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"THE OTHER SLIDE OF DARKNESS"

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#K1802

SLIDERS

“The Other Slide of Darkness”

INTERIORS:

ADRA'S PLACE
CABIN
LUCY'S ROOM
BASEMENT
CAVE

EXTERIORS:

TRIBAL VILLAGE
ADRA'S PLACE
FOREST
FOG WORLD
OUTSIDE FOG LINE
CABIN AREA
CABIN
CLEARING
COAL MINER'S TOWN
MOUNTAINS

#K1802

CHRONOLOGY PAGE

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#K1802

SLIDERS

“The Other Slide of Darkness”

CAST

QUINN MALLORY (QUINN 2)
WADE WELLES
REMBRANDT BROWN
MAGGIE BECKETT

ADRA⁺
BUNT LA CROIX
RUEZ
LUCY LA CROIX
COL. ANGUS RICKMAN

SLIDERS

"The Other Slide of Darkness"

TEASER

FADE IN

1 EXT. TRIBAL VILLAGE - NIGHT (NX) 1

In a highly stylized sequence (effect TBD), a ceremony begins. The SOUND is strange (a mix of chanting with various unidentifiable sounds). We SEE intense, bizarre images rapidly edited of: The tribe (men, bare-chested, wearing strange markings made from red clays; women in simple "peasant" clothes, one red stripe across their foreheads); a small animal tied to a post; a man (DAGAN) swings a large axe overhead in SLO MOTION.

Just as the axe should strike, WE SEE 'that tied to the post is QUINN. He's covered in dried mud, his hair is albino white, his cheeks sullen, eyes hollow... He looks up expecting to be struck by the axe -- wanting to be struck. Instead, the axe DISSOLVES into thin air. Quinn lets out an agonizing yell from the depth of his soul...

SMASH TO

2 INT. ADRA'S PLACE - NIGHT (N1) 2

ADRA (twenties, hauntingly exotic), lunges up from her bed, frightened by her dream. Her eyes are wide open. They are not eyes like we know. They are milky white (similar to a cataract's effect). She GASPS, trying to catch her breath.

MATCH TO

3 EXT. FOG WORLD FOREST - DAY (D2) 3

HEAVY BREATHING. There is a thick, yellowish fog that shrouds the forest, obscuring all but the few feet before camera. (Note: Whenever we're in FOG WORLD FOREST, there will be a stylized "Fog Look" for effect).

We see snippets of two men, never getting a full look. A chase is in progress. The "chasee" is Dagan (the axe-wielder from the Teaser). The "pursuer" wears a breathing apparatus, his features distorted by the mask. He holds a gun, but is unable to fire as Dagan disappears into a thick wall of fog. A moment of confusion. A glimpse of Dagan. A lunge. Both man fall and wrestle in a hand-to-hand. Dagan pulls a knife and cuts the breathing tube. OXYGEN leaves the tank in one quick burst. The pursuer rears back, choking. He pulls the mask off, gasping, sucking air from the tube. There is none left.

CONTINUED

3 CONTINUED

3

His eyes bulge, burning up as the fog suffocates him. Dagan holds him down until he's incapable of getting up again, then steps back watching as the man dies a painful death. He himself takes deep breaths to catch his wind back. Dagan re-sheathes his knife and walks off into the fog.

CAMERA HOLDS on the dead man. Wind whirls, light suddenly illuminates the man's now jaundiced appearance. We HEAR the familiar sound of our travelers bursting from the VORTEX.

MAGGIE, REMBRANDT, WADE and QUINN land softly on the leaf-covered forest floor. Remmy coughs --

REMRANDT

Everybody o --

He coughs more, unable to speak. Wade coughs, eyes burning.

WADE

(strains to say)
I can't... breathe.

Quinn too chokes, but Maggie's fine. She looks at them...

QUINN

(can barely say)
It's the

He falls to his knees. Maggie looks around, grabbing him.

MAGGIE

This way -- come on!

Remmy grabs Wade and they follow Maggie...

4 EXT. FOG WORLD FOREST - VARIOUS ANGLES

4

Too much time in the fog makes your head spin. It distorts your vision and your hearing. A FEW POVS should show us the desperation of the Slider's attempt to exit the fog. Let's do a short, frightening escape sequence. At the last moment before the three choke, Maggie leads them out to --

5 EXT. FOREST - OUTSIDE FOG LINE - DAY

5

in to a clear area. Quinn, Wade and Remmy fall to their knees, breathing in the good air desperately, coughing out the bad... And off this narrow escape we --

FADE OUT

END OF TEASER

ACT ONE

FADE IN

6 EXT. FOREST - OUTSIDE FOG LINE - MOMENTS LATER

6

Wade, at the fog line, dips her hand in. It completely disappears from sight. Remmy moves up behind her.

WADE

It's kind of beautiful in a way.

REMBRANDT

From this side -- not when you're in it. You're okay, right?

WADE

Still a little scared, but okay.

(then)

I guess now we know how Maggie felt when she landed on our world.

A look between them. Remmy checks his watch, looks worried.

REMBRANDT

She's been in too long. We shouldn't have let her go back.

WADE

It's not exactly like she lets us tell her what to do.

QUINN

(comes from behind)

There's a path over there. Lots of shoe prints. Good bet there's a town... Where'd Maggie go?

Remmy and Wade exchange a look. Quinn gets it.

QUINN

She went in, after I told her not to? She's going to get herself killed and take all of us with her.

REMBRANDT

She just went in for a look. I'm sure she's fine.

QUINN

And if she's not? What are we supposed to do, risk our lives going after her?

Quinn's anger seems a little too intense. Remmy and Wade exchange a puzzled look.

CONTINUED

6 CONTINUED

6

MAGGIE

Relax, Mallory. No one's asking
you to risk your precious life.

Maggie emerges from the fog, dragging the pursuer's body
with her. Quinn tosses her a serious look.

MAGGIE

Nice to know where you stand,
though.

(lays body down)

Found him near where we landed.

WADE

Guess Rickman didn't waste any time
getting his booster shot.

REMBRANDT

The Colonel didn't kill this man.
There's no needle mark. My bet is
he choked on the fog.

QUINN

The locals must be like us, they
can't breathe the stuff either.

WADE

(pulls the man's wallet)
Everett Keller. He's FBI.

REMBRANDT

Not anymore.

MAGGIE

Best place for Rickman to take
cover would be up there. I'm going
back in to find him.

She steps toward the fog forest

QUINN

No. We're going into town first.
We know he hasn't slid out. I want
to know if he's done any damage.

(indicates the body)

We need to report that too.

MAGGIE

We're not responsible for him.

Fed up, Quinn pulls Maggie aside.

CONTINUED

6 CONTINUED 2

6

QUINN

I'm tired of having this same conversation. Lose the Lone Ranger routine. If we're going to survive, we've got to work together as a team.

MAGGIE

(nice, but --)
Only team I've ever been part of was the Sisters of Immaculate Conception's varsity tennis squad. I was number one -- in Singles.

She smiles at him, then starts off towards the fog.

QUINN

(nice, but --)
Step into that fog, Beckett, you lose your bus ticket thru the inter-dimension. When Rickman slides, you'll be left here -- no way to track him, no way to avenge your husband's death.

Maggie burns, but clearly isn't going into the fog.

QUINN

Nice to know where you stand, though.
(loud; to the others)
We'll send someone back for Keller.

