient

Database on Atlantis.

CLOUD

So. Would your people be open to an alliance? Even a temporary one would be good. We will need all the help we can get. Not least because we don't know how to fix our ship! We're just, hmm, how would you put it? The Skeleton crew. And we know the stasis pods are broken. You see, we use a gas to go into stasis. But if we open the pods the gas will escape, we won't be able to shut them again, and we can't shut the vent to stop or redirect the gas into space!

MADISON

Kate should easily be able to help with that.

CLOUD

We must wake up the Queen.

A mustard coloured light turns on throughout the ship.

CLOUD

Smelly Tangospers! We're going to have to exit hyperspace - the light warns that we are very low on supplies. This will also be a good opportunity to get what we need to fix the ship.

Madison, we are in our home galaxy, but we do have an enemy that I do not think you know about. They are called the Testmi, and they are like a cross between, let's say, a rat and a T-Rex, to use human references. They are small, about this big [he holds a hand to his hand to his waist] but they swarm in huge packs and can eat through anything. Just before our trip we noticed that they were more organized, but I didn't expect them to... Never mind no time now, we have to rush. Let's go meet your pets.

Madison corrects him.

MADISON

People.

SCENE 30

The camera shifts to a small room, where the leaders of the Earth crew are gathered around as they all ask Saphi questions.

LOUISE

Please, just tell us where Madison is!

SAPHI

She - achoo, achoo, achoo, achoo!!!!

OLIVIA

Oh, poor kitty! Let me see what's wrong with her!

Olivia looks into Saphi's eyes which are watering and nearly no snot coming out when she sneezes.

OLIVIA

It sounds like she has a nasty cold. Or even, some kind of serious allergy to something!

KATE

Do what you must! We've been standing here listening to her trying to talk to us but getting nothing but this constant sneezing for half an hour!

Olivia examines Saphi some more.

OLIVIA

She seems to be allergic to, us!! Hah! A cat that's allergic to humans?! Ok, let's try giving her some antihistamine!

GEORGE

Will you just give it to her already, before I do? Put the poor thing out of her misery? Makes me want to sneeze in sympathy. You can tell none of you lot get hayfever!

OLIVIA

OK, OK.

Olivia takes a table out of her medical kit and hands it to the Furling who takes antihistamine as fast as possible and Saphi slowly stops sneezing.

LOUISE

Now, do you think you can tell us where Madison is? And who and what you are, exactly? And what does this mustard coloured light mean?

SAPHI

If you give me access to a console, I can show you. As for the other questions, I am Saphi of the Furling's, and the mustard, light just means that we are low on supplies. PLEASE don't give me the cancelation to that pill you gave me [sniffles]-I'll tell you anything!

DAVE

Ha! I thought so.

Kate raises her eyebrow in inquiry.

KATE

Oh really?!

Kate puts her hands on her hips and glares at Dave. There is an awkward silence.

DAVE

No. I was guessing. But I was right...!

Dave's shoulders slump.

KATE

Go prep the third console to the left of the DHD with a map of the ship.

SAPHI

How are you able to do this? You cannot read our language

KATE

The power button was pretty easy to guess, to be honest. It was on the top right-hand corner of the console away from the other buttons, simple logic would suggest what it was.

Kate gives an amused smirk.

KATE

Plus, we can read your language, including the power & volume symbols and all. This is thanks to a room where you and your allies, the Ancients, Asgard and Nox all met.

SAPHI

Oh. Do you mean the Helios castle?

KATE

If you mean a room in a castle with a glowing pedestal projector, and all of your writing on the walls? Then yes, we are talking about the same thing, P3X-972.

SAPHI

That room is a legend among our people! Now, you may take me to the console. But first, could you please untie me?!

KATE

Oh, sorry!

Kate nods to George, George walks up to Saphi crouches draws his standard issue military knife and cuts the zip ties restraining Saphi, Saphi gets up slowly.

KATE

Dave should have set up the console by now. George, could you please escort Saphi?

GEORGE

Now Saphi, please don't try anything. Our energy weapons stun on the first shot but the second will kill. We can't

be sure the first energy wave has fully dissipated from your body yet - and we would rather you stay alive.

SAPHI

Woah, thank you for the warning. Just who are you people?

KATE

We are the descendants of the Ancients, well, some of us. Including me.

