

S T Å R G Å T E

H O R I Z O N

SURVIVAL INSTINCT

Episode: 4.07

Story by
MIKE COAKLEY

Teleplay by
CINDY CLARK

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TEASER

FADE IN:

EXT. SPACE - HORIZON

We see an establishing shot of the great space station. A couple of Vorian ships are coming and going. We hold on the sight of the busy port for a moment, and then...

INT. DANIEL'S OFFICE

Our first look at Daniel's office... It's located on the main deck, next to Christine's lab and the main archeological lab. The latter is directly connected to the office. The office is still in the process of being decorated, but on a shelf behind Daniel's desk we may spot some PICTURES of various SG-1 members from old times (NOTE: As they're in the background, we might not be able to recognize them all; but there are pictures that include O'Neill, Carter, Teal'c, Mitchell as well as Vala).

We find DANIEL here with a few members of his ARCHEOLOGICAL TEAM. It's the start of a busy day, and we see SEVERAL CRATES standing on Daniel's desk. Daniel is standing behind his desk, reading over a pad, while his team are engaged in talks amongst themselves, some of them are drinking a mug of morning coffee. The door slides open as an additional ARCHEOLOGIST ENTERS, reporting in. Daniel acknowledges his arrival, and then addresses his team.

DANIEL

All right -- looks like we're all here.

The talks in the room subside, as everyone's attention moves to Daniel.

DANIEL (CONT'D)

Morning, everyone. We've got a busy day ahead of us, so let's get started.

He starts handing out a couple of pads.

DANIEL (CONT'D)

As you know we'll be working in two groups today. Group A -- you're taking crates one through three. They're larger, so I want to make sure that they're all photographed and placed into our database as soon as possible. Group B is gonna be working on crates four through seven. All of you should have gotten your list with the artifacts assigned to you personally last night. Any questions?

One of the archeologists skims over one of the pads.

ARCHEOLOGIST

Are all of these artifacts from M33-X77?

DANIEL

No. Actually, uh, Commander Ke'var's team was kind enough to bring some artifacts from M33-M75 -- a little moon with some Ancient leftovers.

ARCHEOLOGIST

(smiles)

The more we have to play with, the more fun it should be.

DANIEL

You're definitely right about that.

The group shares a smile.

DANIEL (CONT'D)

Well -- let's get this stuff into the lab.

They acknowledge, and start taking the crates, carrying them over into the lab next to the office.

NEW ANGLE

as CALLEN ENTERS from the main deck. Daniel spots him, just as most of the archeologists are EXITING into the lab.

DANIEL (CONT'D)

Commander -- I didn't think I'd see you today.

CALLEN

I was just dropping by to make sure you weren't overrun down here.

Daniel chuckles. He moves around eagerly, grabbing a couple of items that he places in a crate that's still on his desk.

DANIEL

Oh, not a bit. I like keeping busy. Keeps things from getting dull.

CALLEN

So I take it everything's been going well?

DANIEL

(with a smile)

I'm still getting used to actually having my own staff. But these guys are great.

CALLEN

Just let me know if you need any more personnel. Christine's still going to be on M33-G68 for a couple of days.

Daniel is surprised.

DANIEL

I thought our team from G68 came back last night.

CALLEN

Christine and Doctor Naik stayed behind to work some more on the power systems in the outpost. They'll be back in two days.

DANIEL

(smiles)

Well, something tells me Chris didn't mind sticking around a little while longer. She was all excited about leading her first off-station mission.

CALLEN

(smiles)

And she deserves it.

(beat)

Well -- I better get to work myself. I plan to get out of the office by fourteen hundred today.

DANIEL

Fourteen hundred?

CALLEN

That's when a transport ship from Vorian arrives.

(an ominous smile)

I'm expecting a very important visitor.

And with those words, Callen EXITS -- it's clear that he's greatly looking forward to this visitor of his.

And as an eager Daniel heads off into his lab, where he joins his staff...

EXT. SPACE - THE COLUMBIA

We see the Deep Space Shuttle COLUMBIA cruising by.

INT. COLUMBIA - COCKPIT

LIEUTENANT CAREY, an officer in his late twenties, wearing the black color code, is piloting the shuttle. CHRISTINE is sitting in one of the chairs behind him, leisurely reading through her notebook, with a cup of tea. After a few moments, the door slides open, and DOCTOR NAIK ENTERS the cockpit.

Naik is a quirky Indian scientist, whom we haven't seen since "CONNECTION." He hasn't changed too much. He's excited, seeming like he's had too much coffee, a little confused on occasion, and he usually moves around at a very quick pace. He storms into the cockpit with a scanner in his hands, which he shows to Christine.

NAIK

Okay, okay. I think I may have come up with an alternate solution. Check this out.

He hands Christine the scanner.

CHRISTINE

(skims over the readings)

This looks good... But I have no clue what it means.

NAIK

(nods quickly)

Of course, of course. Sorry. My mistake. I keep forgetting... you're an archeologist, and I'm... you know... it's not your field.

CHRISTINE

(smiles)

Nope. But if you hand me a couple of Ancient tablets, I can skim through those in a matter of minutes.

She hands the scanner back to Naik.

NAIK

Basically, I've been trying to come up with an alternate way of restoring the systems in that Ancient facility. I just keep thinking I may have missed something.

CHRISTINE

I thought you wanted to talk to Tom and Yusuf first, and you needed some additional equipment. That's why we're headed back to the station.

NAIK

Yes, yes, yes. And I will... but... but I just couldn't help but... do something.

(sighs)

Sorry. I know I'm not making much sense.

CHRISTINE

It's all right, Prabhu... I know you don't exactly like space travel.

Naik looks at her, worried.

NAIK

How... How did you know that?

(shaking head)

I never told you... I never told anyone.

(uneasy)

Is it that obvious?

Christine doesn't want to make him any more uneasy.

CHRISTINE

No... not at all. I... wouldn't have noticed.

NAIK

(confused)

Then how did you... how did you know that I... that I... don't like...

(motions a ship flying by with his hand)

... space travel?

(curious)

How could you have known?

Christine has maneuvered herself into a corner. But she looks at him with a straight face, and shakes her head, like being confronted with a mystery.

CHRISTINE

("realizing how odd that is")

I don't know.

Naik reacts with sincere confusion, and Christine -- who's just messing with Naik -- is having a hard time keeping a straight face. They're interrupted as Carey reacts to something on his console.

CAREY

Doctor Summers? You might want to take a look at this.

NEW ANGLE

as Christine and Naik join Carey at the front console.

CHRISTINE

What is it?

Carey points at his readouts.

CAREY

I'm picking up some unusual readings near the Spacegate.

CHRISTINE

Is it like the ones we picked up when we flew in a couple of days ago?

CAREY

Similar. But the energy readings are higher... it's like some kind of anomaly is forming out there. I've never seen anything like it.

Naik glances over the readouts, and he's starting to get excited.

NAIK

This is amazing... It's an unusually high amount of electromagnetic radiation, an E.M. wave... this seems like it could be a class two anomaly.

CAREY

Okay -- why don't you explain it so that we can all understand it?

NAIK

Sorry, I... I forgot that you guys aren't...

(catches himself,
gets to the point)

This is a natural, very rare phenomenon.

CAREY

(surprised)

Natural phenomenon?

NAIK

(a quick nod)

Very rare.

(to Christine)

I would love to get some more data on it.

Christine considers this for a moment.

CHRISTINE

Is there any risk to the ship? I mean, if that thing's electromagnetic...

NAIK

We'd have to be very careful.

(excitedly)

I know that the Vorians have some data on these kind of things. But I'd love to get some readings first hand. This is very --

CHRISTINE

(nods)

... very rare.

NAIK

(nods quickly)

... very rare.

Christine isn't sure yet, and Carey looks concerned.

CAREY

I'd rather not get any closer to that thing than we have to.

Christine nods slightly, then makes her decision.

CHRISTINE

(to Naik)

Tell you what -- how about we head back to the station, and make sure we can find a way to study that thing safely. We'll be headed back out here anyway.

(adding with a smile)

After all, I know you don't wanna stay on this shuttle any longer than you have to.

Naik is a little disappointed at first, but Christine is the one in charge of this mission.

NAIK

Yes. Yes, you're right.

Christine gives Carey a nod.

CAREY

(working)

Plotting a course for the Spacegate.

Naik turns to Christine, still curious.

NAIK

(confidentially)

How, how did you know that... that I don't like space travel?

CHRISTINE

(secretive)

I'll tell you later.

But suddenly --

WHAM! The shuttle is ROCKED. ALARMS begin to blare.

CAREY

Dammit...

An ENERGY GRID is seen FLASHING over the consoles, like a spider web. The grid spreads throughout the entire cockpit, KNOCKING OUT several consoles, and causing SPARKS to crack. Then, the grid faints, but the shuttle is ROCKED.

CHRISTINE

What was that?

The shuttle continues TREMBLING, as Carey frantically works his controls.

CAREY

We got caught up in an E.M. spike.
Dammit -- I should have known that
it could spread this far. I'm losing
main power.

The lights begin to FLICKER.

EXT. SPACE - THE COLUMBIA

The Columbia's been thrown off course. Her power systems are failing, as her lights go off.

INT. COLUMBIA - COCKPIT

The lights are off. The ship continues TREMBLING throughout all of this. Christine and Naik take a seat as well now, as Carey is working to try and prevent the worst.

CAREY

(off console)

We have a ship-wide power failure.
We've lost our port propulsion.

CHRISTINE

Can you get us to the Spacegate?

CAREY

I don't think we're gonna make it
that far.

Naik is looking very nervous.

NAIK

Oh, my god...

CHRISTINE

(to Carey)

Are we close enough to dial the gate
and send a distress signal?

Carey works some controls for a moment.

CAREY

D.H.D. isn't working.
(hitting some more
controls)

I think I might be able to set us
down somewhere.

CHRISTINE

(remembers)

There's a habitable planet not far
from the Spacegate.

CAREY

That's where I'm trying to go.

The shuttle keeps TREMBLING. Naik looks like he's starting to feel sick. Christine tries to calm him.

CHRISTINE

(to Naik)

Don't worry, we're gonna make it.

Naik nods. Then --

ANGLE OUT THE FRONT WINDOW

as a distant planet comes into view. It looks Earth-like, but its continents are arranged very differently.

RESUME

Continuous shaking.

CAREY

We've also lost starboard propulsion.

ANGLE OUT THE FRONT WINDOW

as the Columbia is entering the planet's atmosphere.

RESUME

Everyone is holding on tight.

CHRISTINE

I'm not the pilot here, but it's looking like we're going in too fast.

CAREY

(frantically working)

No need to tell me that.

They brace for impact.

ANGLE OUT THE FRONT WINDOW

as the Columbia passes through the clouds, and is now headed straight towards an endless seeming forest landscape. The shuttle begins to SPIRAL.

EXT. PLANET'S ATMOSPHERE - DAY

The Columbia continues SPIRALING down towards the planet's landscape. Off the troubling sight, we...

FADE OUT.