7 EXT. COAL MINER'S TOWN - DAY

7

The Sliders walk down a dirt street, thru a town that's missed the last 40 years of progress. A few "poor mountain folk" eye them. This scene should give us an UNEASY FEELING. This is NOT a casual walk into Mayberry. Maggie indicates a man holding a hunting rifle.

MAGGIE

That one's got a gun.

QUINN

Don't annoy him and maybe he won't use it on us.

They walk about a block, the "main street" ends.

REMBRANDT

Not much of a town.

CONTINUED

7 CONTINUED

7

WADE

I'll ask somebody where we can find
a Sheriff.

She starts off, but turns when

ADRA

Y'ain't to find one here. We don't
zactly have a want for badges. We
settle our own fairs, our own ways.

The exotic woman from the teaser (ADRA, pronounced A-dra)
sits at a table in front of her place. A sign says: ADRA's.
Her eyes are vacant. Her head ltilts in an odd way. Clearly
she's blind, but was once sighted. She flips a Tarot card.

ADRA

Hang-ed man. Good card. Wisdom,
self-sacrifice, sometimes death.
(beckoning them)
Sit. I show you more.

MAGGIE

(low; to Remmy)
Oh, please.

REMBRANDT

I'm with you on this.

She hears them, just smiles though...

QUINN

Not so fast, guys. Maybe she's got
a phone we can use.

At the sound of Quinn's voice, Adra's features darken. She
gets up, gliding down to him, reaching out her hand to feel
his face. The moment her skin touches his --

SMASH TO

8 EXT. TRIBAL VILLAGE - NIGHT (NX)

8

We SEE INTENSE, VIVID flashes from the Teaser dream. The
axe falls in SLO-MOTION. Just as the axe should strike, we
SEE that tied to the post is OUR QUINN (brown hair), covered
in mud. Still in SLO-MO, he looks up, expecting to be
struck. He yells NO!!! (MOS) and rolls out of the way. The
AXE strikes the ground. Dirt flies up. Quinn's eyes can be
seen just beyond the axe, open, angry, full of fire.

BACK TO

9 RESUME SCENE

9

Adra pulls her hand back, confused and shaken.

ADRA
Ya're not what I 'spected.

QUINN
Sorry to disappoint you.

ADRA
This t'ain't about me.
(then; ominously)
Ya'll must leave these hills.
Death is waitin' on you.
(pointed; to Quinn)
It is your choice. Ya're not
responsible for him.

Adra scurries off, hurrying into her place.

QUINN
What about a phone?

ADRA
No phone.

She slams her front door.

MAGGIE
(what a nut)
Well, she's normal.

WADE
She must've sensed the dead man's
presence on you.

QUINN
Wade...

WADE
If she's got powers, Quinn, we
should listen to her.
(starts off)
I'm going to ask her what she saw.

REMBRANDT
We don't have time for this.

But it's too late... Wade's already opening Adra's door.

MAGGIE
Little Orphan Annie has a point.
We should listen to scary Adra.
Agent Keller isn't your problem.

He gives her a disdainful look, then checks out the street.

QUINN
I'm going to find a phone.

10 INT. ADRA'S PLACE - DAY

10

One room, bedroom separated by beads. The place filled with icons, dolls, smoke. A statue of a Papa Legba is in the b.g. Wade sits across from Adra. Candles burn brightly. Incense smolders. Adra sprinkles powder over a candle.

ADRA

He's here to save himself. That's all. You tell him that.

Sparks, then mysteriously, the candle simply goes out.

WADE

We can't just leave that man in the woods.

ADRA

Yes you can. It's t'ate for him. I warned him to leave it, that they'd be waiting and they were. They got him.

WADE

They? But the man wasn't killed by anyone. He died in the fog.

ADRA

He was sent to stop the killings, to stop the Foggins from taking people's spirits.

WADE

(gets it)
He was investigating murders.

ADRA

Not murder. Limbos. Usually the Foggins snatch the life right out of you. But lately, they've been taking souls, leaving struggles; bodies with nothing inside. We've got 3 limbos in the village now.

WADE

Adra, we're looking for a man who takes souls. It's possible he's responsible for these people. If you could show me one of --

ADRA

No. You come with death. I t'ain't showing you the limbos.

Wade's gaze lands on Adra's Tarot deck.

CONTINUED

10 CONTINUED

10

WADE

What if the cards say I'm here to help?

A beat. Adra fans the card for Wade to choose. She pulls one, turning it up. Adra's hand goes over the face.

ADRA

Justice. A strong card...

11 EXT. ADRA'S PLACE - A MOMENT LATER

11

Quinn is walking back. Remmy exits a nearby store.

QUINN

Not a phone within fifty miles.

REMBRANDT

I tried describing one to the guy in there -- he looked at me like I was from another world.

(then)

So much for doing the right thing.

Maggie exits with two young men from another store front. She thanks them and crosses to our guys.

MAGGIE

Get this. Everybody here's freaked because all of a sudden people have been falling into comas.

Behind them, Wade and Adra exit Adra's... crossing

WADE

Only here, they call it limbo.

MAGGIE

Right. Three people in the village have been attacked in a week.

WADE

One just last night.

MAGGIE

You get a name?

WADE

Lucy La Croix. Adra's going to take us there now.

ADRA

After me.

Adra moves forward... the guys following. The girls exchange a look, a certain admiration that they each managed to get the same info -- in a different way.

12 EXT. FOREST - CABIN AREA - DAY 12

Adra leads, surprisingly sure-footed despite her blindness.

QUINN

If he hasn't had his injection at all on this slide, he might be getting a little desperate.

REMBRANDT

I would too, with a fungus attacking my brain.

WADE

I wonder what happens if he doesn't get the booster when he needs it.

MAGGIE

Mad Dog Syndrome.

(off their looks)

Rickman had these outbursts. We'd call them Mad Dog's. He'd get this look in his eye. Totally insane. Five minutes later he'd be normal. Has to be connected.

Adra turns into a clearing in front of a ramshackle cabin.

ADRA

Wait. Bunt oft can be wary of outsiders.

Adra moves ahead to the cabin. She knocks on the door and then opens it, entering. WE HEAR a SHOTGUN COCK. Remmy puts up his hands. REVEAL, a shotgun barrel in his ear.

REMBRANDT

You must be Mr. La Croix.

REVEAL BUNT LA CROIX, grizzled, 40's. He's a man who's never seen a day of health or dental services in his life.

BUNT

Who the hell are you?

WADE

Friends of Adra's.

He lowers the gun from Remmy's head and POINTS IT AT WADE.

BUNT

I know Adra's friends. I don't know you.

MAGGIE

Why don't you just put the gun down before you shoot somebody.

CONTINUED

12 CONTINUED . 12

He points it at Maggie. All four are backed into one area.

BUNT
If I'm to shoot somebody, ya're a
pretty target.

QUINN
Relax. We're here to help Lucy.

Bunt lowers the gun...

13 INT. CABIN - LUCY'S ROOM - A MOMENT LATER 13

A beautiful girl is "sleeping". Quinn checks her neck. The others stand by the bed. Adra holds Bunt's hand.

BUNT
This happed while Luce was
collecting by the fog line.

Wade and Maggie give him a look. Collecting what?

QUINN
Definitely Rickman's work.

REMBRANDT
Not a very neat job.

BUNT
D'ain't have much time. I heard
her scream and was right there.

WADE
She's survived a day now. That's a
good sign.