SCENE 31

Kate and George walk out of the interrogation room and head towards the Mouse-room [the name of the ships gate-room]. When they enter the room, they take a left instead of going down the ramp to the Gate, and head for the third console to the left of the DHD, with a map of the ship already on screen. Saphi taps a few things on the console, and the image zooms in on a section of the ship

SAPHI

Your female is probably here, in the nap room, with what you call 'stasis pods'. But be warned - all of my people except a small number who were ordered to stay awake are in them and asleep. So, *don't touch them!* Please! My leader would attack you for coming near. Plus, our queen is there.

KATE

Ok, let's go meet them!

-SCENE 32

Camera shifts to watch Kate and Sapphi, escorted by George and five other soldiers walking through corridors

Camera shifts to the stasis room and pans from view of Madison with the Furlings to focus on the door. It opens, and Kate and Sapphi enter, followed by the soldiers.

MADISON

Kate! We were just talking about joining you!

CLOUD

Sapphi! Where have you been?

SAPPHI

The humans captured me, just like you caught that one! Has she told you much about them?

CLOUD

Yes. They seem to be quite harmless. Possibly helpful, but we must wake the Queen and let her decide.

SAPPHI

[mutters] You might not say that if **you** were allergic to them. [turns to Kate] How much of this antihistamine do you have?

KATE

[smiles sympathetically as Sapphi] enough, I'm sure.

SAPPHI

But Cloud, you know we're having [glares at humans] problems with some technology, so...

CLOUD

Yes. I have talked to this Mad-is-on and she says they may be able to help us fix things...

KATE

Well, we're certainly happy to help however we can. Most of our tech is interfaced in and near the gateroom, so we need to move over there

CLOUD

"Gate" room? Do you mean the "Mouse room"?

MADISON

This is going to get tricky if we use different words for the same thing!

SAPPHI

I agree! As a compromise, if we allow "Gateroom", I must insist on Mousehole, as the technology is different.

KATE

Yes, I was wondering if you could explain...

Kates voice fades out as the exit the room. Camera pulls back and watches the groups exit - Kate with Sapphi, Madison with cloud, the others separate and watching each other warily, follow the others.

SCENE 33

The Furlings and humans walk into the gateroom. Camera zooms in on Dave and Hashi whoe are on one of the catwalks that lead to the top of the mouseholes glass elongated dome, where there is an airlock that leads to a mysterious room.

DAVE

Ghaaa!!! I can't open this stupid door!

The door he is referencing is above and behind the Mousehole, accessed by the catwalk.

CLOUD

Leave it alone, *human!* Only our Queen can open it, because it's the Bridge.

Dave looks around sheepishly.

DAVE

Oops, ok, I'll be going then!

Dave scampers off.

CLOUD

[Turns back to Madison and Kate] Now, let us discuss our immediate needs. We need to drop out of rab-hyperspace for foodstuffs, and whatever **you** may need to fix the ship, so we can wake our Queen. She's the only one who can access and control everything, and there is no point of even thinking an alliance without her.

KATE

Fair enough. Let me see if I can drop us out of hyperspace then!

Kate walks over to a console and starts doing stuff.

MADISON

Ok, maybe, you can talk to Hashi and Gregory about food. He retrofitted your mess hall with a kitchen. And to fix the ship...? [Looks at Kate]

KATE

[Kate looks up] Can't be done. Or at least, not yet, not quickly. The broken bits are too complicated for us. But I do think we can fix the stasis pod deactivation. Although it may take a while. We need to mix and match out technologies, and we may need more materials...

CLOUD

Ok, first you fix our nap chamber. Second, we get food. Third, we wake our Queen. And **then** you can discuss an alliance.

Madison looks at Cloud, they both step forward and shake hands. Kate frowns slightly, then goes back to work.

SCENE 34

The camera shifts to Kate, Dave & Cloud bent over a console, and Kate clicks her radio.

KATE

Madison, could you please come to the Gateroom? Mouserroom? Whatever.

MADISON

[Over the radio] Ok, I'm on my way.

CLOUD

[Cloud plucks Dave's earpiece from his ear and speaks into it] With the help of **these** pets, I mean Kate & Dave, we found a planet where we can get what we need. Vegetables that we can eat without dying, Creatures that Hashi called chickens, and other things, like the minerals and alloys that we need to fix the ship's stasis pod system. The planet has a breathable atmosphere, with only a little CO2.

MADISON

[Over the radio] Ok, how about we send down a team of eight of you Furlings and thirty of my crew with Hashi for the food. The rest of us will go with Kate to get the minerals. Cloud and I will stay behind to keep the ship in orbit.