END OF TEASER

STÅRGÅTE
HORIZON

KIEFER SUTHERLAND

ASHLEY SCOTT

CARLOS BERNARD

RACHAEL LEIGH COOK

DION JOHNSTONE

with
DENNIS HAYSBERT
as De'van Callen

MICHAEL SHANKS
as Daniel Jackson

and
ANDREW J. ROBINSON
as Doctor Lenori

Created by
ALEX RUBIT

ACT ONE

FADE IN:

(NOTE: Episode credits fall over opening scenes.)

EXT. FOREST - CRASH SITE - DAY

The Columbia has made a crash landing straight into the forest, having taken down some trees in the process.

INT. COLUMBIA - COCKPIT - DAY

The cockpit is a mess. Bulkheads have crashed down, some consoles are burned out, and the front window is shattered. At first sight it's clear that this ship will not be flying again any time soon. Christine and Naik are lying on the ground, and Carey is slumped over his console.

Christine stirs slightly, and then slowly starts sitting up. She's taken some bruises, but nothing too serious. We notice that the impact of the crash has knocked off her barrette, causing her hair to be unbound. Christine catches her bearings, and immediately the sight of Carey slumped over his console catches her attention. She moves towards him.

CHRISTINE

Carey...

But as she approaches him, she realizes that Carey won't be responding. He's sporting a massive wound on his head, and he's slumped forward with his eyes still staring -- he's dead.

Christine is mildly shocked by the sight, but she keeps herself even. She quickly moves over to Naik, who's lying on the floor, but stirring.

CHRISTINE (CONT'D)

Prabhu...

She gently holds his arm, as he sits up.

CHRISTINE (CONT'D)

Hey... you okay?

Naik immediately catches the sight of Carey.

NAIK

Carey...?

Christine shakes her head -- he didn't make it.

NAIK (CONT'D)

(trying to absorb it)
We crashed...

CHRISTINE

... yeah. Are you okay?

Naik checks himself out, making sure no bones are broken.

NAIK

I... I think so...

(worried)

But what are we gonna do? We don't know anything about this planet.

CHRISTINE

We're gonna be fine. As soon as we don't check in as planned, they'll come looking for us.

But that doesn't comfort Naik.

NAIK

They weren't expecting us back for another two days... they won't even know we're missing. And when they do, how will they know what planet we're on?

CHRISTINE

(comforting)

You remember two years ago -- Colonel Grant was in a similar situation. Stranded on a planet after his shuttle went down. He was able to hold out until help arrived, and so will we.

Naik nods, trying to stay calm. Christine considers, having now switched into survival mode.

CHRISTINE (CONT'D)

We have plenty of water and emergency rations. We'll just have to hang in there long enough until help does arrive.

NAIK

You make it sound so easy...

Christine brings up a slight smile.

CHRISTINE

(joking)

Took a lot of practice.

Naik slightly smiles as well, but he's clearly worried.

CHRISTINE (CONT'D)

All right... let's take a look at the emergency distress beacon first. With any luck, we'll be able to send out a signal.

Christine moves to the front console, where she opens a compartment, taking out a METALLIC BOX -- the shuttle's distress beacon. It looks like the one we saw in "The Adversary," but none of its lights are blinking, and it also looks like it's been burned out.

CHRISTINE (CONT'D)

Well -- this doesn't look too good. What do you think?

Naik approaches her, glances over the beacon for a moment with a professional eye. His face falls.

NAIK

It looks like it was burned out...

CHRISTINE

Do you think you'll be able to fix it?

He looks at her.

CHRISTINE (CONT'D)

(off his look)

Hey, you're the guy around here who knows how to fix things.

Naik considers briefly.

NAIK

I can give it a try.

Christine nods her acknowledgment. But suddenly, Naik is frightened by something out of our sight. He freezes, speaks quietly, whispering:

NAIK (CONT'D)

(whispering)

Christine...

He motions out the shattered front window. As Christine turns around --

ANGLE OUT THE WINDOW

as we see some trees and leaves MOVING slightly. It seems that someone's sneaking around outside the shuttle.

RESUME

as Christine and Naik are both uneasy, not knowing who or what is walking around out there. Then, a CRACK -- it's the sound of someone stepping on a large branch. It can be clearly heard through the shattered window.

Christine and Naik exchange a look. Christine motions for them to keep quiet, knowing whoever's out there can hear them probably too. Naik nods quickly. And then, Christine carefully heads for a COMPARTMENT that's attached to a back wall. She slowly opens it, trying not to make any noise.

The sound of MORE STEPS is heard... it sounds like someone's sneaking around the shuttle.

As Christine has opened the compartment, we reveal that it's filled with WEAPONS. Christine takes out a P90 and a 9 mil. She hands the 9 mil to Naik, who gives her an incredulous look.

NAIK (CONT'D)

(whispering)

I can't use this.

But Christine speaks encouragingly.

CHRISTINE

(whispering)

It's pretty easy... you point at the target, and pull the trigger.

NAIK

(whispering, nervously)

I don't think I could kill anyone.

CHRISTINE

(whispering, from her own experience)

Trust me -- if it comes down between you and them... you'll choose them.

Suddenly, another CRACK. Someone's stepped onto another branch. Christine gives Naik a nod. She motions to the door, telling him that she intends to head out to see what's out there. Naik is clearly worried and afraid, but he's pulling himself together. As he acknowledges...

Christine moves over to the hatch, her rifle trained. She stops before the hatch, listens for a moment. She can hear that whoever's out there, they're in front of the shuttle, so she knows that she can sneak onto them once she's outside.

Christine takes a deep breath, and then OPENS the hatch.

EXT. FOREST - CRASH SITE - DAY

Someone's definitely moving through the bushes out here, but we cannot make out who or what it is. Our view moves to the shuttle's hatch, which opens, and --

Christine emerges -- hair unbound, and P90 trained. Her expression is a firm one. Any fear she might be experiencing she's able to conceal well, as she carefully starts to move forward. She tries not to make any noise, but her STEPS can be heard; there's nothing she could do about that.

And whoever else is there seems to hear her approaching. We can hear that the unseen person is quickly retreating into some tight bushes. Christine realizes that she may have scared them away. She holds a beat, then moves around a corner, so that she can see what's in front of the shuttle. But no one's there.

CHRISTINE

All right... I know someone's out there. So why don't you show yourself?

(a beat)

We mean you no harm.

A tense beat passes, as no one replies. All is completely silent now. Christine advances a little further.

CHRISTINE'S P.O.V.

looking at some of the bushes, and we now clearly make out someone hiding behind them. It's a tiny shape with long hair -- not looking like it's a threat.

RESUME ON CHRISTINE

as she realizes that the person before her seems to be afraid.

CHRISTINE (CONT'D)

You can come out of there... It's all right.

Another tense beat passes. And then... the small figure does emerge, and we realize that it's a girl, not older than maybe twelve. She's wearing a simplistic dress, as she regards Christine with some fear.

Then --

ROIK (O.S.)

Who are you?

Christine turns to see a second figure emerging from the bushes. This is a teenager, around sixteen years of age. He's ROIK, and he approaches the girl, his sister -- XELIS.

CHRISTINE

I'm...

(lowers her rifle)

I'm Christine. You don't have to be afraid.

Roik takes his little sister's hand. He's very protective of her.

ROIK

(to Christine)

We thought you were with the enemy. That they had devised a new means of attacking us.

CHRISTINE

Enemy...?

At this point, Naik also emerges, having realized that there's no threat. Roik and Xelis react with worry, as the second stranger walks up. But Christine calms them.

CHRISTINE (CONT'D)

We're not. We had some technical trouble with our ship, which is why we had to make an emergency landing.

A beat as Roik and Xelis take this in. Then, Christine gestures at Naik.

CHRISTINE (CONT'D)

This is Prabhu...

Naik waves with a quirky smile.

NAIK

How's it going?

Roik assesses that Christine is telling the truth. He relaxes a little.

ROIK

They call me Roik.

(gesturing)

This is my little sister -- Xelis.

XELIS

(curious)

Where do you come from?

CHRISTINE

We're from a planet called Earth. It's actually... in another galaxy. We came through the Stargate.

This doesn't seem familiar to the siblings. They don't seem to know what a Stargate is.

CHRISTINE (CONT'D)

You mentioned something about an enemy...

Roik nods.

ROIK

We were collecting fruits for supper. We usually do not venture far from the settlement... because we'd risk alerting the enemy of our position.

NAIK

(uneasy)

I don't like the sound of that.

Roik considers for a moment. He can tell that Christine and Naik are sincere.

ROIK

Our settlement is not far from here.
Why don't you come with us? It is
not safe to remain outside the
settlement for too long.

Christine considers for a moment.

CHRISTINE

(a friendly smile)

Sure... we'd love to see it.

And as the siblings acknowledge, pleased by having what appear to be friendly guests, we...

CUT TO:

EXT. SPACE - HORIZON

A Vorian CIVILIAN TRANSPORTER approaches the station. As it docks...

INT. CORRIDOR/AIR LOCK

Callen is standing at the air lock, as SEVERAL CIVILIANS, most of them scientists, emerge. A few moments pass, as it's clear that Callen is waiting for his visitor. And then, arriving with the last group, is MA'KIN CALLEN, carrying some luggage. Callen smiles, happy to see his son.

CALLEN

Ma'kin...

MA'KIN

Father.

They EMBRACE in a warm hug, both having been looking forward to spending some time with each other.

CALLEN

I'm glad to see you, son.

MA'KIN

(smiles)

Same here.

Callen takes some of Ma'kin's luggage, helping him carry it, as they start moving down the corridor.

CALLEN

How was your trip?

MA'KIN

Not worth mentioning.

We start to realize that Ma'kin is excited about something. Something he's eager to share with his father.

MA'KIN (CONT'D)

But I have something I've been eager to tell you about. You're going to love this, father!

CALLEN

Oh?

MA'KIN

(with a bright smile)

I've got some big plans for what I want to do.

CALLEN

That's good to hear. I can't say I wasn't happy when you told me that you decided not to stay in the military.

MA'KIN

I'm proud of having served for a while. But... I always knew it wasn't something I wanted to do for the rest of my life.

Callen playfully puts his hand on his son's shoulder.

CALLEN

Don't tell me you've decided to follow your father's footsteps, and join the Space Command.

MA'KIN

(smiles)

I think I'm just more of a civilian than anything.

They share a smile.

CALLEN

(curious)

So what did you decide to do?

Ma'kin smiles, looking forward to sharing the news.

MA'KIN

I'll show you.

And as they keep walking, Callen clearly having a curious expression on his face, we go to...

EXT. FOREST - PRIMITIVE SETTLEMENT - DAY

A primitive settlement, consisting of merely TENTS and some CARAVANS. It's visibly clear that this settlement can be easily disassembled and moved to another location, if necessary. Perhaps the home of a group of nomads.

Roik and Xelis are leading Christine and Naik into the settlement. Naik is carrying the emergency beacon from the shuttle, and Christine is carrying a duffel bag over her shoulder, filled with equipment from the shuttle.