QUINN
(nods; then to Bunt)
I know this is hard to believe, but
she was lucky. The attack wasn't
complete. If we can get the right
medicine, I think she'll come out
of this.

ADRA
Praise it be.

BUNT
If only I had been there a snatch
earlier. I might've had him, as it
is, I only got a piece...

MAGGIE
You hit him?

CONTINUED

13 CONTINUED

13

BUNT
Must've. There's a trail of blood
leading into the fog.

Maggie throws Quinn a look. We've got him!

14 EXT. FOREST - DAY

14

Bunt leads Quinn, Remmy and Maggie. We see their FEET move through the bush. CAMERA PANS to find another pair of FEET following them. Remmy HEARS a TWIG snap. He doesn't react. He falls in line with Quinn, gives him a look.

QUINN
I heard it too.

REMBRANDT
Could be Rickman looking for his
next snack.

QUINN
I'll move ahead and double back.

Quinn moves a little faster. A beat later, another pair of shoes moves up and stops. Quinn jumps the guy.

Remmy jumps the guy too. We have a dust up. The Man (RUEZ, late 20's, built, smart looking), pulls a gun.

RUEZ
Back off. Both of you.

Quinn and Remmy do. Bunt pokes his rifle in Ruez's face.

BUNT
You want to compare guns here, son?

RUEZ
Hang on there, Mr. La Croix.
(lowers the gun)
I'm Agent Ruez, with the FBI. I'm
just looking for my partner.

QUINN
Keller.

RUEZ
You've seen him?

The Sliders exchange a look. Ruez gets it immediately.

QUINN
I'm sorry, man.

15 EXT. FOREST - OUTSIDE FOG LINE - DAY

15

The spot of the "incident." The yellowish fog hangs like a thin veil. Bunt leads them all into the clearing.

RUEZ

The Foggins have been in these hills for hundreds of years. They come down every once and awhile and take things -- small animals, sometimes people.

REMBRANDT

For FBI, you're awfully casual.

RUEZ

I grew up here. I understand the people. The Foggins are part of mountain life. The locals don't want our help, so we stay clear.

BUNT

He's right about that. We don't like badges up here.

QUINN

Why'd you come this time?

RUEZ

Putting people into comas isn't what the Foggins do. We knew something else was happening.

MAGGIE

You can't possibly believe in the legend of these Fog creatures?

Bunt and Ruez exchange a look. Ruez indicates the fog.

RUEZ

You're going in, right? Let's see what you think when you come out.

BUNT

Here's where I got him.

REMBRANDT

(off the ground)
Something was hit. Let's hope it was short with an English accent.

QUINN

(to Maggie)
Remember, this is just a recon job. We don't know how it will affect you after more than a few minutes.

CONTINUED

15 CONTINUED

15

MAGGIE
I'll be fine.

REMBRANDT
Ten minutes. Then you're right
back here.

MAGGIE
Ten minutes.

She sets her watch timer and enters the fog.

16 EXT. FOG WORLD FOREST - DAY

16

In the "FOG EFFECT." Maggie finds the trail. It leads her
up a hill. She disappears into the yellow world.

17 EXT. FOREST - OUTSIDE THE FOG LINE

17

Quinn checks his watch, then studies the fog carefully.

REMBRANDT
When you said Lucy might come out
of it, was that just to keep Bunt
from shooting us?

QUINN
The Professor was coherent after
his attack. If he'd had time to
regenerate his brain fluid, he
would've made it. I'm sure.

Quinn checks his watch again. Ruez comes from the forest,
carrying a mask and mini oxygen tank, hands it to Quinn.

RUEZ
Had it in my car. If she's not
back soon, you'll need it.

18 EXT. FOG WORLD FOREST

18

Maggie moves up a hill, totally shrouded in fog. She comes
across markings on rocks, altars, signs of sacrifices. Her
POV is disoriented.

Her eyes burn. She's finding it hard to breath. Her watch
BEEPS. It's been ten minutes. She sits, dizzy. There's
movement. Was that a tribal man? A group of tribal men?
Images come and go, none of them are clear.

EERIE VOICE
Maggie. Is that you?

CONTINUED

18 CONTINUED

18

She looks around. Motion is distorted. Sound is echoey.
She gets up, staggers.

EERIE VOICE
Maggie... you're looking for me,
aren't you?

MAGGIE
Colonel?

She sees a body move ahead and she charges that way.

EERIE VOICE
Sorry about Steven. But he wasn't
really man enough for you, was he?
Maybe I did you a favor.

The EERIE voice LAUGHS cruelly.

MAGGIE
You bastard.

Her head swings, she can't make it any further. She falls
to the ground, eyes closing. A man steps up. We've never
seen him before. His left arm is bandaged.

EERIE VOICE
You're weak, Captain. Can't
believe you were ever in my unit.

He pulls a syringe and preps for a draw. FADE TO BLACK. A
beat. FADE UP. The man's face is replaced by a masked man.

EERIE VOICE
Maggie?

The masked man tries to pick Maggie up. Maggie fights with
all her strength, knocking the mask off. It's Quinn.

QUINN
Hang on. I've got you.

He puts the mask on her face. She breathes. He takes the
mask back and breathes as well. They "buddy breath," as
they move out of the fog... They disappear into the deadly
yellow blanket, heading to safety. And we --

FADE OUT

END OF ACT ONE

ACT TWO

FADE IN

19 EXT. FOREST - OUTSIDE FOG LINE - LATER

19

Maggie is on the ground, a little shaken, but hiding it. Quinn looks at her neck. Bunt stands by.

QUINN

No mark. Nothing.

MAGGIE

You must have scared him off before he could needle me.

QUINN

I don't see how. When I got there, there wasn't any one else around. You were already passed out.

MAGGIE

You think I made it up?

QUINN

I didn't say that.

MAGGIE

It was the Colonel. I know it. I don't care whether you believe me or not.

She walks away. Quinn watches, both puzzled and irritated.

BUNT

Give her some time, son. She's scared a bit, that's all.

QUINN

Maggie doesn't get scared.

BUNT

Everybody gets scared in there.

ON REMMY AND RUEZ

Remmy examines the fog before him, sniffs the air.

REMBRANDT

Sulphur...

RUEZ

Seeps up from underground.

CONTINUED

19 CONTINUED

19

REMBRANDT

There must be a volcano under here.
That would explain the fog, heat
vapors from core activity.

RUEZ

You a scientist or something?

REMBRANDT

Just been traveling with one.
(then)

No wonder it chokes people. Oxygen
binds with the sulphur and your
lungs can't break it out when you
need it.

RUEZ

The Foggins are able to breathe it
though.

(off Remmy's look)

I'm not crazy. They exist.
They're up there.

REMBRANDT

I'm not saying they're not.
(then)
You ever go in?

RUEZ

Once. There's a story about a
local root -- Witches Butter, if
you eat it, lets you breathe the
fog. Only place to find it is up
there. I almost died trying.
Pretty intense. That fog can play
hell with your mind.

REMBRANDT

(looks toward Maggie)
Make you see things?

RUEZ

And then some.

Quinn and Bunt cross their way

QUINN

She's feeling better. We should
get her back to the cabin.

RUEZ

I've got to deal with my partner.
I'll come back tomorrow, bring
those things you need for Lucy.
Where can I find you?

CONTINUED

19 CONTINUED 2

19

BUNT
They'll be at my place.
(to Quinn and Remmy)
Y'all welcome to stay as long as
you need.