CLOUD

I like that plan. I like it a lot, drop us out of hyperspace!

MADISON

[over the radio] Good. Because ther's a few things I want to ask you about these "Testmi".

SCENE 35

The camera shifts to Saphi pressing buttons on a console. Then it shifts to above the Mousehole's 7th chevron. The Furling's skeleton crew is there with bags & everything else needed for the mission. The Furlings don't carry weapons - other than their own claws!

SAPHI

Kate, this is how you see which planet addresses are nearest and find their address. And then you tap that planet on the screen, it will show the address. You enter the correct six symbols by on the DHD. Then you press the point of origin - that one there.

Sapphi points to the central button on the DHD.

KATE

Thanks, that's pretty much the same as our system. But I like the graphics.

CLOUD

Exiting hyperspace in 3,2,1.

There is a hissing sound and the ship goes back into normal space.

SCENE 36

Camera shifts to view of space with a planet in the background with a binary star system. Then we see Risk drop out of hyperspace, getting our first look at the ship.

SCENE 37

Camera shifts to the middle of the left platform so we can see the gate and Kate as she dials the address.

MADISON

Kate, dial it up! Let's be quick about it people, as we are vulnerable out of hyperspace!

SCENE 38

The camera is looking over Kate's shoulder as she dials the Mousehole in a way where it can see her, the DHD screen and the Mousehole. On the other console Kate taps the planet they want to go to on the small screen. It pops up and shows a set of symbols. Then she moves to the DHD with its list of symbols in her mind. She presses six of them in quick succession, and then goes and presses the point of origin, [a furling R] and then, the gate locks.

As Kate enters the symbols the dialing sequence goes like this. The first symbol lights up, then the first chevron, then the second symbol lights up and then the second chevron, and then the third, and the fourth, and the fifth, and the sixth, and then the seventh symbol at the top of the gate right underneath the seventh chevron. Finally, the seventh chevron lights up and the wormhole activates with the usual splash as the event horizon stabilizes.

KATE

Okay everyone, go! Like Madison said, We don't have much time. Cloud, you know how to dial this thing?

CLOUD

Yes, of course I do. And there is a DHD on the other side, so you can dial back.

As they are talking everyone is going through. Kate is the last one through, and then the wormhole shuts down. Cloud and Madison are left alone on the ship, except for the sleeping furling crew.

MADISON

Now then, time to tell me all you know about these Testmi

SCENE 39

Kate exits the event horizon on the beach of a lake in a forest, with mountains in one direction [the north]. To the south, on the other side of the lake you could see something that looked like grassy plains. Hashi's crew

was already chasing some of the chicken-like creatures.

KATE

Ok people, the ship's sensors said that there should be some tunnels and underground ravines over there. If we go down about thirty feet, we should find what we need. Ok. Dave, Louise and...

JERIC

Jeric

DIAMOND

Diamond

JASMINE

Jasmine

KATE

Thanks for your names! Now, let's see, dang it, I forgot the scanners!! I'll have to go get them, um Jasmine, could you show me the address?

JASMINE

Sure. Here it is.

Jasmine presses a combination on the DHD. The Mousehole opens, and Kate clicks her radio.

KATE

Madison, this is Kate, over.

MADISON

[Over the radio] Kate, what's wrong?

KATE

Nothing. We just, ah, left our scanners behind! Sorry! There should be a small bag of them next to the DHD. Um, could you redial and send them through?

MADISON

[Over the radio] Sure, just a Sec.

The Mousehole shuts down and then redials and a small but heavy bag comes through.

MADISON

[Over the radio] Good luck Kate, but keep in mind we're on a time limit.

KATE

Thanks! Kate out.

The Mousehole shuts down.

Kate has a smile on her face.

KATE

Ready to go mining.

The group start walking towards the ravines.

SCENE 40

The camera shifts to a dark set of tunnels, with Kate and the others swinging small pickaxes at the walls, while the Furlings use some kind of handheld energy miner.

KATE

Good work guys. And, um, kitties? Allies? Anyway, could you please lend us some of those energy miners, the work would go just that much quicker?

JASMINE

Sorry, but no. Maybe next time. You need to be trained to use these.

KATE

Huh. I guess that's ok, they just look so interesting! Anyway, we've nearly got what we need. We'll soon be able to return to the ship. Just twenty more minutes should do.

The Furlings give her a dirty look but keep working.