Christine and Naik immediately catch everyone's attention here. While none of the people say anything, they all glance at their visitors, some whispering to each other. We see mostly YOUNG PEOPLE here; anywhere from Roik and Xelis' age to people in their mid or late twenties.

As they keep walking through the settlement...

ROIK

We are not accustomed to visitors, as you can probably tell.

Christine has already picked up on the very low standard of living that seems to be prevalent in this settlement.

CHRISTINE

Is this your home?

Roik's features grow a little solemn.

ROIK

Our home was taken by the enemy a long time ago. We were forced to leave... In a way, we do not have a home, because we're always on the move.

CHRISTINE

Who is this enemy? I mean, what do they want from your people?

Roik's features remain a little solemn. Then, he gestures at one of the larger tents nearby.

ROIK

Over here.

And as they keep walking...

EXT. PRIMITIVE SETTLEMENT - TENT - DAY

This interior is sparsely decorated. We only find essentials, things such as a TABLE, some CHAIRS, and something that resembles a SLEEPING PLACE. Christine and Naik are here with Roik and Xelis. There's a couple of additional people from the village in here, including MIRUK -- a woman in her mid or late thirties. Roik is standing in the center, introducing their visitors.

ROIK

These people have come from the skies, but they are not our enemy.

(gesturing)

This is Christine... and Prabhu.

Christine and Naik give a nod, as the other people in the tent acknowledge them. Xelis looks up to them.

XELIS

Will you help us when the enemy returns?

Christine looks into the hopeful eyes of the young girl, and gives her an encouraging smile.

CHRISTINE

Of course.

(to Roik)

But first we'd like to know a little more about this enemy. Who are they?

MIRUK

They came from the skies.

(with distrust)

Just like you.

ROIK

They arrived a long time ago. But when they first came here, they claimed they were peaceful.

(MORE)

ROIK (CONT'D)

They said they were interested in getting to know us better... that they were explorers.

(solemn)

But one day... without warning... things changed.

(a beat)

They used their weapons to attack us. They drove us from our homes... and many of us were lost. We became separated from the others who once lived in our city... and we have been homeless ever since. Always traveling from place to place... hoping the enemy will not track us down.

Christine's expression has become a little solemn. She's feeling for these people.

CHRISTINE

I'm sorry to hear that.

Miruk speaks distrustfully. Clearly, she's not convinced of the visitors' good intentions.

MIRUK

(challenging)

And you believe you can defeat our enemy? There's only two of you.

NAIK

We, uh... we do expect our people to... to eventually find us here.

CHRISTINE

(nods)

With some more people we'll be able to help you. Maybe even relocate you.

NAIK

(hopeful)

You wouldn't happen to have a Stargate?

No one here seems to recognize the term.

CHRISTINE

A Mel'var...

This term they do recognize.

ROIK

We have heard of such devices, built by the ancestors. They're mentioned in ancient writing, but we do not know of one on our world.

Christine nods slightly.

CHRISTINE

(quietly)

I was afraid you'd say that.

MIRUK

Why does it concern you?

CHRISTINE

Well, for starters, we would have been able to contact our people.

MIRUK

(accusing)

So that you can send your people to this world, aiding the enemy.

ROIK

Miruk, please...

Given everything she's heard, Christine can understand Miruk's distrustful nature.

CHRISTINE

Look, I realize you only have my word to take for it... but we're not here to harm you.

(a beat, to Roik)

If it's all right with you, I'd like to take a look at any writings you have from your ancestors.

Roik nods -- he sees no problem with that.

CHRISTINE (CONT'D)

And any information you might have on this enemy of yours could be helpful too. Do they look anything like we do?

Roik, Xelis, Miruk and all the others take on a manner which tells us that they're afraid of how their enemy looks.

ROIK

(soft)

They look unlike anything we've ever seen before...

XELIS

They're frightening.

This worries Naik.

NAIK

Just what we need...

But Christine is still curious.

CHRISTINE

And you said you have no idea why they're attacking you? Have you ever tried talking to them?

MIRUK

The enemy is not interested in talking.

CHRISTINE

So you don't know what caused them to attack your city?

Roik shakes his head.

ROIK

We do not.

MIRUK

What difference would it make?

CHRISTINE

Well, in my experience, everyone usually has a reason for what they do. It might be good to know what theirs is.

There's a beat as that notion hangs in the air. Then, Roik tries to be positive.

ROIK

We have been here for many moons now, and the enemy has yet to find us. Perhaps it will still be a while until they do.

(a beat)

In the meantime, we would like to welcome you to stay in our settlement, and share what little we have.

Miruk doesn't seem to completely trust Christine and Naik, but she keeps quiet.

CHRISTINE

Thank you.

With that, the meeting breaks up.

CLOSE ON CHRISTINE AND NAIK

as they're both concerned, knowing this unknown enemy could very well show up.

NAIK

For some reason I... I just don't have a good feeling, Christine.

Christine nods her agreement.

CHRISTINE

With no Stargate... all we can do is wait until help shows up, and hope that whatever enemy is out there... stays out there.

And as the two of them dwell on the concerning thought, we...

FADE OUT.

END OF ACT ONE

ACT TWO

FADE IN:

EXT. PRIMITIVE SETTLEMENT - DAY

A short while later... Naik is having a look around the settlement, glancing at some of the caravans. The inhabitants, or nomads as we'll call them from this point forward, are going about their business again. Every now and then some are still paying attention to the visitors, but not as obvious as they had before.

After a few moments, Christine walks up to Naik. She's carrying the duffel bag again.

CHRISTINE

Well, the good news is... if we do end up having to defend ourselves...
(re: the duffel bag)
... we've got a good supply of weapons. A couple of P90s, two 9 mil, and some C4.

NAIK

C4?

CHRISTINE

I grabbed everything we had in the shuttle. Something told me it wouldn't have been wise to just leave it behind.

NAIK

Let's hope we won't need any of it.

CHRISTINE

Yeah -- let's hope.

Naik seems a little thoughtful. Christine notices.

CHRISTINE (CONT'D)

Did you get a chance to look at the emergency beacon?

Naik nods.

NAIK

And I'm afraid there's nothing I can do. Its wiring is completely burned out. In order to fix it, I'd need replacement parts that I don't have.

Christine nods slightly, making the best of that.

CHRISTINE

In other words -- we have to wait until someone from the station finds us.

NAIK

Which could take a very long time.

CHRISTINE

But it seems like it's our only option, unless you have another idea.

Naik looks at her. His features remain thoughtful, and she can interpret what's on his mind.

CHRISTINE (CONT'D)
(realizing)
You do...

NAIK
It's a long-shot, but I... I think
it could work.

CHRISTINE
What do you have in mind?

NAIK
The beacon isn't salvageable, but
from what I saw, I do think I can
get the shuttle's communication system
back up. If it works, we can use it
to send a subspace message to Horizon.

CHRISTINE
How would we get the message through
the Spacegate?

NAIK
I think I can use the shuttle's D.H.D.
to dial the gate, assuming that it's
working.

CHRISTINE
Carey said the D.H.D. wasn't working.

NAIK
Because of the E.M. spike that caused
our systems to go down. But as long
as the D.H.D. didn't get damaged
like the beacon, it should be working
fine now. I'll have to compensate
for dialing the gate over such an
enormous distance, but... it's
definitely worth a try.

Christine considers briefly. She nods.

CHRISTINE
Okay, sounds good to me. We should --

ROIK (O.S.)
Christine?

She turns to see...

NEW ANGLE

Roik walking up with a couple of old BOOKLETS in his hands.

ROIK (CONT'D)
(re: the booklets)
You said you wanted to look at the
writings the ancestors left behind.
I got these from our library tent.

He hands them to Christine, who skims over one of them
briefly.

CHRISTINE
(smiles)
That's great. Thanks.

Roik acknowledges, happy to help. Then, Christine looks to
Naik.

It's clear she doesn't want to let him go back to the shuttle on his own; Naik notices this.

NAIK

(re: the booklets)

You look over those. I'll work on the shuttle.

CHRISTINE

I don't feel right about letting you go on your own.

But Naik is pulling himself together, being brave.

NAIK

I'll... I'll be fine. The shuttle's just a few minutes from here. Besides -- I know there's a chance you might find something useful in there, so... you should focus on that. And I'll... focus on what I do.

Christine considers for a moment. Then, she nods.

CHRISTINE

Okay. But let's stay in radio contact.

Naik acknowledges. Then he heads off. Roik considers Christine for a moment, having caught onto what's happening.

ROIK

You're attempting to fix your ship.

CHRISTINE

At least to a point where we can contact our station.

She puts her hand on his shoulder.

CHRISTINE (CONT'D)

(encouragingly)

The sooner we can do that, the sooner help's gonna show up.

Roik acknowledges. There's a bond forming between him and Christine. He has great faith in her, knowing she will be able to help his people.

And off this moment between the two...

JUMP CUT TO:

ALIEN P.O.V. - LOOKING INTO THE SETTLEMENT

We see the point of view of an alien life form, hiding right outside the settlement, behind some bushes, watching the settlement. We see everything through a very WIDE LENS, which just seems to be the way these aliens see things. We watch Christine and Roik for a few beats. Then...

BACK ON CHRISTINE

as she looks over the settlement again, trying not to show her feelings of concern. Off her expression...

EXT. SPACE - HORIZON

We re-establish the great space station.

INT. CALLEN'S QUARTERS - LIVING ROOM

CLOSE ON a notebook, filled with Ancient writing and Vorian translations. PULL BACK to see that Callen and Ma'kin are seated on the couch, and Ma'kin is showing the notebook to his father. In the background we can see Ma'kin's luggage, sitting on the floor. Callen is glancing over the notebook, and is visibly impressed.

CALLEN

Did you do all this by yourself?

MA'KIN

(smiles)

Most of it.

(admitting)

I did have some help from the various library computers I consulted.

(eager)

So what do you think?

CALLEN

I'm impressed. I really am. I... I had no idea that you were interested in archeology.

MA'KIN

It was always somewhat of an interest of mine. But it really became prevalent last year.

CALLEN

Last year?

MA'KIN

During my time on Tenari... There were a lot of days when the other soldiers and I didn't always have much to do. And one day I went to the city's library during my off time. And I just started looking up documentations on the Originators.

(thoughtful)

Maybe it was all the talks of the Nebulan being the Originators that made me look into this... But when I started to realize just how many documentations there are, and how much there's still left to discover... I couldn't help but try and find anything on the subject that I could.

Callen glances over the notebook again.

CALLEN

Well, it seems you've already been doing some very impressive work.

MA'KIN

(modest)

Most of my translations are still flawed.

CALLEN

Ma'kin, this isn't something you can learn over night. It takes years to really become skilled in this kind of field.

Callen looks at his son with pride.

CALLEN (CONT'D)

But I know if this is something you really want to do, something you put your heart into...

(a proud smile)

... you'll end up being one of the most skilled archeologists on Vorian.

Ma'kin smiles.

MA'KIN

And it's definitely something I want to do. I've already decided that I want to go back to school for this. And I even know which school.

Ma'kin reveals a small BROCHURE from his pocket, and hands it to his father. Callen skims over it.