Quinn nods, accepting. Off which --

20 INT. CABIN - DAY

20

Full of smoke. As we PAN the main room we hear

ADRA
In order to beat the ha'nts, you
gotta go into their world.

WADE
Take them on their own terms.

ADRA
Tat's what Fog Ceremony's for.

CAMERA FINDS Adra and Wade, crossed-legged on the ground
near the hearth. Between them is a black doll. Adra
sprinkles powder in a pan, mixing ingredients through

ADRA
The fog outside is the darkness.
All us have it inside. When you
move past to see through the haze,
ya'll come to truth.

She sprinkles dust into the fire. It SNAPS, CRACKLES, POPS.
YELLOWISH FOGGY SMOKE begins to fill the room.

ADRA
This fog, this darkness -- it's our
creature. We make it. We control
it. It'll do our bidding.
(extends her hand)
A strand of your hair.

Adra extends her hand. Wade pulls a strand (gently now) and
hands it to Adra, who wraps it into the thread of the doll.

ADRA
If we're to cast off the evil for
Lucy, couldn't hurt to throw in a
little spell for you too.

WADE
Thanks. I'm sure I could use some.

CONTINUED

20 CONTINUED

20

ADRA

(pointed)
I am too.

Adra sprinkles powder on the doll, then tosses it into the fire. SNAP, CRACKLE, POP. YELLOW SMOKE swirls, dancing in the flame that burns the doll. The smoke is sucked up the chimney (CGI). The room is instantly CLEAR of ALL SMOKE.

WADE

It worked, the fog is totally gone.

ADRA

Not totally... still some here.

Adra reaches across, taking both Wade's hands in her own. She holds them for a long beat, reading the vibe

ADRA

In you... Your travels. What is it that frightens you so?

WADE

What doesn't these days?

ADRA

(spooky)
T'ain't a game, Wade. Ya're in danger... all of you. If you can't defeat the evil, it defeats you. You must be strong if ya're ever to complete the journey.

WADE

No ifs. I'm getting home or I'm going to die trying.

The solemnity of the words give Adra reason to pause.

LUCY

Adra..?

Lucy is in the bedroom doorway, weak, but awake. Adra and Wade rush to her. Lucy collapses again. Wade catches her.

ADRA

What's happening?

WADE

She passed out.

ADRA

Damn ha'nts must have a strong hold. Let's get her back to bed.

CONTINUED

20 CONTINUED 2

20

As Wade and Adra take Lucy, the door opens. Bunt, Remmy, Quinn and Maggie enter.

BUNT

Sweet Jesus. She's up...

He rushes to help.

21 INT. CABIN - LUCY'S ROOM - LATER

21

Lucy is in bed, restlessly tossing. Sweating. Looks like she's fighting an infection.

Bunt is seated on one bed side, Wade is on the other. Adra and Quinn are present.

WADE

She's burning up.

(to Quinn)

I don't remember the other victims going through anything like this.

QUINN

This might not be connected to Rickman.

ADRA

It's the Foggins, struggling to keep her. She's fighting though.

Remmy brings in water, a towel. Wade dampens Lucy's forehead. She looks up at Remmy. This is serious.

BUNT

Be strong, Luce, you can beat them.

REMBRANDT

There is no "them." She's sick. She needs medical attention.

QUINN

How far to the nearest hospital? I'll go for help.

BUNT

No hospitals. She's doing fine.

WADE

If this fever gets any higher --

BUNT

No. Adra's spellcasting worked once. She'll do another...

CONTINUED

21 CONTINUED 21

ADRA
I have more powerful roots back at my place. I'll go now.

BUNT
I'd appreciate it.
(stands)
Everybody out. Lucy needs rest.

Bunt leads them all to the door.

22 EXT. CABIN - CONTINUOUS 22

Bunt and Adra exit. Maggie on the sofa, warms by a fire.

BUNT
You need more wood. I'll get it.

He exits. Adra pulls on her coat, then reaches for her bag. The other three Sliders come out of the room.

MAGGIE
How's Lucy doing?

Remmy shakes his head -- not good. Adra's hand touches the timer. She picks it up, feeling it

SMASH TO

23 EXT. FOG WORLD FOREST - DAY (DX) 23

In our STYLIZED DREAM EFFECT, THE CAMERA MOVES CREEPILY through the yellow fog, FINDING the white-haired Quinn in the distance. He has a rock in his hand and brings the rock down -- again and again and again -- he looks insane.

MOVING CLOSER, we see Quinn banging the rock on the timer, destroying it with a rage. Finished, he wipes his brow with the hand that held the timer. It leaves a red, bloody streak across his forehead. He stumbles back, away from the destroyed timer and moves off, disappearing into the fog...

BACK TO

24 RESUME SCENE 24

She drops the timer back onto the table. Quinn crosses

QUINN
Adra, maybe if you talked to him.

CONTINUED

24 CONTINUED

24

ADRA
T'ain't no use. Bunt lost his wife
in a hospital. He's not about to
lose his child too.

REMBRANDT
He's a fool.

WADE
(reproving)
Remmy...

REMBRANDT
That girl is sick, Wade. We don't
know what the problem is. A
hospital is her only chance and
they're willing to risk her life on
some inane ancient witchcraft. In
my book, that makes them fools.

ADRA
Maybe you think we're fools. Maybe
w'are. But the Hada craft is our
faith. In my book, faith is
rally all that matters.

She moves to Quinn, touching him gently

ADRA
'Ware the fog. You mustn't go in.
If you do, you will never come
out.

Adra exits. Wade gives Quinn a concerned look.

QUINN
I'll be fine.

But Wade isn't so sure. She looks quite worried.

REMBRANDT
Just words, Wade. Doesn't make
them real because she says them.

WADE
Just because you don't understand
something, doesn't mean it's not
real. I would've thought you, of
all people, would get that.

REMBRANDT
Oh, I see, because I'm black, I'm
supposed to buy this hoodoo voodoo?

Maggie and Quinn look over. Uh oh.

CONTINUED

24 CONTINUED 2

24

WADE

That's not what I meant.

REMBRANDT

Yeah, well, whatever you meant, I don't really want to hear it.

Heated, Remmy exits... Wade turns to the others.

WADE

Is it me, or is Remmy acting really touchy today?

MAGGIE

You really want an answer to that?

QUINN

(nudges Maggie, then)

A little. We all are. Could just be after-effects from the fog.

MAGGIE

I think he's fine. He just doesn't buy into any of Adra's phony powers. That doesn't mean there's something wrong with him actually, kind of proves the opposite.

A direct barb sent Wade's way. The girls trade a look.

WADE

Don't judge me, Maggie, or my beliefs. You haven't seen the things I've seen. You haven't been to the places I've been. So, until you earn a few more battle ribbons for your uniform -- give the judgement game a rest.

Wade exits. Quinn gives Maggie a look.

QUINN

Do you do that to amuse yourself or just to irritate her?

MAGGIE

Is that supposed to be an either/or question?

25 EXT. CABIN - NIGHT (N2)

25

Wade looks around. It's dark out here and really creepy.

CONTINUED

25 CONTINUED

25

WADE
Remmy? Where are you?

She hears a noise in the distance. It unnerves her. She jumps as Bunt comes from behind her, carrying wood.

WADE
(relaxing)
Have you seen Rembrandt?