SCENE 41

Camera shifts to Hashi, Olivia, and Jose along with five Furlings, all with bulging bags and a crate.

HASHI

We'll send Jose back to the ship and then ask for a few more crates and bags. After that we can return. I can't wait to cook those chicken-like creatures! They will make a nice roast, along with a few vegetables and some lemon water? mmm, it'll be perfect! Don't you think Gregory?

Gregory licks his lips.

GREGORY

I think your right sir!

TOREGARAN

What is a roast?

HASHI

You guys have never had roasts?

GREGORY

If you haven't had em-

HASHI

-You haven't lived!

SCENE 42

Camera shifts to back aboard Risk, in the Gateroom.

CLOUD

We've been here too long, even though your pets are working as fast as they can. If we're here much longer the Testmi will catch up with us! We've been near this planet too long... I hope they get back soon.

MADISON

Ah, so, now we get to it. Who are the Testmi?

CLOUD

Cloud starts speaking, and the camera fades to a memory montage. His voice over continues to explain, as we see the history unfolding.

Long, long ago, way back down the evolutionary chain, the Testmi were our prey, and quite simply, they have never forgiven us, even though we have attempted peace multiple times over the millennia.

More recently we joined in the 'alliance of the four great races' and then entered the war against the Goa'uld. They are terrible, evil beings, and I hope you never encounter them. Anyway, we took nearly all our forces and left behind only a few in our home galaxy, as we had no idea what was brewing.

After many long years, when the war was over, we received a desperate subspace message from our home-world. The Testmi had built starships and were attacking our planet!

The defenses and few defenders were holding out, but in desperate need of what our war fleet. That was dispatched to their aid, but ambushed and destroyed before it could get there.

A smaller group of us had stayed behind in your galaxy to help build, what did the Asgard call it? Ah yes, a "utopian society" [Cloud frowns]. When we heard about the ambush, we too rushed home, but the Testmi numbers were just too great, and somehow they have learned to use our Mouseholes against us. We are too few to stand against their numbers, so our Queen has a plan to return to our Allies in your galaxy and invoke their aid, as we have recently aided them - to our great cost...

Cloud pauses, looking grieved. He takes a deep breath and continues.

Finally, our Queen volunteered for this mission, and hand-picked those of us to attend her. We boarded the Risk, which is a brand-new ship, with the very latest technology, some of it experimental. Few are aware that it is also a lifepod for our race, containing all the records of our civilization, enough crew in stasis to form a colony should that need come to pass, and, [sourly] until you came, a mousehole that had never been dialed and so was safe from being found by our enemies!

We were caught by surprise a few months ago when what we think was a subspace anomaly tore our ship out of hyperspace! And then, as soon as it was over, we found ourselves in the middle of a battle with the Testmi! It was like they came from nowhere, and we should have been able to detect and avoid them - that is why our own warriors are napping for this trip!

We could barely move, since our navigation system was broken by the anomaly. We barely got into ra... **hyperspace!** The ship was damaged, even the system to wake the nappers!

Once in hyperspace the computers resumed our original course. And now, after a few days of this, you lot come blundering along, messing with things - and here we are now! What I find very strange in all of this, is what exactly you all are, and just how come you didn't help us in the war against the Go'auld, if you have such advanced technology?

Madison just sits there for a moment, in awed silence.

MADISON

Wow!!! So that's where the Furlings have been all this time! And, I think there is a lot I need to tell you, and I'm not quite sure where to begin!

CLOUD

[Rolls his eyes] Well, the obvious place to start any story is the beginning. So...?

Madison takes a breath and is about to speak when a red light turns on and starts flashing, and the ship's alarm goes off.

MADISON

What the hell is that?

CLOUD

The Testmi! The ship has detected them. We have to call our teams back, now!

Cloud runs and redials the Mousehole, as Madison grabs her radio. Pressing the button as soon as the sploosh has settled and the wormhole stabilized.

MADISON

Kate, Hashi, return to the ship! The Furlings' enemies the Testmi just showed up! They just appeared up out of nowhere...

KATE

[Over the radio] We don't have enough platinum yet. I'll come back & help you hold them off till we can leave. Try to level the playing field! Hashi can drop the supplies at the Mousehole, then go help the others. I'll bring the stuff we've already got. They must have jumped out of hyperspace on the other side other side of the binary stars and approached at sublight!

MADISON

How's that, Cloud?

CLOUD

Yes, yes, just hurry! We have five minutes until they are in weapons range!