CALLEN

(reading)

The May'lan Academy of History and Archeology.

MA'KIN

It's the best school there is.

Callen looks at his son again, and sees that he's very serious about this career choice.

CALLEN

It's a good choice.

MA'KIN

There is, however, one little catch.
(off Callen's curious look)

look)

In order to be accepted, I'd need to complete a one year internship in the field. And I've already decided where I'd like to do that. It's part of the reason I wanted to talk to you about this in person.

Callen realizes what he's getting at.

CALLEN

You'd like to stay on Horizon.

MA'KIN

What better place to learn more about archeology?

(excited)

That way, by the time I go to school next year, I'll already know more than anyone else in my class.

There's a beat as Callen considers. Then he looks at his son with a smile.

CALLEN

I'll talk to Doctor Jackson first thing in the morning. Something tells me he might still have a spot open on his team.

Ma'kin smiles, visibly happy.

MA'KIN

That would be wonderful, father.

Callen smiles as well, placing his hand on his son's shoulder. Both of them are happy that this would also mean they get to spend more time together.

EXT. FOREST - CRASH SITE - DAY

We hold on the sight of the damaged ship. And as the CAMERA moves around slowly, we start getting the eerie sense that someone's sneaking around outside the shuttle.

INT. COLUMBIA - COCKPIT - DAY

Carey's body has been removed. Naik is working on an open panel at the D.H.D. station, which is located between the two front seats. The scientist is sorting through various wires and parts that he's exposed on the dash. We get the sense that he's been working on this for a while now, and he's just connecting some of the wires.

As he does connect them, the main control panel COMES ONLINE, with lights flashing up. Naik smiles, realizing that he's making progress.

He begins hitting a few controls on the dash, when suddenly --

BANG! Something or someone seems to be HITTING against the shuttle. Naik startles. He drops what he's doing, and quickly grabs his weapon -- the 9 mil.

He then HEARS someone moving by outside the shuttle. But this time the steps sound heavier; it's clearly not just another couple of harmless humans.

Naik quickly hits his radio, speaks softly:

NAIK

(in radio, fearfully)
Naik to Summers.

INTERCUT WITH:

INT. PRIMITIVE SETTLEMENT - TENT - DAY

Christine is at the table with Roik, going over the Ancient writings, when --

NAIK'S RADIO VOICE

Christine, do you read?

Christine picks up on Naik's fearful tone, as she hits her radio.

CHRISTINE

This is Summers.

NAIK'S RADIO VOICE

I think we have a problem... It looks like that enemy they were talking about is here.

Christine and Roik exchange a worried look.

ROIK
(realizing)
They must have caught your ship when
it crashed. Why else would they
happen to show up just now?

Christine takes this in for a moment, realizing that Roik
might be right.

CHRISTINE
(in radio)
Prabhu, can you see anyone outside
the shuttle?

INT. COLUMBIA - COCKPIT - DAY

Naik is crouched down at the front console. He keeps speaking
quietly, as he HEARS more steps outside.

NAIK
No. But there's definitely someone
out there. I could use your help.

INT. PRIMITIVE SETTLEMENT - TENT - DAY

Christine immediately grabs a P90 from her duffel bag.

CHRISTINE
Stay where you are. I'm on my way.

She's about to head outside, when --

ROIK
I want to come with you.

CHRISTINE
I don't think that's a good idea.

But Roik grabs a BOW AND ARROW from a corner in the tent.

ROIK
I have learned early on to defend
myself.

Christine holds a beat. Then --

CHRISTINE
All right. Stay behind me.

Roik acknowledges, and they EXIT.

INT. COLUMBIA - COCKPIT - DAY

Naik is still crouched down at the front console, keeping
quiet. Hoping that whoever's out there doesn't know that
he's in here. The scientist is keeping his hand on his gun,
but he's not trained for something like this, and he looks
very nervous.

There's a few tense beats, as more STEPS can be heard. And
then... silence. Naik listens, but there's nothing -- perhaps
whoever was out there has left.

Naik slowly raises his head, trying to look out the shattered
front window. Hold a few beats. All is silent. Then --

Suddenly, a LOUD, BEEPING noise. The console that Naik
powered up is making the noise, and it's louder than Naik
would like it to be.

The scientist startles, and quickly hits a control to kill the sound.

But then --

BANG! Someone's banging against the shuttle's outer hatch, apparently trying to open it. Several times. BANG! BANG! BANG!

Naik quickly moves over towards the hatch, and seals it.

BANG! BANG! BANG!

Whoever's out there is determined to get inside, but they cannot open the hatch now. Then... silence again. Naik listens carefully, knowing that they still must be out there. He does HEAR the sound of steps again. It seems someone's moving to the front of the shuttle.

And suddenly --

BAM -- the scientist STARTLES, as he sees something out the front window.

NEW ANGLE TO REVEAL ONE OF THE ALIENS

standing before the shattered front window now, glaring at Naik. Getting our first look at this alien is a startling sight -- it's an unknown species.

The alien is tall and muscular, with long, messy, black hair, and teeth that look more like those of a wild animal. He is dressed in some kind of uniform-like outfit, and he aims a PROJECTILE WEAPON at Naik.

Before Naik can say or do anything, the alien FIRES A SHOT.

NAIK

takes a hit to the chest, and is SMASHED to the ground.

THE ALIEN

takes a moment to survey the area, making sure there's no one else. Then, he's about to climb into the shuttle through the smashed window, when --

EXT. FOREST - CRASH SITE - DAY

Christine and Roik are rushing through the forest, arriving at the crash site. Roik reacts fearfully, recognizing the frightening alien, which is about to climb into the shuttle.

ROIK

It's the enemy...

The alien notices Christine and Roik, and stops. He turns to face them. Roik trains his bow and arrow, and Christine has her rifle trained. But she quickly motions to Roik --

CHRISTINE

Don't shoot!

There's a tense beat, as Roik hesitates, unsure what to do. Christine's keeping her rifle trained, and the alien has his hands on his projectile weapon, but he hasn't got it trained just yet.

CHRISTINE (CONT'D)
(to Roik)
Just trust me.

Christine carefully steps forward, Roik behind her. There's a moment of silence as Christine and Roik are facing the unknown alien. Christine is firm and determined, clearly not showing any fear of this alien.

CHRISTINE (CONT'D)
Who are you?

But the alien doesn't look like he's about to reply. It's clear that he's considering raising his weapon, and shooting both Christine and Roik. Christine is aware of that.

CHRISTINE (CONT'D)
I'd recommend you don't do anything stupid. Believe it or not, I wouldn't have a problem pulling this trigger.

The alien slowly moves forward, provokingly. Apparently not expecting Christine to shoot him.

CHRISTINE (CONT'D)
(off his reactions)
I think you can understand me... So let's just put the guns down.

There's another long and tense beat. The alien closely studies Christine. Then, he decides to take his chances. And the following happens very quickly:

THE ALIEN

trains his weapon, and is about to shoot, when --

CHRISTINE

is faster. She FIRES a round of P90 blasts, and shoots and kills the alien. The muscular alien is thrown to the ground.

Christine holds a beat. She exchanges a look with Roik, a nod. Then, they both slowly step closer, and Christine takes a closer look at this alien. She regrets having been forced to kill him, but she knows he didn't leave her much choice.

Then --

A BANG, as someone inside the shuttle is attempting to open the hatch.

CHRISTINE (CONT'D)
(worried)
Prabhu...

She quickly moves to the shuttle with Roik right behind her.

INT. COLUMBIA - COCKPIT - DAY

A severely wounded Naik is OPENING the hatch. He has a bullet wound on the right side of his chest, which is bleeding heavily. As the hatch opens, Christine and Roik ENTER. Naik falls to the floor, and Christine immediately gets down at his side.

CHRISTINE
Prabhu...

Christine realizes how severely wounded he is. It's not looking very good. She quickly turns to Roik.

CHRISTINE (CONT'D)
I need you to get help from the
settlement -- fast.

Roik nods and quickly heads off.

CHRISTINE (CONT'D)
(to Naik)
Stay with me, Prabhu. I need you to
stay with me.

And off the sight of Christine trying to keep Naik alive,
we...

FADE OUT.

END OF ACT TWO

ACT THREE

FADE IN:

EXT. PRIMITIVE SETTLEMENT - DAY

There is a great deal of commotion in the settlement now. Various of the nomads have assembled here, knowing what just happened outside the settlement. Xelis is with them, keeping an eye out for someone in particular. And then...

Christine, Roik and a couple of additional nomads are carrying a wounded Naik back into the settlement on a PRIMITIVE STRETCHER. Xelis immediately runs towards her older brother, relieved to see him alive.

XELIS

Roik! Roik!

Roik immediately takes on his protective manner.

ROIK

Everything is all right, Xelis.
Christine is going to help us.

But Christine's attention is on the heavily wounded Naik, who's semiconscious, speaking up weakly.

NAIK

(weakly)
I couldn't... I couldn't... do
anything... I'm sorry...

Christine leans down to him.

CHRISTINE

Don't worry about it, Prabhu. You're
gonna make it, all right? You're
gonna make it.

Christine's concern is growing, as she turns to Roik.

CHRISTINE (CONT'D)

Where is she?

And we realize who she's talking about, when --

MIRUK (O.S.)

Bring him over here.

We reveal Miruk, who has stepped out of a larger tent. Christine, Roik and the other nomads carry Naik over to her. Miruk calmly steps forward, and has a look at Naik's wound. Naik is in great pain, as Miruk's gaze meets Christine's.

MIRUK (CONT'D)

We will give him something for the
pain. Then I will attempt to remove
the bullet.

CHRISTINE

Can you save him?

Miruk glances from Naik back to Christine.

MIRUK

That remains to be seen.

And with that, Miruk disappears into the tent, and the nomads carry Naik inside behind her. Christine and Roik stay behind. Roik is holding his little sister's hand.

ON CHRISTINE

as her expression of worry also becomes an expression of sorrow and perhaps some guilt. We hold on her pained look for a long moment. Then, Roik walks up next to her.

ROIK

We must prepare for the enemy. You promised that you'd help us.

And as Christine looks into the hopeful eyes of Roik and his sister, both of whom are looking up to her for guidance and protection, we go to...

EXT. SPACE - HORIZON

Re-establishing the great space station, focusing on the main deck area this time.

INT. DANIEL'S OFFICE

Daniel is here with Callen and Ma'kin. They're in mid-conversation:

DANIEL

An internship?

Ma'kin nods, filled with hope.

MA'KIN

It would only be for about a year.
I promise I won't be in your way --
I'll do what I can to make myself
useful.

Daniel considers. Ma'kin adds:

MA'KIN (CONT'D)

And... I was hoping you could teach
me a thing or two.

A smile forms on Daniel's face. His answer is clear.

DANIEL

(playfully)

Well -- just make sure to always
show up on time.

This brings a smile to Ma'kin's face.

MA'KIN

So that's a yes?

DANIEL

(smiles)

I can always use some more help down
here. We usually tend to get pretty
busy.

Callen smiles at his son.

CALLEN

I told you.