BUNT
D'ain't go this way. Cain't say
any more than that.

Bunt heads into the cabin. Wade looks around. To the side of the cabin, there's a staircase, leading down.

26 INT. CABIN - BASEMENT SAME TIME

26

Remmy is here, checking out a still set-up. Shelves are packed with jars of yellow plants. Wade enters.

WADE
Found a still, huh?

He gives her a look, but no answer. She picks up a jar of clear liquid. She sniffs, shrugs.

WADE
This world's version of moonshine?

REMBRANDT
I guess.

He puts a jar down and heads for the stairs.

WADE
Remmy, please.

He stops, turns to her, fixing a look. Go ahead.

WADE
This isn't us. We don't fight. At
least we didn't used to, not before
Maggie --

REMBRANDT
This is not about her, leave her
out of it.

Wade nods, realizing he's right.

CONTINUED

26 CONTINUED

26

WADE

(supplicative)

Look, I don't know why this whole thing with Adra has you feeling the way you do, but you know, I would never say anything to hurt you.

He doesn't really respond. He's just there to listen.

WADE

When I said I thought you would understand, I meant that you, out of all of us, have a faith that guides you, just like Adra and Bunt.

REMBRANDT

My faith's not like theirs.

WADE

Okay, yours is different. But the act of faith, believing in the face of difficulty, that's the same no matter what your religion. Given that, I just thought you'd be more... tolerant.

She gives Remmy a smile, hopes for one back. He just shakes his head. He's holding firm to his anger.

REMBRANDT

Yeah, well. Not about this.

There's a beat. Wade's clearly disappointed in his reaction.

WADE

So, that's it?

REMBRANDT

Yeah. That's it.

WADE

That's too bad. Because it hurts me that you're upset. That for some reason I don't even understand, I'm part of what upsets you...

(then; softly)

Worst of all, it hurts me that you won't, for one minute, set your anger aside to hear my apology.

She exits. Remmy looks down. A little ashamed. A little chagrined. He shakes his head.

CONTINUED

26 CONTINUED 2

26

REMBRANDT
Dammit. Wade, wait --

He heads up the stairs...

27 INT. CABIN - NIGHT

27

Bunt takes a tray into Lucy's room. Quinn comes over to Maggie, who's stoking the roaring fire. He kneels down next to her, offering her a mug of...

QUINN
Cider?

MAGGIE
No thanks... John Boy.

She smiles. He smiles back. He can take the hit.

QUINN
You want to talk about it? What happened to you out there today.

MAGGIE
I already told you. I saw Rickman.

QUINN
Sure. You told me what you saw. What about how you felt.
(off her look)
Must've been pretty scary, passing out, almost dying.

MAGGIE
(smiles)
You don't really expect me to get all weepy now, do you?

QUINN
(beat; makes light)
What was I thinking?

MAGGIE
I have no idea.

The door opens. It's Remmy. He looks around.

REMBRANDT
Wade just come back here?

QUINN
We thought she was with you.

Now, from outside, we HEAR a SCREAM. The Sliders jump up.

CONTINUED

27 CONTINUED 27

QUINN
Rickman.

REMBRANDT
Jesus. Feeding time.

Bunt comes flying out of the back room.

MAGGIE
He'll take her into the fog.

BUNT
(grabs his rifle)
I know a short cut to the clearing.

They all race out.

28 EXT. FOREST - NIGHT 28

They're running like hell through the dark.

QUINN
Wade!

They hear RUSTLING up ahead. Bunt stops, takes aim, FIRES.
Remmy knocks the gun just as he does.

REMBRANDT
Are you insane? You could hit her.

Bunt fixes a look at him. They rush up ahead to --

29 EXT. FOREST - CLEARING 29

It's dark, but they can see Wade on the ground, grasping her
throat... Quinn is the first one there.

QUINN
Wade..?

WADE
I'm okay. He didn't get me.

Quinn looks up to see a figure disappear into the fog, which
lingers like warm, soft cotton, beckoning Quinn.

QUINN
I can catch him.

He takes off running -- straight into the fog.

MAGGIE
He's as bad as I am.

She grabs Bunt's rifle and takes off. Remmy and Wade watch,
concerned, as the two disappear into the shadows.

30 EXT. FOG WORLD FOREST - NIGHT

30

If you thought this place was hairy during the day, you'd really hate it now.

We'll do QUICK CUTS of RICKMAN RUNNING, OF QUINN CHASING. Maggie and Quinn split up. Rickman hides behind a tree.

He watches as Quinn begins to feel the fog's effect.

EERIE VOICE

Having trouble breathing, Mallory?

Quinn is gasping now. He looks up to see a man...

QUINN

Rickman?

The man walks closer... He's not the Rickman we know, but the eyes, the look, the haughty manner. It's him, only the wild version of him. He looks darkly dangerous.

RICKMAN

Weird in here, isn't it. The fog makes you see things. Or does it?

Quinn drops to the ground. He's moments from passing out. Rickman puts his foot on Quinn's chest.

RICKMAN

Shame you can't go higher. There's someone who'd love to meet you.

There's a noise. Rickman's head swings left. It's Maggie entering, rifle trained on Rickman. Quinn is choking.

MAGGIE

Leave him alone, Angus. Back the hell off.

Rickman looks down, smiles, backing away slowly.

RICKMAN

Ah, time for the ultimate test. How much does revenge for Steven really matter to you?

(still backing off)

You got a choice here, Maggie. Him or me. What's it going to be?

MAGGIE

Well, when you put it like that.

She fires at Rickman. Anticipating, he's already moving, finding shelter behind a tree that's blasted by the shot.

CONTINUED

30 CONTINUED

30

RICKMAN

You were always slow on the draw,
Beckett.

We HEAR his EERIE laughter as he runs up the hill. Maggie races up to the tree. She could chase him, kill him, feel good for a minute -- or save Quinn. Pissed by the choices, she moves to Quinn.

MAGGIE

Damn you, Mallory. I had him.

She picks him up and starts to drag him out...

Maggie's eyes go wide. She stops cold. Before her is Dagan. Maggie and Quinn are surrounded by a small group of the "Foggin" men. Maggie makes a quick grab for the rifle. Too late. She's hit with a dart. She drops the rifle, then drops to the ground, falling onto Quinn, who's also "darted." And off this strange turn we --

FADE OUT

END OF ACT TWO

ACT THREE

FADE IN

31 EXT. TRIBAL VILLAGE - MORNING (D3) 31

A HEAVY WHITE MIST clears slowly, but CAMERA FOCUS slips in and out to maintain the feel of a disoriented consciousness. When we see it, the ground is above us, and the entire frame shakes as this upside down MOVING POV is established.

We pass upside down totem poles, made all the more frightening by the angles. Some indiscernible ritual objects hang like sacrificial DEAD BODIES from the trees.

MATCH TO

32 EXT. TRIBAL VILLAGE - MORNING - TIGHT ON QUINN'S HEAD 32

hanging upside down. UPRIGHT NOW, THE CAMERA MOVES with him, so we don't see his body, or how he's hanging like this. FOOTSTEPS sound as Quinn's head continues to BOB. THE CAMERA LOSES Quinn, revealing clearly that the YELLOW FOG line is below the village.

CUT TO

33 EXT. FOREST - OUTSIDE FOG LINE - MORNING 33

Rembrandt stumbles out of the fog, letting the handkerchief he has over his mouth fall to the ground. He coughs with violent upheavals, and his burning red eyes tear uncontrollably. Wade runs up to him.