SCENE 43

The camera shifts to Kate running to the mouse hole with a bag of supplies on her shoulder. The food is waiting by the side of the ramp. She quickly dials the Mousehole and as soon as the wormhole stabilizes, she pushes the supplies through, then quickly steps through to follow them.

SCENE 44

Camera shifts to the gate room and is looking at the gate as it receives the incoming wormhole, first all the symbols light up, and then the chevrons, the wormhole splooshes and stabilizes. The food supplies come first, then Kate appears, with the minerals on her shoulder.

KATE

They just need fifteen more minutes.

The ship rumbles.

CLOUD

Eek, they found us!

Kate puts her hand on the ship's floor as it continues to rumble and shudder.

KATE

[In an accusatory tone] Why didn't you raise the shields?!

Kate runs over to the nearest console and starts reading.

CLOUD

Um, well, we didn't know how??

KATE

Oh, for fruit's sake, I need full access to the ship's systems. NOW!

CLOUD

No!

Kate turns to Cloud

KATE

If you don't help me, we will all die. Just 'cause I am locked out doesn't mean I can't watch what's happening buddy boy, even if it make no sense to you.

CLOUD

So, we'll just go into hyperspace. That was the Queen's command - run, and do not engage, she said.

KATE

We can't! [Kate starts raising her fingers one for each reason] we're damaged; the circuitry has been gnawed to hell; you didn't raise the shield for twenty seconds; most of the major power conduits are gone so we couldn't even dial out if we wanted to; the hyperdrive is close to imminent failure; [she uses a thumb on the other hand to keep marking her points] We can't even fire back unless we have full access; and right now we are lucky..

CLOUD

Lucky? (Interjects incredulously)

KATE

Yes, *lucky*, the reroute system is glitched, but the ship is still rerouting power to the life-support system, otherwise we would already be dead! So... GIVE. ME. THE. CODE! [She says this bending down over Cloud, and yelling in his face]

Cloud looks terrified, and like he is about to pee himself.

CLOUD

Ok. [Meekly & submissively]

Cloud goes over to a console and Kate watches his paws as he types.

CLOUD

There. Now you have full access on that

console.

KATE

Thanks, that's better! Now I'll start

Kate works and starts tapping buttons and screens.

KATE

Yes. Shields are up.

Kate's looks at her displays, and her face turns white

MADISON

Kate? What's wrong? Kate, we need weapons!

KATE

Not now, they can't help us! Some of the code in the reroute system is glitched. It's making the power loop back into the generator. The computer thinks that the generator is the shields! Crap! [a few seconds pause as Kate furiously works] I bypassed it, so it is now sending power to the shields. Shields are up this time.

MADISON

Good, Now Kate we need weapons.

KATE

Right now, the power is somehow looping back on itself-creating a fatal overload.

MADISON

Kate!

KATE

Just shut up, you're distracting me. If I don't fix this, the ship will self-destruct! The others should be back soon. Help them.

[Kate starts mumbling as she works] Ok, release valve in place, channeling to the weapons. There, let's redirect the weapons power into the hyperdrive. [out

loud] Cloud find us a planet and set a course within 50 light years. That's our limit, otherwise we'll need a new hyperdrive along with new ship, and.. we'll all be dead!

The Mousehole opens, and the rest of the teams come through with the platinum.

CLOUD

I know a planet within 100 light years, and another that's between us, and it. How long will it take for the hyperdrive to recharge, or cool down, or whatever it is?

KATE

1 hour, and then we can go to this planet you are telling me about. Ok, I'll finish my bypass and get power back to the hyperdrive.

CLOUD

Setting course. Ready when you are.

MADISON

How are the shields looking?

KATE

They are at 5% [Kate says this calmly, not, looking up from her work.]

CLOUD

What?!!!

KATE

No problem hang on... Ok, Ready to enter hyperspace. Cloud, you can activate the hyperdrive now.

CLOUD

Ok. Done!

SCENE 45

Risk, in orbit above the planet, accelerates rapidly as it enters hyperspace and escapes the Testmi - for now.

SCENE 46

The camera shifts to Kate sitting on a table, with all the earth crew sitting on the benches, and the Furlings standing around the benches.

CLOUD

How much damage has the ship suffered?

KATE

Ok people, and, um, kitties? Furlings? Folk! Ok. I've got good news and bad news. I'll keep it brief and start with the bad stuff.