MA'KIN

Spending a year on the station will definitely get me into the May'lan Academy.

DANIEL

(with a smile)

Well, and you've certainly picked an interesting field. I, uh... realize I don't necessarily have an objective point of view. But after all, there's nothing wrong with that, right?

MA'KIN

(eager)

When can I get started?

Daniel looks at Callen.

DANIEL

I guess it's up to your father.

Ma'kin turns to Callen, and Callen shrugs lightly.

CALLEN

Whenever you'd like to.

That's what Ma'kin wanted to hear. He turns to Daniel again.

MA'KIN

I'd like to get started now.

Daniel acknowledges, looking forward to their work together. And off this moment...

EXT. PRIMITIVE SETTLEMENT - DAY

The mood and tone of this settlement has completely changed -- they're now preparing for an attack. Parts of the settlement are in the process of being disassembled so that they can be moved elsewhere, and we can see the nomads now walking around with BOWS AND ARROWS.

Christine is standing in front of the medical tent, keeping her eyes out on the surrounding forest. She's carrying her P90, as Roik walks up to her, armed with his bow and arrow.

ROIK

We're only taking essentials with us. We believe if we move further north, into the mountains, we may be able to escape the enemy.

Christine nods slightly, still looking out into the forest.

CHRISTINE

Why would they only send one?

ROIK

He was probably a scout, sent to investigate after they saw your ship arrive. When he does not return, the others will know that something's wrong.

CHRISTINE

So there's more of them on the way.

Christine lowers her head briefly, then she looks at Roik with slight regret in her eyes.

CHRISTINE (CONT'D)

Listen, I... I realize that if we hadn't come here... you'd probably still be safe.

But Roik doesn't blame her.

ROIK

It was not your intent to alert the enemy of our position. Besides... you said you were going to help us.

There's a beat. Christine lowers her head again, perhaps no longer so sure that she can do that.

ROIK (CONT'D)

We have been without a true leader for too long, Christine. I try to step up whenever I can... Miruk doesn't always agree with me. Miruk is a good person at heart, but she's not a leader... none of us are. The last thing we ever expected was to end up like this.

(hopeful)

What we need... is someone who can guide us, someone who knows how to defeat the enemy, and that will save our people.

Christine looks into Roik's eyes, and sees that he deeply believes that she can help them. She acknowledges, and brings up a slight, wry smile.

CHRISTINE

No pressure...

Then --

NEW ANGLE

as Miruk emerges from the medical tent, not looking too optimistic.

MIRUK

I have removed the bullet, and stitched up his wound. But... I have seen wounds like these... not many survive.

This is not what Christine was hoping to hear, but she's not giving up hope.

CHRISTINE

If we can get him back to our station, I think our doctor will be able to safe him.

(off Miruk's look)

No offense, but our medical technology is a little more advanced than yours.

MIRUK

It is meaningless. Once we leave the settlement, he will die.

CHRISTINE
(with a slight edge)
What do you mean?

MIRUK
He needs to rest in order to have a chance of recovery. If he's moved... it will worsen his condition.

CHRISTINE
Well, maybe we don't have to move him.

That's ridiculous to Miruk.

MIRUK
It will not be long until the enemy arrives at full force. We have remained here for too long already. Our only chance to survive, is to escape.

CHRISTINE
(incredulous)
So that's your way out? Whenever they show up, you just run?

MIRUK
They greatly outnumber us, and they have more advanced weaponry than we do. It would be foolish for us to try and fight them.

Roik weighs in.

ROIK
Some of us have tried to fight them, and...
(solemn)
... no one survived.
(a beat)
My parents were among those who were brave. And before our father died... I promised him that I'd take care of Xelis.

Christine acknowledges that, but she's not willing to accept that running is the only way out.

CHRISTINE
Look, I know I'm making this sound easier than it is... but ultimately running away isn't gonna save you.

MIRUK
(edgy)
So you would rather have us stand our ground in a battle that we cannot win.

CHRISTINE
I'll be the first to admit that I'm not an expert when it comes to fighting battles...
(struggles with the idea for a moment)
I think there may be another way out.

She paces slightly for a moment, not really sure herself how feasible this is. But she's desperately reaching to find a peaceful solution, not wanting to find herself leading a battle.

CHRISTINE (CONT'D)

You said you'd never spoken to them... that you never found out why they're attacking you, or what they're even doing on your planet.

(off Roik's nod)

I think that if I can... if I can communicate with them, figure out what they want, I might be able to reach some kind of agreement.

Miruk doesn't like this idea, but we can see that Roik realizes that it could work.

MIRUK

Attempting to talk to them would be suicide. They'd strike you down the moment they'd spot you.

CHRISTINE

I've seen a lot of occasions where people thought a peaceful solution wasn't possible.

MIRUK

(with an edge)

You don't know enough about this enemy to assume you could reason with them.

CHRISTINE

(firm)

Well, what I do know is that the alternative would be to run... or to fight. And like you said -- they outnumber us. And I still believe that running isn't an option.

(softer)

And besides, you said if we move Prabhu... he'll die.

That realization overwhelms her with emotion for a moment. Despite the fact that she conceals it well, it's noticeable.

CHRISTINE (CONT'D)

... and I'm not willing to let that happen.

(a beat, softly)

So if it means risking my life to save his... I'm more than happy to do that.

There's a beat of silence. Miruk still doesn't agree, but Christine's words do have an impact on her; she may slightly admire her for being willing to try this against all odds.

After a moment, Christine heads off. And as Miruk and Roik exchange a look...

DISSOLVE TO:

EXT. PRIMITIVE SETTLEMENT - MOMENTS LATER

Christine is standing next to a tent which is being disassembled. She's taking some additional weapons out of her duffel bag. She grabs a 9 mil, holsters it, and then checks the P90, ensuring it's loaded with a sufficient amount of ammunition. She then pauses for a moment... looks at the weapon, which she's become very accustomed to using. She then looks at the C4 that's in the bag, holds the DETONATOR in her hands for a moment, and then places it back into the bag.

After she closes the bag, she glances around the settlement, watching the nomads stripping everything down. And she's fully aware of her responsibility here.

After a moment --

ROIK (O.S.)
You shouldn't take Miruk's words personally.

Christine turns to find Roik standing before her.

ROIK (CONT'D)
She means well. But it's been hard on her too.

Christine nods slightly. For some reason she's looking a little solemn.

CHRISTINE
She's worried about your people.

Roik regards her in silence for a beat.

ROIK
Do you really believe that you can talk to the enemy?

Christine takes a long beat. She then speaks softly.

CHRISTINE
I have to try...

Roik can see that she has deeper reasons for this.

ROIK
Why?

A beat. She searches her soul for the answer.

CHRISTINE
Because I just don't think that... senseless slaughtering is gonna get us anywhere.

Another beat of silence.

ROIK
(soft)
What if you get killed?

Beat.

CHRISTINE
(soft)
That's not gonna happen.

ROIK

(worried)

You don't know that. You said you'd protect us. You can't do that if you're --

He stops himself. Lowers his head. Christine steps closer, as she sees the deep concern in his eyes. She once again places her hand on his shoulder, and speaks to him gently.

CHRISTINE

Listen... you asked me to help you. But you're gonna have to let me do that my way.

Roik acknowledges those words. He looks at her, and once more we can sense a bond between the two of them.

ROIK

Then let me come with you.

CHRISTINE

I'd rather have you stay here.

Christine goes on softly, encouraging Roik to be brave.

CHRISTINE (CONT'D)

Because just in case I don't come back... I want you to take everyone here, and head out to the mountains... and just survive.

(a beat)

Eventually my people are gonna show up when they look for me and Prabhu. And they'll help you.

They hold a beat, as they look each other in the eye. Then, they exchange a nod -- a promise to each other.

ROIK

(with emotion)

I should go help the others.

Christine acknowledges, noticing that Roik's eyes have turned moist. And as he heads off, we HOLD ON her expression for a moment. She fights back the emotions that are trying to come to the surface, knowing they don't have much time...

INT. PRIMITIVES SETTLEMENT - MEDICAL TENT - DAY

Naik is lying in the sleeping place on the ground of the tent. His wound has been bandaged, but he's clearly in a bad shape, semiconscious. He's perspiring.

Christine steps into the tent. Armed with the P90 and the 9 mil, and we can tell she's just about to head off. But she's come to see Naik first. She slowly steps closer, watches him sadly for a moment. It seems that he doesn't know she's there, and it's visibly clear that he's dying. There's a long beat as she just stands there, feeling sorry for what's happened to him. And then she turns and is just about to head out, when --

NAIK

(weakly)

Christine...?

She stops. Turns to face him again.

CHRISTINE

(gently)
Yeah... it's me.

NAIK

What's... what's happening...?

CHRISTINE

I'm trying to take care of some things here.

(solemn)

It's the least I can do.

NAIK

How...?

CHRISTINE

Don't worry about it.

Naik looks up at her. He's visibly in pain, as he tries to hide his fear.

NAIK

Are we... are we going to be all right?

Beat.

CHRISTINE

... Yeah.

She steps closer, gets down in her heels above him.

CHRISTINE (CONT'D)

Everything's gonna be all right.
None of that's changed.

Naik nods slightly. He takes her word for it. There's a beat, and then he sighs.

NAIK

Demora isn't going to be happy about this...

Christine is a little caught off guard.

CHRISTINE

You mean... Doctor Koyamata?

Naik musters up a slight smile.

NAIK

She doesn't like it when I come home late...

(off Christine's look)

She and I, we've been... seeing each other.

Christine is surprised, recalling Naik and Koyamata's interactions in the past.

CHRISTINE

Really?

NAIK

You're surprised...

CHRISTINE

No... No, not at all... Okay...
maybe a little.

Naik smiles at that.

CHRISTINE (CONT'D)

But come to think of it... the two
of you did always have a... unique
chemistry.

Naik brings up a chuckle, but it causes him pain. And seeing him in pain like that, causes Christine to look saddened again. More than that, it's tough for her to see him like this, frightening. She suddenly startles, as all she wants is to leave, just get out of that tent.

CHRISTINE (CONT'D)

(quickly)
I should... I should probably let
you get some rest.

She's about to head off.

NAIK

No, wait... I wanted to tell you
something first.

Christine stops. Almost afraid of what he might say.

NAIK (CONT'D)

(struggling to say it)
In case I... in case I don't make it
out of here...

Christine doesn't let him finish. She steps closer again.

CHRISTINE

(hard)
But you're gonna make it out of here.
Do you hear me? Because I'm not
willing to let you die here. I can't!

She realizes her outburst, and lowers her head solemnly. Naik notices what's happening here. A long beat passes, before he speaks:

NAIK

(gently)
You don't have to feel responsible...

CHRISTINE

(with anguish)
I am responsible!
(shaking her head)
I should have never let you go back
to the shuttle alone. I don't know
what the hell I was thinking.

Naik winces for a moment; it's costing him a lot of strength to stay alert like this.

NAIK

None of us could have known this
would happen...

CHRISTINE

That doesn't make it any better.
(MORE)

CHRISTINE (CONT'D)

(quietly)

It doesn't make up for the fact that I screwed up.