REMBRANDT

No sign of 'em.

WADE

Dammit.

(into fog)

They should've just let Rickman go.

REMBRANDT

Quinn had a shot at him.

WADE

Not in there. Adra warned him.

REMBRANDT

I don't want to hear that. You let that woman get to you, that's all.

CONTINUED

33 CONTINUED

33

WADE

She knew this was going to happen, Rembrandt. He's not just part of us anymore. And Quinn has no idea how exposed that makes him.

REMBRANDT

He's exposed to the fog. That's bad enough.

WADE

Adra said he'll either die, or be "transfigured."

(then)

I know she'd never even used that word before... it was like it voiced itself.

Rembrandt looks away.

WADE

Quinn's not coming out of there on his own.

REMBRANDT

(feeling the terror)

I know. Something hit me when I was in there. The smell of Bunt's "moonshine." It's sulfur just like the fog.

WADE

(toward the fog)

Makes sense if they collect that Butter Witch up there.

REMBRANDT

I'm thinking it's the root Ruez was talking about. The stuff that can help you breathe the fog.

Ahead of them, BUNT walks out from behind some trees. Wade and Rembrandt wait for him to step up, not knowing if he heard their discussion.

BUNT

Thought I was a bootlegger, huh?

(then)

Wish I could sell that tea. Truth is, not many folks can keep it down. And those that could, don't have much use for it.

REMBRANDT

Then why make it?

CONTINUED

33 CONTINUED 2

33

BUNT

Tradition mostly. If it dies out,
can't get it started again.
Without the Witches Butter, you
can't make the tea, and without the
tea, you can't go into the fog.

Rembrandt and Wade absorb what this means to them.

WADE

Bunt, we have to go in there. If
your tea makes that possible...

BUNT

Help yourselves. Like I said,
though, not many folks can keep it
down.

REMBRANDT

We'll stomach it. And we could use
a guide.

BUNT

Oh, hell no. Not old Bunt. Don't
know where the village is. Don't
want to know. Deep sure your
friend is dead, anyway. People in
there like the sacrifice.

WADE

You're sure there's a village in
there, then.

BUNT

Wouldn't 'spect the people I'd seen
in there live in a castle. Not the
way they look.

(then)

Left me and mine alone for
generations, but others been taken.

Wade and Rembrandt head in the direction of his barn.

REMBRANDT

(back to Bunt)

How much tea do we have to drink?

BUNT

You'll know when to stop. It kind
of decides for ya.

(then)

Canteen's in there too.

WADE

Thanks.

CONTINUED

33 CONTINUED 3

33

BUNT

(calling out)
Wouldn't suggest it normal, but
Adra took to you. In your shoes,
I'd ask her 'bout the village.

This freezes Wade.

REMBRANDT

(to Wade)
We can't take the time.

WADE

Without her help, it's a hundred to
one we get lost.

Rembrandt can't disagree.

CUT TO

34 EXT. TRIBAL VILLAGE - DAY

34

The villagers are preparing for a big ritual ceremony. A group of men hoist up a new pole, and begin securing it into the ground --

Like pallbearers carrying a casket, another group of villagers heads in with Quinn and Maggie hog-tied and dangling horizontally from their poles. Quinn wakes as they reach a bamboo cage, and throw him into it.

QUINN

(disoriented)
No. Don't do this. You have to
listen to me.

Groggy, Quinn struggles over to the front of the cage, and lifts himself up. He forces his eyes to focus.

QUINN

Hey! Listen to me!

WIDEN TO INCLUDE MAGGIE

being dragged off, toward a cave.

QUINN

Beckett! Wake up!
(then)
Don't let them take you!

ANGLE - A MAN

at the cave entrance, BACKLIT. Looking down at Quinn, judging his reaction to being separated.

CONTINUED

34 CONTINUED

34

QUINN (O.S.)

Who are you?!

BACK ON QUINN

as he begins rattling his cage.

QUINN

Let me out of here!

(then)

Rickman?!

Quinn continues to yell, and then stops suddenly. The man at the cave can't be Rickman.

ANGLE - RICKMAN

standing right outside the cage, smiling strangely. His whole spirit seems altered in some irritating way.

QUINN

(to Rickman)

Get me out of here.

RICKMAN

Not what you really want. You're too far in now. That cage is the only thing you've got. I'd hold on to it.

Quinn looks at Rickman. He's insane?

QUINN

They drugged you, Rickman.

RICKMAN

No. Don't have to. Had no way to check blood types, and some went bad in my system.

(then)

Sliding did the rest. The clear terror of it...

Rickman stares back in awe at the cave and the Backlit Man.

RICKMAN

Just like he says.

QUINN

I thought that was you up there.

RICKMAN

He is me. He is you. Can't sleep... just like us.

CONTINUED

34 CONTINUED 2

34

QUINN

I sleep.

Rickman is shocked.

RICKMAN

No... you could wake up in a dream.
Trapped. Think you're sliding in
there. Dimensions on dimensions.
(re: cave man)
He's right... die in a dream, and
you're lost forever.

QUINN

It's not like that.

RICKMAN

(puzzled)
You don't understand. He'll open
your mind.

QUINN

How's he going to do that?

RICKMAN

Tracking death. Sliding with
death. It's all worked out...

Rickman is obviously seeing something in his mind...

35 INSERT RICKMAN'S MENTAL FLASH - A SHOT OF A CAVE WALL

35

where an elaborate formula is painted. A cross between
Einstein's theory of relativity, and a primitive hunting
scene.

36 RESUME

36

QUINN

He's going to kill us then.

RICKMAN

No. Not you.
(looks at his timer)
It's my time.

Rickman activates his VORTEX, and starts laughing in his
eerie way.

RICKMAN

Wish me luck.

QUINN

Go to hell.

CONTINUED

36 CONTINUED

36

Rickman laughs at this as he leaps.

Quinn looks toward the cave.

AT THE MOUTH OF THE CAVE - THE BACKLIT MAN
is still standing there. Waiting.

CUT TO

37 INT. ADRA'S PLACE - DAY

37

Rembrandt and Wade are standing before Adra. They have two of Bunt's canteens strapped over their shoulders, and knives on their belts.

WADE

Adra, please. You know this involves you. With everything you've seen, there's no denying it.

ADRA

He was warned.
(then)
Your friend's been taken. They were waiting for him.

REMBRANDT

(angry)
Just what I expected.

WADE

(grabbing him)
Rembrandt.

REMBRANDT

No. It's so damn typical.
(to Adra)
Sit there smokin', acting like you know everything. But people come to you with a concrete problem... One you can really help with, and all of a sudden you don't know anything.

ADRA

I was wrong about you. Thought you really didn't want to know. Thought that "Haiti" was in your way.

This freezes Rembrandt.

CONTINUED

37 CONTINUED

37

WADE
(to Rembrandt)
Haiti?

Rembrandt stares at Adra, recovering.

REMBRANDT
I want to know where Quinn's been
taken. That's all.

ADRA
A village up the mountain way.
(then)
Where I was born.

WADE
You're one of them?

ADRA
True. Born and raised. But even
by their gauge, I was wild.
(then)
My midnight outings finally ended
down here, with the love of him.

REMBRANDT
Bunt?

ADRA
(laughs through pain)
No. Another. The one I brought
home with me...
(points to their canteen)
... with secret of the butterwitch
in him. Now a long time dead.