Most of the major power conduits are fried. Shields are at 3%. There are multiple potentially fatal hull breaches. The hyperdrive is barely operational - even a small gravitational field will pull us out of hyperspace.

For some good news, there's no more damage to the stasis pods than there was before the battle. Also, while the inertial dampeners are at a minimum, life support and gravity are perfect.

CLOUD

We don't need to worry about the hull breaches, if 40% or more of the ship's hull is intact, the hull will repair itself.

Kate looks at Cloud incredulously.

KATE

If that works, it would help. A lot! Anyway, we need to restore the conduits as a major priority. Sub-light engines will manage for now. The power generator will have to be fixed. The Mousehole is undamaged, but there's not enough power for an outgoing wormhole, unless we turn

off everything. This would include artificial gravity but exclude life support. Even so, we'd only get between 15 and 30 seconds, and I don't think we'd be able to get through that without gravity. Again, on the good news side, we can take incoming wormholes, and subspace communications are surprisingly undamaged.

MADISON

So, how long do you think it will take to fix the ship?

Kate's eyebrows raise.

KATE

The whole ship?

MADISON

Yes!

Sheesh Madison, that's impossible! That would take, maybe six months, since we are going to have to make most of our spare parts without alien intervention. Now, if we encounter some kind of automated shipyard, maybe a day or two. That includes all of us working as well. But. We *might* be able to fix the conduits and the generator, to get the Mousehole operational again.

DAVE

It's not very likely though. Unless we wake the other Furlings to help. Is it?

KATE

They might be able to help, but without spare parts? My other concern, obviously, is those - what did you call those aliens?

CLOUD

The Testmi!

KATE

Those Testmi interruptions, which could

blow these estimates apart.

Dave, now you can give the last bit of bad news!

DAVE

Fine. The hyper drive was badly damaged as you know, but now it's slow. As in, it will take a day to travel 100 light years instead of 1,000, so we'll be here for the next day. But again, if we can wake up the crew, they might have the expertise to fix it.

Kate stands up

KATE

All right everyone, meeting adjourned. Let's do what we can, with what we have. We can't wake the nappers until some of this is fixed, no matter what we might want.

Everyone either sighs, shakes their heads, or mutters curses, then they all stand up and leave.

SCENE 47

The camera shifts to Hashi & Gregory in the mess hall/kitchen. Hashi clicks his radio.

HASHI

Kate? This is Hashi. Will you please put me on the shipwide intercom if this ship even has one? And if it still works?

KATE

Sure, if you call me 'master - ha! Just kidding. Ok, you're on.

HASHI

Ok everyone, dinner in two hours. Toregaran, could you meet me in the kitchen I need help with the chicken and it's a two-person job.

Hashi walks out of the mess hall, and the doors shut behind him.

SCENE 48

The camera shifts to Kate and a group of Furlings going around the ship, closing all the doors that lead to hull breaches. Kate's radio clicks, and Hashi's voice comes through.

HASHI

Hey, everyone, dinner's ready!

Everybody charges off to the mess hall [they hadn't had a good solid meal since Atlantis].

SCENE 49

The camera shifts to Hashi serving roast vegetables and chicken to everyone who wanted to come and get it. Everyone is taking their dinner to a table while the Furlings lurk in the shadows, sniffing the air cautiously. Finally, one of them goes up to Hashi, and he gives the Furling a big serving.

JASMINE

Thank you

HASHI

You're welcome.

The Furling retreats back to the others. They all sniff, and then Cloud tries a mouthful. His eyes widen in shock, then cross or roll in delight.

CLOUD

Mmmmmm. This is delicious. You have to try it!

FURLING GROUP

Mmmmmm.

The Furlings gobble up the food on the plate, and then they all go and ask Hashi for more

SAPHI

This, is, better, than, the, food, that,
our, rations, machine, makes.

Saphi said, around bites of food.

SAPHI

[quietly, glaring at the humans to make
sure they can't hear] I call dibs on
Hashi! You can all be smitten and
coaxing to him, but in the end, he is
mine.

All the others mutter curses at themselves for not being
fast enough.

SCENE 50

The camera shifts to a group of people from earth at
Madison's table

MADISON

[Madison whispers] Ok, sojere's the
thing. We are on a ship with aliens, and
they will seriously outnumber us when
the nappers wake up, so we're going to
have to be careful about how we act.
Right now, we play along, and play
nicely. [she looks pointedly at Dave] Do
whatever you have to do, as long as it
doesn't conflict with your assigned
duties, but **keep the aliens happy.**

All the rest groan.