(off his look)

I was the one leading our mission... that means I am responsible for what happens...

(softly)

... for what happened to Carey.

There's a silent moment, before she continues. The guilt and sorrow she's feeling is now coming to the foreground.

CHRISTINE (CONT'D)

When I... got the assignment to head up the archeological expedition on G68, I was... looking forward to it. Truth is, I thought how hard can it be? We weren't expecting any incidents, after all.

(with emotion)

These people here think that I can protect them... They're counting on it.

Naik looks up at her reassuringly.

NAIK

And I know that you can.

CHRISTINE

(soft)

I'm not so sure about that... Just look at how I handled you.

NAIK

What happened to me wasn't your fault. It was bad timing, nothing more. You can't afford to dwell on it... and you definitely can't afford to second guess yourself.

He winces again, as he seems to perspire even more now. He's a dying man, pulling all his energy together to give words of advice.

NAIK (CONT'D)

All you can do now is... move forward... and do the best you can. You know that's what Colonel Grant or Commander Callen would do if they were here.

Christine takes in those words for a moment. She's thoughtful, her dark eyes having both a look of sorrow, but also a look of consideration. Then, she nods, pulling herself together, trying to adjust to this new feeling of having the weight of the world on her shoulders. She leans forward, closer to Naik, and reassures him.

CHRISTINE

I'm going to get you out of here, Prabhu.

(soft)

I promise.

Naik nods, fighting the pain.

NAIK

(soft)

I know you will.

And as Naik slowly starts drifting off again, we HOLD ON Christine, as she watches him. And off the look of emotion in her eyes, we...

FADE OUT.

END OF ACT THREE

ACT FOUR

FADE IN:

EXT. FOREST - CRASH SITE - DAY

We're back at the site where the Columbia crashed... The shuttle is sitting in the forest, as before. Christine approaches carefully. She's got a BANDANA tied around her hair now, as he moves forward with her P90 trained. The 9 mil is strapped to her thigh.

She keeps moving carefully for a moment, and then suddenly, she stops. Reacting to something before her.

ADJUST TO REVEAL:

The body of the alien she had shot earlier is gone. Several heavy footprints are leading away from where the body was, deeper into the forest.

CHRISTINE
(quietly, "to aliens")
So you're out here somewhere...

She pauses for a moment, perhaps working up the courage of actually going out and doing this. And then, she keeps moving forward, as we...

CUT TO:

EXT. SPACE - HORIZON

Once again, we re-establish the great space station.

INT. MAIN ARCHEOLOGICAL LAB

This is a room filled with VARIOUS COMPUTER STATIONS and archeological equipment. Daniel's office is next to it, and the main exit leads to the main deck. This is late at night, which we can tell by the dim lighting on the main deck outside the lab. But we still find Ma'kin here, working on a console, which is showing various readouts.

After a few moments, a tired Daniel ENTERS from his office.

DANIEL
(yawns)
Hey... Didn't I leave you back here
hours ago?

MA'KIN
I just couldn't let it go.
(re: the readouts)
Did you know that this carbon dating
would suggest that these artifacts
are more than fifty thousand years
old?

DANIEL
Yeah, I kinda had a feeling when I
saw the writing.

Ma'kin is clearly impressed by what he sees.

MA'KIN
I think that's amazing...

DANIEL

Look. I'm all for all-nighters, but I learned a long time ago, they're only needed when the fate of the galaxy's hanging in the balance.

Ma'kin nods.

MA'KIN

You're right.

He starts shutting down the computer for the day, as Daniel turns off some other lights around the room. But at this point we can tell that Ma'kin has got something on his mind. He decides to bring it up.

MA'KIN (CONT'D)

I wanted to thank you again... for allowing me to work here.

Daniel's surprised that Ma'kin is bringing this up again.

DANIEL

From what it looks you'll be a great help.

Ma'kin nods slightly. Daniel can tell there's something on his mind.

DANIEL (CONT'D)

What is it?

Ma'kin shakes it off.

MA'KIN

It's nothing, I just...
(a beat, decides to
ask)

Would you say that you know my father well?

DANIEL

I've only been here for a couple of weeks, so... Why do you ask?

MA'KIN

I know he has a great responsibility here... the weight of the world, literally. I guess I was just a little worried about him.

Daniel nods understandingly.

DANIEL

Well, I can definitely see that, but from what I can tell... your father's a great man. Like I said, I haven't been here for too long, but you usually recognize a person with those kinda skills pretty fast.

(a beat)

And from seeing the two of you today... I can tell that he's happy about you being here.

MA'KIN

I know he's happy about me doing just about anything other than what I did last year.

(off Daniel's look)

I joined the military during the war. I was stationed in one of the Kih'Andari colonies that we occupied.

(reflecting on it)

It was a rewarding experience in some ways, but... I think it just made me appreciate certain values a little bit more.

Daniel smiles slightly.

DANIEL

Yeah, regular battles for survival and constant peril will do that to you.

MA'KIN

(curious)

So you've been in those kinds of situations?

DANIEL

(wry)

Oh, yeah. Once or twice.

Ma'kin regards him curiously.

DANIEL (CONT'D)

(off his look)

I'll tell you about it. Let's go.

Ma'kin smiles, eager to hear these stories. And as the two of them head out together, and we can sense a growing relationship here, we go to...

EXT. DEEPER IN THE FOREST - DAY

Christine is carefully moving through another part of the forest now. She's glancing at the ground, trying to find traces, but there's no more footsteps. She stops, glances around, as we SLOWLY START TO MOVE AROUND HER.

There's a long and tense beat, as Christine is starting to get the feeling that she's being watched.

Suddenly --

ALIEN P.O.V.

watching Christine from the distance. Once again we see everything through a very wide lens.

RESUME ON CHRISTINE

as she stands there, alone in the forest now. A CRACKING sound is heard, as someone moves around in some bushes nearby. Christine, her rifle instinctively trained, turns around.

ALIEN P.O.V.

now looking at Christine, as she's facing down at us.

BACK ON CHRISTINE

She can't see anyone in front of her, but she knows they're there. She holds a long beat, her heart pounding. And then, she speaks up:

CHRISTINE

If you can hear me... I'm only here
because I wanna talk.

A beat. No reply. She's still got her rifle trained, but she realizes that if this is going to look anywhere near convincing, she will have to lower her weapon.

CHRISTINE (CONT'D)

I realize that our first encounter
didn't go so well... but that doesn't
mean things can't work out now.

She holds another moment, waiting for a reply. But when there is none, she takes a breath... and slowly lowers her rifle. Another beat passes, but nothing happens.

There's a long moment of silence. Christine wonders if there's really someone near her.

CHRISTINE (CONT'D)

(quietly, to herself)
What am I doing here?
(to the aliens)
All right, if you don't wanna talk...
maybe we should just leave each other
alone. How about that?

But then --

ANOTHER ANGLE

as a PROJECTILE GUN emerges from another bush, and FIRES a shot.

ON CHRISTINE

as she's HIT from behind. But we quickly realize that the weapon only fired a DART, which sticks in her shoulder.

Christine sways on her feet, turning around, trying to see where the shot came from. But before she can do that, she DROPS to the ground, unconscious.

Only a brief moment later, we HEAR steps, and then we can see TWO OF THE ALIENS walking up. One from behind Christine, and one from in front of her. They glance down at her, lying before them unconscious, and then exchange a look, as we...

CUT TO:

INT. ALIEN BASE CAMP - BUNKER - DAY

CLOSE ON Christine, as she's slumped back in a chair. Her hands are tied behind her back, as she slowly starts to stir, slowly waking up. Before she's fully alert, someone steps closer towards her, regards her carefully. Then, a deep, raspy voice:

VOICE

Who are you?

Christine starts becoming more alert, but she's still feeling a little woozy. As she looks around, everything seems to be turning around her.

CHRISTINE

Hey... yeah... nice to see you too.

PULL BACK to include one of the aliens -- GO'RATH. He's tall and muscular, his hair is black and messy, just as the alien's from earlier had been. He's got his projectile weapon holstered at his side, and we can see TWO OF HIS MEN in the background. He grunts at Christine's reply.

GO'RATH

I said -- who are you?

Christine glances around the room some more. She's in a metallic bunker, which is located somewhere in the midst of the forest. There's some TABLES and SHELVES, and lots of the aliens' WEAPONS. Christine finds her own weapons lying on a table nearby; it's still taking her a moment for the woozy feeling to wear off.

CHRISTINE

Glad you decided to keep me alive...
but what was in that dart?

GO'RATH

It is an effective tranquilizer.

CHRISTINE

Oh, yeah... effective, all right.
Is the floor supposed to be moving?

Go'rath considers her. Despite his rough appearance, he seems curious.

GO'RATH

You are not of the people from this
world.

CHRISTINE

That's funny -- neither are you.
Looks like we have something in
common... Do you have an aspirin?

Go'rath scowls.

CHRISTINE (CONT'D)

I take it that's a no.
(a beat)
Christine Summers... that's my name.

GO'RATH

Go'rath.

CHRISTINE

Hey, Go'rath. Would you mind untying
me?

Go'rath regards her for another moment. He then begins slightly pacing around; he's not about to untie her.

GO'RATH

You will tell me what you are doing
on this world.

CHRISTINE

That's kind of a long story. But let's just say... we ran into some kind of technical problem, and our ship had to make an emergency landing. Came right down into the forest... it was quite a ride.

Go'rath thinks for a beat.

GO'RATH

Some of my men have seen your ship when it came down... Can it be salvaged?

Christine catches his interest, and decides not to give away too much too soon.

CHRISTINE

Why don't you tell me what you're doing here first?

He glares at her.

CHRISTINE (CONT'D)

(off his glare)

Hey, I already answered two of your questions... It's your turn now.

Go'rath decides to reveal this to her.

GO'RATH

It would appear that our presence here is the result of the same cause.

CHRISTINE

(realizing)

You mean you crashed here...

GO'RATH

A long time ago. Our ship was not salvageable. We have been unable to contact our people since.

CHRISTINE

So you've been stranded here... But that doesn't explain why you're attacking these people.

(a beat)

Why are you doing this?

Go'rath steps forward a little.

GO'RATH

Your turn.

Christine knows what he means. She decides to answer his question.

CHRISTINE

We can't fix our ship on our own. But more of my people are coming... with their help, we're getting out of here.

GO'RATH

Then it seems you are more fortunate than us.

CHRISTINE

Now are you gonna tell me why you're
killing innocents?

Beat.

GO'RATH

We have no choice.

Christine regards him questioningly.

GO'RATH (CONT'D)

Shortly after we became trapped on
this world... our supplies began to
run low. This area does not present
ideal living conditions. But the
people who live here... have managed
to establish themselves well.

(no regrets)

We needed to take their city to
survive. It was either them... or
us.

Christine can't believe what she's hearing.

CHRISTINE

What are you talking about? Did you
even try explaining to them what
happened?! They strike me as some
pretty friendly people; I'm sure
they wouldn't have had a problem
with helping you.