WADE
(concerned)
Bunt didn't tell us the tea had
killed anyone.

ADRA
My people killed him. And blinded
me for out of the secret.

WADE
(sympathetically)
That's so horrible.

REMBRANDT
I'm sorry, Adra.

CONTINUED

37 CONTINUED 2

37

ADRA

My people see clear, and cold. No
betweens, and the blind on me is
what the eyes of them won't bare.
All they fear, I see now clear and
cold.

REMBRANDT

Can we use their fear against
them... to get Quinn back?

Adra starts drawing them a map.

ADRA

You won't get Quinn back.

She hands them the map. Wade takes it and realizes there's
one of Adra's cards with it. She lifts THE CARD face down.

ADRA

For your trip.

Wade looks at Rembrandt. He clearly doesn't want her to
flip it. Wade hands the card back, still face down...

WADE

Thanks. We work better in the
dark.

Wade hands the card to Adra, and starts out. After they've
gone Adra turns the card... It's DEATH. She shudders...

38 ADRA'S DREAM - QUICK FLASH - QUINN

38

stares into camera, a wild look in his eye. He's shirtless,
covered in bright, red clay paint that's matted his white
hair. A beat, and then AN AXE comes towards him in slow
motion.

39 RESUME - TIGHT ON ADRA'S DEATH CARD

39

being placed in a votive. PULL BACK as it starts to burn,
and Adra watches it leaving a bright red clay residue
behind.

CUT TO

40 EXT. TRIBAL VILLAGE - DAY

40

Quinn is still a prisoner in a cage. The sun beats down on
him now, and dehydration has cracked his swollen lips.

CONTINUED

40 CONTINUED

40

QUINN

Water. Please.

Dagan stands a few feet outside the cage. Quinn points toward a nearby festering pond.

QUINN

Water.

As he lifts a ladle, Dagan gives Quinn a look... "You're weak and pathetic."

QUINN

Please.

Dagan sticks the ladle in toward Quinn, and pours it into his mouth.

ANGLE - QUINN

SPEWS the water back at Dagan. Roaring back to life with full force, he grabs the blinded Dagan and crushes his hands around his neck.

QUINN

Get me out of this cage.

(then)

Now... Or I'll kill you.

Dagan fights for his life, but Quinn tightens his grip.

QUINN

Do it!

But what can Dagan do? He's being choked to death. At the very last second, Quinn lets Dagan's limp body drop to the ground.

QUINN'S VOICE

Damn close.

Quinn turns, horrified, to see himself, actually QUINN 2 standing there... His hair white, his boyish grin replaced by an aged and jaded expression.

QUINN 2

What stopped you?

(at his own fingers)

All that in your hands. Cold, clear, and perfect.

Quinn stares at a man he can't believe is his double...

FADE OUT

END OF ACT THREE

ACT FOUR

FADE IN

41 EXT. MOUNTAINS - DAY

41

The yellow fog surrounds Wade and Rembrandt as they make their way up a hill. It's spooky as all hell in here.

REMBRANDT

(freaked)
I've got a cold streak running down
my spine non-stop.

WADE

Me too. Feels like an electric
waterfall.

Rembrandt coughs violently.

REMBRANDT

Give me the canteen.

Wade hands him the canteen.

WADE

Is it just the tea, or did Adra get
inside your head...
(Rembrandt drinks)
And shift something?

Rembrandt finishes the tea, and looks like he might vomit
for a second.

REMBRANDT

As she was talking... I did see how
I'd put it on you... what was
bothering me. And all that did was
give it more power to eat at me
inside.

WADE

I thought it really was me.

REMBRANDT

I'm sorry.

WADE

What happened in Haiti, Rembrandt?

Rembrandt hesitates, and then...

REMBRANDT

I was stationed there with a
shipful of fools. Finally, I made
a friend... a local.

(MORE)

CONTINUED

41 CONTINUED

41

REMBRANDT (CONT'D)

Like Adra... More heart in him than anyone I'd ever known, and God he had a voice.

(pause)

He didn't know it, but I was hooking him up stateside with my record label. The day I told him, he thanked me, but said he was going to die.

WADE

He was sick?

REMBRANDT

No. "The cards" had told him. I couldn't believe a man with his insight and spiritual clarity would let a Tarot Card convince him...

WADE

(knowingly)

But the card was right.

REMBRANDT

Self-fulfilling prophesy, Wade. He believed it so much, of course it came true.

WADE

He could've used that same power of belief to heal himself. That's where it gets tricky.

REMBRANDT

Tricky? The most beautiful human being I've ever known just gave up on life. "Tragic" doesn't even get close...

Rembrandt allows his anger to shake from his body.

WADE

It isn't just about what we put our faith in, Rembrandt. It's also about how we do it.

(pause)

Isn't that what you're really saying?

REMBRANDT

Yeah.

They resume their trek...

CUT TO

42 EXT. TRIBAL VILLAGE - DAY

42

Quinn 2 is sitting crossed legged in front of the still caged Quinn. He stares at him jealously, like an old, retired businessman might stare at a zoo exhibit. Quinn is the animal, still capable of a real, heart-pounding existence, if he wasn't caged.

Quinn sees the villagers bowing down in Quinn 2's presence.

QUINN
These people worship you.

QUINN 2
And you.
(then)
This is what I needed to know. A
warped, but real reflection.

QUINN
I'm nothing like you.

QUINN 2
That's it. Hard to believe...
you've been sliding for almost as
long as me.

QUINN
What makes you so sure?

QUINN 2
Three years ago, on your home
world, I gave you the final part of
the equation. You wouldn't be out
here if it weren't for me.

Quinn stares at this shell of his former double-self.

QUINN
You can't be him. No one could
change that much.

QUINN 2
Obviously, you could.

QUINN
No.

QUINN 2
I look at you and I see Quinn
Mallory. You look at me, and see a
dead man.

ANGLE - MAGGIE

being brought down from the cave. Bathed and dressed in native garb, it's obvious that she's been prepared for some kind of ritual.

CONTINUED

42 CONTINUED

42

The villagers walking Maggie don't expect any trouble from a woman. They don't notice as she slides her hand under the clothes they've dressed her in, retrieving a rope. She strings it around one of the villager's necks, and pulls it taught.

MAGGIE

Let me go, or he dies.

The villagers look over at Quinn 2 for a signal. Quinn 2 doesn't move a muscle, but the villagers circle Maggie, leaving her no escape.

MAGGIE

I'll kill him!

The circle closes, and when Maggie is dragged off, the villager is on the ground, choked to death.

BACK ON QUINN

absorbing this horror.

QUINN

What are you going to do to her?

QUINN 2

That's up to you.

Before them, Maggie is taken up to A CEREMONIAL POLE and tied to it.

QUINN 2

It's a simple equation... you kill me, the villagers let you live. Do nothing, she dies.

QUINN

You're insane.

QUINN 2

Not entirely. In fact, there's a theoretical explanation.

(then)

You'll see for yourself... and then you'll kill me.

Quinn 2 turns to Dagan.

QUINN 2

Clean him up. Bring him to the cave.

DISSOLVE TO

43 INT. CAVE - DAY - PAN THE CAVE WALL

43

where there's a long stream of painted symbols and images. It's the mixture of primitive art and the physics equation we've already seen flashes of. At the end of it, a bare-chested Quinn 2 is working. He has paint all over him, and it mats his long white hair, just like in Adra's dream.