KATE

I don't mean to sound, well, *racist*, but
if they are anything like the cats on
earth, we're in real trouble! Curious,
self-interested, pleasure-loving,
greedy.

MADISON

I know, I know, but we don't want them
to throw us out the airlock or abandon
us on a random planet or something like
that!

KATE

Besides. They may be a bit catlike, but they seem much more intelligent and rational, with a hierarchical power structure and some cool, advanced tech. I agree we keep them happy, as far as possible, but longer term? I have a good feeling about this

All the others mumble in agreement.

SCENE 51

After the meal, people exit the room, going back to work. Saphi starts walking to the kitchen with a bit of a skip in her step, and the camera follows her. She enters the kitchen, and the doors close. The camera shifts to an angle where it can see both Hashi and Saphi.

SAPHI

Hello **Hashi**, what are you doing now?

HASHI

Just cleaning up the dishes, and preparing for breakfast.

SAPHI

[In a silky voice] Wow, it must be a pleasure to have a job as delicious as yours, do you think you could teach **me** to cook.

Hashi doesn't appear to notice the flirtation and just keeps mindlessly scrubbing the dishes.

HASHI

Yeah, sure, when the ship is fixed. They will probably need you for that.

Louise walks in unnoticed.

SAPHI

Ok. You're on.

Saphi walks out another door, leaving Louise still unnoticed.

LOUISE

[Hashi jumps when she speaks] Hashi, oh man are **you** in trouble! Kate thinks the Furlings are a bit like our cats

HASHI

What?

LOUISE

And it looks like Saphi has hooked onto you.

HASHI

Oh God! My sister has four cats so... Oh. [Gulps] Well, thanks for the warning, I guess! Only a few more days to go...

LOUISE

Yeah, good luck not succumbing to the wiles of that smart, sneaky kitty in *that* amount of time. Although quite what she *really* wants from you...?

Louise walks out of the mess hall, chuckling evilly and leaving Hashi to his new problem. Camera in on his worried face.

SCENE 52

Hashi walks up to Madison in the gate-room. She is consulting Kate about something technical.

HASHI

Madison, can I talk to you for a Sec?

MADISON

Your Furling problem?

HASHI

How...?

MADISON

Louise told me.

HASHI

Oh, well, I was hoping you could give me some advice.

MADISON

Sure, but you may not like it. [Using an eerie voice] *Do whatever you must to keep the Furling happy.*

HASHI

Oh ok! [Whispers a he is walking away] oh crap, I'm in trouble.

SCENE 53

The camera fades to Hashi is walking down a corridor, he stops.

HASHI

Saphi?

Saphi comes out of a door and smiles at Hashi.

HASHI

So, um, you asked for a cooking lesson, and Madison says it's ok if you aren't busy?

SAPHI

Of course, what shall we start with? Me learning to cook? Or you, feeding me...? [She looks at him flirtatiously]

HASHI

Um. [He gulps] You learning to cook! It is a *cooking* lesson, after all?! So, we'll start with the basics - you are preparing a military ration.

SAPHI

Ok, whatever you say, **Hashi**. [She again looks at him sideways, with more than a hint of cunning and calculation]

SCENE 54

Camera fades to Kate in a corridor with a few Furlings and humans.

KATE

Ok people and Furlings, we only have one more door to close. Then we can start working on the nap chambers Now this will be a tricky one, 'cause it leads directly into space.

It is right here on level 8. Looks like a shuttle bay. Now, the forcefield that kept in the air, but allowed the shuttle through I think, was damaged in the battle. But. If I read things correctly, there was a failsafe, a big airlock door that would close.

Now, since the Testmi made our lives harder by literally chewing on the ship, we can't close the door manually from here. But the shuttle appears to be uncompromised, so we could use it to close the door.

It will be hard. I'll use the ship's shield to hold some of the air in, but it wasn't designed to do that so it will only slow down the depressurization.

So, whoever does this will have to be fast about it. The riskiest part will be getting to the shuttle, but once you are in it should be easy. There should be two levers saying "door" on them; always pull the one in green, as the red one will open the door of the shuttle.

Now let's draw lots for who goes.

DAVE

No, I'll do it. It might be fun.

MADISON

Ok, looks like we have a volunteer.

SCENE 55

The camera fades to Kate working at a console tapping the screen and pushing buttons.

KATE

Looks like the shields are configured properly. Jose, send in the chicken.