GO'RATH

(hard)

We do not know them. And we do not
place our lives into the hands of
people who are not like us.

CHRISTINE

(with an edge)

So what are you saying? That you're
slaughtering and hunting down
innocents because you don't trust
other species?! Out of some kind of
xenophobic disorder?!

GO'RATH

(angry)

I would recommend you choose your
words wisely.

(threatening)

I may have kept you alive... but my
decision may not be final.

CHRISTINE

(hard)

What I'm trying to say is... there's
other ways to survive.

(a beat, softer)

The reason I came out here... was to
try and establish contact with your
people, to try and talk to them, and
hopefully find some kind of common
ground.

GO'RATH

Why should I trust you?

CHRISTINE

You said it yourself... we're in similar situations.

Go'rath considers her thoughtfully.

CHRISTINE (CONT'D)

(wry)

All right -- maybe you didn't exactly word it like that. But that's kinda what I got out of it.

(a beat)

So why don't we put an end to the fighting? And start talking about other solutions.

Go'rath's expression is unreadable. He may be considering her words. He steps closer, regards her curiously.

GO'RATH

And just how would you suggest we go about that?

Christine has already thought this through.

CHRISTINE

I was hoping you'd ask.

And off this moment...

INT. PRIMITIVE SETTLEMENT - EVENING

The sun is setting in the back, giving the area a beautiful lighting. Christine has returned, armed again now, and she's standing in the disassembled settlement with Roik and Miruk.

Miruk reacts outraged:

MIRUK

A meeting?! With the enemy?!

(incredulous)

Is this some kind of joke?

Christine regards her confidently.

CHRISTINE

It's not a joke. It took me a while to convince them, but... they agreed to a meeting at sunrise. On neutral grounds, and both parties arrive unarmed.

Roik considers this for a moment.

ROIK

And do you trust them?

CHRISTINE

I'm not sure... But at least they wanna talk.

MIRUK

It is likely that this is a trap.

CHRISTINE

I realize that.

(optimistic)

But I'm hoping it's not.

(MORE)

CHRISTINE (CONT'D)

(explains)

They're doing what they're doing because they think they have to in order to survive here. In their mind that makes sense to them. They seem to be completely distrustful to anyone who's not part of their species... I know it's twisted, but I think that showing them that a peaceful solution is even possible will go a long way.

There's a beat.

MIRUK

I admire you idealism.

(blunt)

But you will have to forgive me for not sharing it.

CHRISTINE

That's fair enough.

Christine goes on, at this point clearly having assumed a leadership role here.

CHRISTINE (CONT'D)

(deciding)

I only want a small group to accompany me to the meeting tomorrow morning. We'll obviously need someone to stay here and keep an eye on Prabhu... but the rest of you need to get underway towards the mountains. Just in case this meeting doesn't work out the way it should.

ROIK

(confident)

I will be at your side.

Christine acknowledges those words, and appreciates his trust and loyalty. Miruk considers, and then regards Christine again.

MIRUK

I will gather the majority of our people... and lead them away from here.

Christine nods. Miruk steps a little closer.

MIRUK (CONT'D)

And make no mistake... I still believe what you're attempting to do is suicide. You were lucky they haven't killed you yet.

(a piece of advice)

You should not challenge your luck twice.

But Christine doesn't waver. She regards Miruk confidently.

CHRISTINE

I've already made my decision. If you don't agree with it, that's fine. But this meeting is gonna happen.

Miruk accepts this. She nods slightly, and then without further words, she steps away.

ON CHRISTINE AND ROIK

as he regards her, and we can now see that he's looking worried.

ROIK

Do you really believe we can avoid a battle?

Christine looks at him. She thinks about her answer for a moment, and she stays the course, believing in it.

CHRISTINE

I hope so.

Roik nods, trusting her. And as he also steps away, we stay with Christine, as she looks after him. And off her thoughtful expression, we...

FADE OUT.

END OF ACT FOUR

ACT FIVE

FADE IN:

EXT. FOREST - MEETING PLACE - NEXT MORNING

The sun is now rising above the landscape... We see a shot of the golden sunrise, taking in the sight for a moment. It's a beautiful morning.

Then we ADJUST TO REVEAL a small clearing in the forest. And here we find Go'rath, along with SEVERAL OF HIS PEOPLE. At first glance they do all appear to be unarmed, and it would seem that they're sticking to their word.

Then --

NEW ANGLE

as Christine, Roik and a handful of ADDITIONAL NOMADS arrive from inside the forest, also unarmed. As they walk up, Go'rath exchanges a look with his people for a moment. Then, the alien turns to face Christine and her group again.

Christine and the nomads stop as they arrive on the clearing. Go'rath takes a few steps forward, his people remaining behind him. We can tell that Roik and the other nomads are a little frightened by being confronted with their enemy like this. But as Christine gives them an encouraging look, they acknowledge. It's clear that she's got their full support.

And then, Christine takes a few steps forward, facing Go'rath. Both Christine and Go'rath now stand in the center of the clearing, with their respective people behind them.

After a moment, the silence is broken --

GO'RATH

I was wondering if you would really show yourselves.

CHRISTINE

I've been wondering the same thing about you.

GO'RATH

And now that we are both here... how do you expect us to move forward?

CHRISTINE

I told you yesterday... it's only a matter of time until my people will be here. And once they are.. they'll get us off this planet.

GO'RATH

You mean they will get you off this planet.

CHRISTINE

I have no problem with helping you if it means you'll leave the people of this world alone. If you tell us where your homeworld is, we can contact them for you.

GO'RATH

(sarcastic)

That would be very noble of you.

Go'rath steps a little closer towards Christine, and instinctively there's more tension now. The tall and dangerous looking alien considers her.

GO'RATH (CONT'D)

I have killed many of the people on this world... just what reason would I have to believe that you would be willing to help me?

There's a beat as Christine looks him in the eye. We can tell she's struggling with really helping him, considering what he's done. But she keeps the bigger picture in mind.

CHRISTINE

Like I said... if it means you won't kill any more... I will help you.
(difficult beat)
You have my word.

Go'rath smirks at that for a moment. Roik and the other nomads watch closely, they're clearly feeling uneasy. Go'rath turns to his people, considers a beat. And then, the alien looks at Christine again.

GO'RATH

You make an interesting proposal, Christine Summers... However, I have a proposal of my own.
(off Christine's look)
I believe it would be best for you to stand down and surrender yourselves to us. Then we will not kill any more.

Another tense beat.

CHRISTINE

What if I say no?

GO'RATH

That would be... unfortunate -- for you.

Go'rath now nods to his people.

ON ROIK AND THE OTHER NOMADS

as they react with concern.

REVEAL:

The aliens are pulling out VARIOUS WEAPONS, which they had kept concealed in their garments.

ON CHRISTINE

as her expression remains firm.

CHRISTINE

I thought we agreed that we'd be meeting unarmed.

GO'RATH

I have taken the liberty to... amend this agreement.

(MORE)

GO'RATH (CONT'D)

(treacherous)

I do, however, appreciate that
you've... spared us a fight. It has
made matters so much easier for us.

On cue, the aliens now train their weapons on Christine and the unarmed nomads -- it seems that Christine and her people are screwed.

However, then --

CLOSE ON CHRISTINE

as she doesn't look worried. She regards Go'rath, and we can tell that she's disappointed... but by no means surprised.

CHRISTINE

I was hoping it wouldn't come to
this...

ON GO'RATH

as he looks down at her, reacting to something of which he's unsure what to make of it. He scowls and pulls his own projectile weapon, pointing it at her.

GO'RATH

You will raise your hands!

ON CHRISTINE

as she does as she's told. But when she does raise her hands, we can see that she's detached something from the side of her vest -- something that had been concealed from us before.

Go'rath clearly doesn't know what it is -- it doesn't look like a weapon.

ON ROIK AND THE NOMADS

as they also raise their hands.

CLOSER ON CHRISTINE

as she's firm and determined.

CHRISTINE

(to Go'rath)

You're probably wondering what this
is.

And we can now see that she's holding the C4 DETONATOR in her hands, the one we had seen in her bag earlier.

CHRISTINE (CONT'D)

All I have to do is push a button...
and it'll trigger a couple of pretty
massive explosion. It's called C4...
and trust me, it makes for quite a
firework.

Go'rath holds a beat. He's not taking this seriously.

GO'RATH

And you expect me to believe you?

CHRISTINE

I'd rather not prove it to you.

(beat)

Because, you see, I've taken a bit of a liberty myself... Last night I've planted a significant amount of C4 in strategic spots all around this location. I can detonate it in a heartbeat, and kill your men that you've no doubt got positioned outside of our sight.

Go'rath glances around for a moment, and it seems that he does have more of his people close-by.

CHRISTINE (CONT'D)

Trust me -- I've made sure to take a good look at the region. I know where I'd position my people if I wanted them to stay out of sight.

And we go to a --

NEW ANGLE TO SEE:

There are indeed MORE OF THE ALIENS, deeper in the forest, hiding behind some trees and bushes. They're watching the exchange between Christine and Go'rath in the clearing.

BACK ON CHRISTINE AND GO'RATH

as Go'rath glares at her. He thinks she's bluffing.

GO'RATH

You do not strike me as the type who'd be capable of such action.

CHRISTINE

If that's supposed to mean I'm bluffing... I'm not.

They hold another tense beat. Go'rath isn't buying it.

GO'RATH

We shall see about that.

ON ROIK

as he realizes that there's about to be a fighting.

ON CHRISTINE

as she remains firm.

CHRISTINE

(to Go'rath)

You asked for it.

CLOSE ON HER HAND

as she presses the button on the C4 detonator.

ON THE ALIENS HIDING IN THE FOREST

as they suddenly HEAR the sound of a charging explosive. They glance upward, and realize that C4 has been positioned on the top of some branches of the trees above them.

As they realize it --

KA-BOOM!

BACK TO THE CLEARING

where Go'rath reacts, and suddenly... MORE EXPLOSIONS occur all around the clearing. It really does seem like a firework.

KA-BOOM! KA-BOOM! KA-BOOM! KA-BOOM! KA-BOOM!

We see some of Go'rath's hidden people being blasted into the foreground.

CHRISTINE

now reveals that she's also been carrying a concealed weapon. She pulls out a 9 mil from underneath her vest, as she shouts over to the nomads:

CHRISTINE (CONT'D)

Get down!

ON GO'RATH

as he reacts with anger, and his people OPEN FIRE.

WIDER ANGLE

as a battle ensues, and Christine and the nomads take cover behind some trees, as do Go'rath and his people. Christine turns to Roik --

CHRISTINE (CONT'D)

The weapons...

Roik nods, and he now takes the P90s and the bows and arrows, which had been hidden inside some bushes. We start to realize just how well prepared strategically Christine has been.

VARIOUS ANGLES

as Christine, Roik and the other nomads are firing their respective weapons. A couple of Go'rath's people take hits, and Go'rath is growing very angry. He begins advancing forward, making sure to keep himself covered behind some trees.

Suddenly --

One of his men nearby is struck by an arrow, and we now reveal --

MORE NOMADS ARRIVING

This group is led by Miruk, who seems to have had a change of heart after all. They advance from another direction, and manage to strike down several of the aliens.