Quinn is pushed in and forced to his knees. He scans the wall, absorbing what's intelligible.

QUINN

Time can't be contained like that...

Quinn 2 raises his hand for silence.

QUINN 2

(whispers)

Quiet.

(then)

I have to hear myself breathe.

The sound reverberates around, disturbingly.

QUINN

I can't believe how you let this go to your head. It happens... people see you slide in, think you're a God. You don't use it like this.

QUINN 2

You think this is the first time I've been worshipped?

(then)

It means nothing to me. This is about salvation. Your salvation.

QUINN

(re: the wall)

I'm not part of this equation.

QUINN 2

You are. Death is different here, Quinn. Your blood is already changed. The way the nitrous oxide is carried toward the lungs, it's all different. That sulfur taste won't ever really go away. That'll be me inside you.

Quinn 2 looks at Quinn. The puzzled look on Quinn's face is more than he can bear. Quinn 2 covers his eyes.

QUINN 2

No. You have to understand.

Quinn 2's fractured psyche is totally exposed in his eyes...

CONTINUED

43 CONTINUED

43

QUINN

I'm sorry.

QUINN 2

You can adapt. Dying is like
breathing. Do it in unified space,
and you're released, metabolically.
(re: his equation)
I felt when I landed here in the
fog, and now it's all there...

Quinn 2 is so desperate, Quinn doesn't have the heart to say anything that might increase his agony. Quinn 2 sees this in Quinn's eyes.

QUINN 2

Don't feel sorry for me. You don't
know what I've done.
(pause)

The Kromags... I'm responsible.

QUINN

You gave them the equation?

QUINN 2

Hate me. The way they hate.
Instinctually. Not like us... weak
and terrified. You think they go
to new worlds and cry when their
wife's double dies?

QUINN

No. They rape and pillage.

QUINN 2

With crystal-like willful
intelligence. The brilliance of
that. You have to see it.

QUINN

You don't believe that. You can't
believe what you're saying.

QUINN 2

You'd be saying the same thing. If
you'd slid alone.
(then)
You had Professor Arturo with you.

QUINN

Rickman told you what happened?

CONTINUED

43 CONTINUED 2

43

QUINN 2

Now you'll see what sliding brings out in you. The savage hasn't even been born yet.

(then)

It's lived and already died inside me.

QUINN 2

You're not alone now. You can come with us. Together, we'll find our way back.

Quinn 2 looks at his equation.

QUINN

Don't put your faith in that.

Quinn 2 drops his head.

QUINN 2

You're going to release me into unified space. It's my only hope.

QUINN

Release yourself.

Quinn 2 points at his equation.

QUINN 2

You can't be that blind. Look at the formula. You're my only chance.

(then)

And I'm yours...

Quinn 2 begins untying Quinn.

QUINN 2

We are each other's salvation.

Quinn 2 places a machete in Quinn's hands, just as some CHANTING starts up outside.

QUINN

No.

QUINN 2

The ceremony is beginning. It's me or her.

Quinn tries to get by Quinn 2. Quinn 2 grabs him, clawing into Quinn's flesh with his nails. They begin to fight...

CUT TO

44 EXT. MOUNTAIN/VILLAGE - NIGHT (N3)

44

Rembrandt and Wade are lost, frustrated. This time it's Wade who's coughing. Rembrandt offers her the canteen.

WADE

No. We won't have enough to get back.

REMBRANDT

(shaking the canteen)
That ship has sailed, Wade. We can't turn back now.

Suddenly, they hear CHANTING.

REMBRANDT

Go.

The camera follows them through the fog line, past some trees.

THEIR POV - MAGGIE

is being strung up over a Pyre pit. Villagers are obviously preparing to burn her alive.

REMBRANDT (O.S.)

Damn.

RESUME - REMBRANDT AND WADE

run toward the village.

CUT TO

45 INT. CAVE - CONTINUOUS - THE TWO QUINNS

45

fighting, rolling on the ground, landing in the paint. It's impossible to tell who's who now.

One of the Quinns angles for a look outside the cave...

QUINN 2

They're killing her now.
(to Quinn)
What can you do?

QUINN'S HAND

reaches for the machete.

CUT TO

46 EXT. VILLAGE - NIGHT

46

Maggie is about to be burned at the stake. The torches and and strange ritual procedures make this place even more horrible at night.

Wade and Rembrandt come out of the dark. Taking the villagers by surprise, they topple the ceremonial pole. Rembrandt places A KNIFE in Maggie's hands as he and Wade have to fight off a growing swarm of villagers.

MAGGIE

Quinn's in the cave!

Maggie cuts herself free, and then joins in the battle. She knocks down a few villagers with some well placed kicks, clearing a path toward the cave.

REMBRANDT

(to Wade and Maggie)

Go!

Wade and Rembrandt struggle for an angle. Just as Wade's in the clear and runs out, Rembrandt is struck by a club. He falls to the ground lifeless.

WADE

Rembrandt!

Wade comes back to Rembrandt, and she's swarmed. Maggie too is taken by the villagers. It's certain death for the Sliders when a TERRIFYING CRY pierces the night in a haunting, primal yawlp.

The villagers all freeze.

THEIR POV - QUINN

staggers from the cave, covered in blood and paint. He reaches up, and squeezes the red down from the top of his head, revealing his brown hair.

RESUME - THE VILLAGERS

turn their spears from the Sliders, and lift them toward Quinn to salute their God.

The Sliders run to meet Quinn. Wade's smile drops as she sees the look in Quinn's eyes. She hardly recognizes him...

WADE

Quinn?

QUINN

C'mon... we're getting out of here.

But then the roar from behind them freezes the Sliders one more time.

CONTINUED

46 CONTINUED

46

The villagers are carrying the lifeless body of Quinn 2 over their heads. They CHANT with abandon.

Quinn stares at this, transfixed. Maggie pulls at Quinn...

MAGGIE

Let's go.

Quinn takes a few steps back toward the cave.

WADE

Quinn?!

QUINN

Something he had there. It makes sense... terrible, but perfect sense.

Rembrandt rushes up to Quinn...

REMBRANDT

We're getting out of here, Q-ball.

Quinn stops, hesitates, and then forces himself to turn away from the cave.

DISSOLVE TO

47 EXT. CABIN - NEXT DAY (D4)

47

Maggie, Wade, and Rembrandt are outside. Wade looks at Maggie.

MAGGIE

I'm not going through this every time with you.

(then)

We all do what we do, thanks for being there, move on.

WADE

You're welcome.

Rembrandt looks at THE TIMER.

REMBRANDT

Q-ball!

Quinn comes out of the cabin, followed by Ruez, and Bunt.

QUINN

It'll take time, but you keep her active, and Lucy'll form new neural pathways.

CONTINUED

47 CONTINUED

47

Rembrandt activates the timer.

QUINN
(back to Bunt)
She'll recover completely.

And without so much as a look at his fellow Sliders, Quinn leaps into void.

ANGLE - WADE

over with Adra, looking at Quinn disappear.

WADE
You were right. The Quinn I knew
went into the fog and never came
out.

Maggie and Rembrandt leap.

ADRA
The Quinn before, he'd never get
you home. This one clear and cold.
This one...

Adra stops.

WADE
What?

ADRA
Strange... but I hear a gate
squeaking.

Wade smiles and leaps.

FADE OUT

THE END