CLOUD

Why waste one, especially when they taste so good roasted? Don't we have some other living creature we can test it on?

Cloud gestures at the human group meaningfully.

MADISON

Because there are only sixty of us, and a hundred and seven of them. And they are less important in the long run.

CLOUD

[Grumbling] Fine, but it seems like a waste of food.

Madison rolls her eyes.

KATE

[over the radio] Jose, report?

JOSE

[over the radio] The Chicken... lives.

The Furlings let out a collectively held breath and look relieved.

DAVE

[over the radio] Ok, I'm approaching the airlock.

SCENE 56

The camera shifts to Dave walking up to a door. He presses the button, and the door opens. Dave goes in. He takes a second to orient himself, then he runs for the shuttle. He opens the door and steps inside.

SCENE 57

The camera shifts to Dave inside the shuttle, he clicks his radio.

DAVE

Ok Kate I'm in. You might want to turn the shields off, so we can save as much power as possible. Now... how do I close the door again?

KATE

According to the schematic there should be three seats up front. The middle one will have a set of joysticks coming out of the console of the pilot's seat. Go to the seat to the right of the pilots. There are two levers both saying 'door'. Pull the one on the right and the airlock will close. You need to trust me, as you won't be able to tell if it is closed since the shuttle is facing the back of the bay. So just stay in there and wait for us to knock on the door. You got all that?

DAVE

Yep, I understand. I'm pulling the lever.

Dave walks up to the correct console and pulls the lever.

SCENE 58

The camera shifts to outside the shuttle. There is a hydraulic sound and two big panels [the air lock] move and close to keep all the air in the ship. Kate and the others come in and open the shuttle door to let Dave out. Cloud goes inside the shuttle

CLOUD

Well, you managed to not ruin the shuttle. Although there is a slight smell...

Dave looks offended, and cloud amused at teasing him.

HASHI

[Over the intercom] Hey guys, dinner's ready. You've been working a long time. Gregory, Saphi and I cooked another roast.

Everyone charges to the mess hall.

SCENE 59

Everybody has a plate of food and are preparing to tuck in.

MADISON

So, Kate, what was the point of closing the shuttle bay doors? Couldn't we just seal off the shuttle bay?

KATE

Yes, we could, but we need access to it if we want to wake up the furling crew. Part of the stasis pipe goes through the shuttle bay.

MADISON

Oh, that explains it.

HASHI

Enough talk. Let's eat!

SCENE 60

Montage mixing various scenes showing the different characters working, etc. over the next few days. Set to music. We see:

Kate helping the Furlings with the vent for the stasis pods.

Madison working out - running around the ship with George, sparring with him, eating with the others in the Mess Hall.

Dave and Diamond hunched over a console, pushing buttons, looking back over their shoulders to make sure no one is watching. Diamond & Jasmine hiding in the kitchen, eating under the benches in the dark.

Saphi in the kitchen with Hashi, multiple times, & standing outside his quarters ready to knock, with a huge hairbrush in her paw.

Kate overseeing other repair crews, both human and Furling. We see her working late at night in a room filled with earth tech. Hashi brings her a plate of food.

Louise, Olivia and Jose setting up the theatre room.

Cloud staring longingly at the Queen in her nap chamber.

SCENE 61

The camera looks out at space, with a planet in the foreground. After a few moments, the Risk drops out of Hyperspace.

SCENE 62

The camera fades in to the nap chamber, as the entire crew walks in.

KATE

Well, we've still got a few minutes
'till we can go back into hyperspace.
Cloud, are you ready to wake up your
Queen?

CLOUD

Yes!

KATE

Ok. Here goes nothing.

Kate walks over to a console, presses a few buttons, then pulls a lever. After a few moments the nap chambers open one at a time, with no gas leaking out of them. The queen is the first to wake up. She does a perfect stretch and turns to them.

QUEEN

Cloud.. [she almost purrs, and speaks in an accented and silky voice] Why have you woken me...? [She sniffs, becoming more alert] what is that delicious smell...? [She sees the humans, and her eyes narrow suspiciously] Why do you have those **pets** with you? They do not smell like the Ancients, not entirely..

She stands up and looks down on everyone. Her voice is now cold and commanding.

QUEEN

I think it is time someone tells me **exactly** what has been going on!

SCENE 63

In orbit above the planet the Risk rapidly accelerates and then goes into hyperspace.

Fade Out:

THE END OF EPISODE 1

CREDITS

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