Christine reacts to Miruk's arrival, and there's a brief moment between the two, as they exchange a nod. Christine is pleasantly surprised.

But then --

GO'RATH

is advancing forward, staying out of sight. He glares at Christine, and it's clear that he is going after her specifically.

The shootout goes on for a moment, as the aliens are not willing to give up. And suddenly --

CLOSE ON CHRISTINE

as she sees Go'rath emerging from behind a nearby bush. The alien TACKLES her, and the two of them WRESTLE ON THE GROUND for a moment.

ROIK
(worried)
Christine!

Go'rath is filled with rage, which causes this to turn into a quick and brutal fight. He gives Christine a PUNCH, knocking the P90 out of her hands. He then tries to punch her again, but this time she evades, and gives the tall alien a hard PUNCH instead.

Go'rath is surprised by Christine's ability to defend herself.

Roik and some of the other nomads aim their bows and arrows in Christine's and Go'rath's direction, but they can't risk shooting, as they might hit Christine.

ON CHRISTINE AND GO'RATH

as they continue fighting each other, and Christine is standing her ground very well. Go'rath lets out an ANGRY SNARL, as he suddenly GRABS her -- using his superior height -- and literally TOSSES her across the air, to the ground.

He then advances on Christine, but she avoids his blow, which causes him to lose his balance. She manages to KICK her foot into his stomach, then crawl a few feet to the right where she GRABS the P90.

And just as Go'rath leaps to his feet, and advances on her again --

Christine fires a round of bullets from the P90.

She shoots and kills Go'rath. The alien's muscular body is smashed to the ground, where he dies.

Suddenly, all is silent.

PULL BACK

to see that the aliens are now hesitating; this is a situation they're not used to. Their numbers have been significantly diminished, and their leader has just been killed.

Christine joins Roik, Miruk and the other nomads again. She exchanges a nod with Roik and Miruk, and then glances to the aliens. Her rifle is trained, as she calls over to them firmly; having literally taken on the manner of a soldier -- something we've never seen on her before.

CHRISTINE
(to the aliens)
You've seen what just happened... We
can keep on fighting, and trust me,
you'd be the ones to lose!
(beat)
Or we can put an end to this.

There's a long beat, as the aliens say nothing. It's clear that they're not as tough after all when facing someone who actually stands up to them... and they know that right now they've definitely lost the fight.

And finally, the aliens begin retreating, disappearing into the forest around them.

ON CHRISTINE AND THE NOMADS

as they realize that they've driven the aliens into retreat. A bright smile forms on Roik's face; he can't believe it.

ROIK
We did it! We've fought them off!
(to Christine)
I knew you'd help us. I knew it.

Christine looks at him, and acknowledges his words. And then Christine looks at Miruk.

CHRISTINE
I thought you said this would be
suicide.

MIRUK
And that is what I believed... which
is why I could not watch you head
into your demise.

There's a moment as Christine appreciates Miruk having come to their aid. And as a slight smile of relief forms on Christine's face, as she's just perhaps a little surprised by what she was capable of doing, we...

DISSOLVE TO:

EXT. PRIMITIVE SETTLEMENT - MEDICAL TENT - DAY

CLOSE ON Naik, lying in the sleeping place. His condition has grown worse, and it's clear that without more sophisticated treatment, he'll die. ADJUST to include Christine and Miruk standing over Naik. Miruk regards Christine solemnly.

MIRUK
His wound has become infected.
(soft)
It is only a matter of time now.

Christine nods slightly, sad to hear the news.

CHRISTINE
You sure there's nothing you can do?

MIRUK
(solemn)
I am sorry.

Christine looks down at Naik, wishing she could do something for him. Then, the moment is interrupted when --

Roik ENTERS the tent. He's armed with his bow and arrow. He pauses for a moment, knowing of Naik's bad condition. Then, he looks at Christine and Miruk.

ROIK
Our scouts have detected movement in
the forest. Someone's out there.

Christine and Miruk exchange an urgent look.

MIRUK

So soon...?

CHRISTINE

We had to except that their retreat was only temporary.

ROIK

(determined)

We've fought them off once. We can do it again.

Christine agrees. And as they exchange a determined nod...

EXT. FOREST JUST OUTSIDE THE SETTLEMENT - DAY

As we slowly move through the forest, we find Christine, Roik and Miruk, covered behind some bushes. They're armed; Christine and Roik with the P90s, and Miruk with a bow and arrow. Behind them we spot some additional nomads.

We hold for a tense beat, as they wait, anticipating the enemy. Then, we HEAR steps. Someone's moving closer, moving through the forest.

ON CHRISTINE

as she gives the nomads a hand signal, telling them to hold their position. She then glances towards where the steps are coming from. She holds a beat... and suddenly... an expression of relief falls upon her features.

She signals the nomads --

CHRISTINE

Stand down. It's all right.

And we now go to --

NEW ANGLE TO REVEAL:

no one less than the remainder of HORIZON-1 -- GRANT, SIVEA, DAVID and TOM. And with them is also DOCTOR LENORI. They're on their guard, but also react with relief when they spot Christine.

GRANT

Chris...

As the nomads react uncertain --

CHRISTINE

It's my people.

Christine emerges from her cover. A smile is on her face.

CHRISTINE (CONT'D)

Am I glad to see you guys.

LENORI

I believe the feeling is mutual.

CHRISTINE

How did you find us here so quick?

SIVEA

When you ended up being a couple of hours overdue, we took the Bellerophon through the gate to check on you.

DAVID

We ran into that... "distortion thing." And Tom had a feeling that must have been what caused you guys some trouble.

TOM

It's quite an unusual phenomenon, by the way.

CHRISTINE

That's what I've been told.

(realizing)

So you figured that this would be the most likely planet where we'd make an emergency landing, and your scans detected the shuttle.

(smiles)

That's not bad.

Grant looks at Roik, Miruk and the other nomads.

GRANT

And I see you've made some friends here.

CHRISTINE

(looking at the nomads
with a smile)

Yes, I have.

She then turns to Lenori with some concern.

CHRISTINE (CONT'D)

Carey didn't make it. But Prabhu's injured -- he needs your help.

LENORI

(nods)

And I will do what I can.

Christine acknowledges. And off this uplifting moment...

EXT. SPACE - HORIZON

Once again, we re-establish our great space station. Our focus this time is on the lower central core.

INT. CALLEN'S QUARTERS - DINING AREA

It's morning, and Callen is setting the breakfast table for two. He's visibly in a good mood, as he's taking some PANCAKES as well as BACON and EGGS from a frying pan, serving them onto two plates. The door CHIMES.

CALLEN

The door's open.

Ma'kin ENTERS and joins Callen at the table.

CALLEN (CONT'D)

You're right on time.

MA'KIN

It smells delicious. What is it?

CALLEN

It's called pancakes, bacon and eggs. Something Chuck considers a "traditional Earth breakfast" -- one of many. You'll love it.

MA'KIN

Can't wait to try it.

Ma'kin takes a seat. Callen takes the frying pan back into the kitchen.

CALLEN

So how's work going in archeology?

MA'KIN

(smiles)

Couldn't be better. I honestly don't know why I didn't get into this sooner.

CALLEN

It usually takes time to figure out what you really want to do.

Callen comes back to the table, and also has a seat.

CALLEN (CONT'D)

I'm only glad you seem to have found your calling.

MA'KIN

Me too.

Ma'kin looks at his father.

MA'KIN (CONT'D)

And I'm also glad that... it means we get to spend some more time with each other.

Ma'kin considers his words for a moment.

MA'KIN (CONT'D)

I realize that in the past I... haven't always been fair to you... and I'm sorry for that.

Callen looks his son into the eye.

CALLEN

That's not true.

(loving)

You've always been the best son that any father could wish for. And I'm the one who's sorry that things haven't always been the way they should have.

There's a beat between the two.

MA'KIN

(smiles)

Never too late for things to change?

Callen looks at his son for a long moment.

CALLEN

Never.

(a beat, soft)

Your mother would be so proud of
you.

Hearing this means a lot to Ma'kin. There's a moment of newly found connection between father and son, a moment that they both cherish. And then --

CALLEN (CONT'D)

(playfully serious)

And now, you better eat your breakfast
before it gets cold.

Ma'kin nods with a smile.

INT. OBSERVATION LOUNGE

Roik is here, looking outside, taking in the view. Outside, the Spacegate and soon the twin suns move into view. And after a moment, Christine ENTERS behind Roik.

CHRISTINE

Quite a view, isn't it?

Roik turns around, as she joins him.

ROIK

(in awe)

I would have never believed that...
I would make it to the stars one
day.

CHRISTINE

(smiles)

I definitely know the feeling. This
is a long way to come from a little
town in Minnesota.

Roik smiles at that. He knows what she means. There's a silent beat, as they look outside.

CHRISTINE (CONT'D)

We're still going through a couple
of planets in our database. It might
take a few days... but we'll find a
new home for you and your people.

ROIK

I appreciate you doing that for us.
We all do.

Christine smiles, happy to help.

ROIK (CONT'D)

How is Prabhu?

CHRISTINE

Lenori was able to save him. It was
a close call, but... he'll be back
on his feet pretty soon.

ROIK

I am glad to hear that.
(beat)
What about the enemy?

CHRISTINE

We tried contacting them again from the Bellerophon, but they wouldn't respond. It doesn't seem like they want our help.

ROIK

So they will remain stranded on our former world.

CHRISTINE

It's looking that way...

(shaking head)

Their judgment seems to be clouded by their inability to trust others. I was hoping that I could get them to be reasonable, but... deep down I had a feeling it wasn't gonna work that way.

ROIK

(thoughtful)

I suppose sometimes a peaceful solution is not possible.

CHRISTINE

Maybe...

(beat)

What I do know is that sometimes you have to stand your ground in order to survive.

ROIK

(thankfully)

And without you we would not have been able to do that.

He looks at her, and there's a moment during which we sense the friendship between them.

ROIK (CONT'D)

When we leave this station to travel to our new home... I trust you will come to visit us every now and then?

Christine smiles warmly.

CHRISTINE

You can count on it.

Roik nods with a smile.

And as they both turn to look out the large window, Christine puts her hand on his shoulder. Off the image of them looking out at the golden shine of the twin suns, we...

FADE OUT.

END OF ACT FIVE

THE END

Executive Producer

ALEX RUBIT

Co-Executive Producer

MIKE COAKLEY

Supervising Producer

COLIN SANDERSON

Supervising Producer

JUSTIN McNEIL

Producer

CINDY CLARK

Producer

MARC BROADBENT

Line Producer

VINCENT DEDOYARD

Co-Producer

RACHEL COOPER

Theme by

JUSTIN R. DURBAN

Script Supervisors
VINCENT DEDOYARD
&
JUSTIN McNEIL

Based upon "Stargate S.G.-1"
Developed by
BRAD WRIGHT &
JONATHAN GLASSNER

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And now, make sure to head on over to the GateWorld Episode thread to share your thoughts on tonight's episode!