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		2nd Blue Revs. 3/25/97 (F.R.)
		2nd Yellow Revs. 3/25/97 (F.R.)



"THE OTHER SLIDE OF DARKNESS"

Written by
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REVISED PAGES:

1st Pink Revs.	Full Script
1st Blue Revs.	Full Script
1st Yellow Revs.	Full Script
1st Green Revs.	2,32
2nd White Revs.	47,49
2nd Pink Revs.	49
2nd Blue Revs.	49
2nd Yellow Revs.	49

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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

BILLY T
LUCY LA CROIX
COL. ANGUS RICKMAN

#K1802

SLIDERS

“The Other Slide of Darkness”

SETS

INTERIORS:

ADRA'S PLACE
CABIN
LUCY'S ROOM

CAVE
CLINIC OFFICE
SHED

EXTERIORS:

TRIBAL VILLAGE
A THATCHED AREA
FOREST
FOG WORLD
OUTSIDE FOG LINE
CABIN AREA

SHED
CLEARING
COAL MINER'S TOWN
ADRA'S PLACE
MOUNTAINS

#K1802

CHRONOLOGY PAGE

SCENES	1 - 2	NIGHT #1
SCENES	3 - 24	DAY #2
SCENES	25 - 30	NIGHT #2
SCENES	31 - 42	DAY #3
SCENES	42A - 46A	NIGHT #3

(X)

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, yellow fog that shrouds the forest, obscuring all but the few feet before camera. CAMERA FINDS a Man, wearing a breathing apparatus, collecting a yellow flower (Witches' Butter). He looks up, startled, as Dagan stands before him. The man jerks back...

TWO TRIBAL MEN materialize out of the fog, blocking his path. The man turns right. TWO MORE TRIBAL MEN appear, grabbing him. Dagan draws a large knife, slashes the man's breathing tube. OXYGEN leaves the tank in one quick burst. The man rears back, choking. He pulls the mask off, gasping, sucking air from the tube. There is none left. 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.

CONTINUED

3 CONTINUED

3

The tribal men walk off into the fog. Dagan waits a beat, then re-sheathes his knife and walks into the fog as well.

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, WADE and QUINN land softly on the forest floor. Remmy isn't so lucky, his slide launches him toward a tree.

REMBRANDT

Whoa!

He hits the tree as he stops. Wade crosses to him, helping him up. (NO ONE SEES THE DEAD BODY, which is behind them.)

REMBRANDT

...you know what else I miss about him? Soft landings. With the Professor around, I always had a cush spot to aim for.

WADE

So you were aiming?

Remmy smiles, gives a shrug, then COUGHS. Maggie crosses to Quinn, indicates the timer --

MAGGIE

What's the gizmo tell us?

Wade begins to COUGH too. Quinn checks the timer

QUINN

Rickman landed about here and he hasn't slid out yet. We don't have much time to find him though --

(X)

(coughs)
Less than two days on the --

The three COUGH violently. Wade falls to her knees...

WADE

I can't... breathe.

MAGGIE

What's wrong with you guys?

REMBRANDT

It's the...

QUINN

(coughs it out)
Fog...

CONTINUED

3 CONTINUED 2 3

MORE COUGHING. Remmy and Quinn both fall too. Wade GASPS.
Maggie looks around, makes a command decision.

MAGGIE
Gotta get you out of the fog.
(grabbing Quinn)
Remmy, get Wade. C'mon.

Remmy grabs for Wade and the Sliders follow Maggie. CAMERA
PANS to find Dagan, in the fog, watching them.

4 OMITTED 4(X)

5 EXT. FOREST - OUTSIDE FOG LINE - DAY 5

As they emerge into a clear area. (CGI) Quinn, Wade and
Remmy fall to their knees, breathing in the good air
desperately, coughing out the bad... (X)

5A EXT. FOG WORLD FOREST 5A(X)

as a MAN (who we'll come to know as Rickman) steps up next
to Dagan. (X)
(X)

I told you they'd be coming for me. (X)
(X)

Dagan smiles... (X)

FADE OUT

END OF TEASER

ACT ONE

FADE IN

6 EXT. FOREST - OUTSIDE FOG LINE - MOMENTS LATER

6

Wade and Remy recover, breathing comfortably...

WADE

Guess now we know how Maggie felt when she landed on our world and couldn't breathe.

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

QUINN

(comes from behind)
There's a path over there and I think a town just below... Where'd Maggie go?

(off their looks)

She went in again; after I told her not to? She's going to get herself killed.

REMBRANDT

She can breathe in there, Q-ball. I'm sure she's fine.

QUINN

And if she's not?

A beat. A look. What if she's not?

QUINN

I'll go after her.

He takes a step. Wade puts a hand on him.

WADE

No way. You're not risking your life for her.

(off their looks)

I know it sounds cold. But where's the line here? We've already lost one of us. I don't want that to happen to anyone else.

REMBRANDT

That "us" includes Maggie, right?

(off her silence)

So that's it? There's us and her?

(X)

(X)

CONTINUED

6 CONTINUED

6

Maggie steps out of the fog. (CGI) She COUGHS lightly, (X)
gives them a look.

MAGGIE
Relax, guys. No one's asking you
to risk your precious lives.
(then)
Nice to know where you stand,
though.

They all look a little guilty. Quinn shifts gears

QUINN
Did you see any sign of Rickman?

Maggie shakes her head "No."

QUINN
Let's head into town -- see if
Rickman made a visit there.

MAGGIE
I'm going to go back in, higher up.
I'll catch up with you guys in
town.

She turns to go. Quinn pulls her aside.

QUINN
We've been through this, Maggie.
We don't split up unless we have
to. We stick together, work as a
team.

MAGGIE
I got the impression I wasn't
officially on the team.

Quinn looks to the others, then

QUINN
Congratulations. Consider yourself
drafted.

MAGGIE
It's okay, Mallory. I've never
been much of a team player. (X)

She smiles, then starts off towards the fog.

QUINN
Step into that fog, Beckett, you
lose your bus ticket thru the
inter-dimension.

(MORE)

CONTINUED

6 CONTINUED 2

6

QUINN (CONT'D)
When Rickman slides, you'll be left
here -- no way to track him, no way
to avenge your husband's death.

He smiles. Maggie burns...

QUINN
You're one of "us", like it or not.
(then; tweaking her)
Nice to know where you stand,
though.

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 poor,
rifle-toting, tobacco-chewing man (BILLY T) eyes them.

MAGGIE
Heads up. Jethro's got a gun.

QUINN
Try not to give him a reason to
use it.

(X)
(X)

Billy T takes a step off the porch, into their path, and
spits onto the ground, near Quinn's foot.

BILLY T
Y'all just passing through?

MAGGIE
Actually, we're thinking of buying
property in the area. Maybe you
could point out the Realtor's
office...

Quinn gives her a warning look -- Billy T looks so not
amused.

(X)

BILLY T
Your woman needs to be taught some
manners.

WADE
Yeah. And I'm sure you're just the
one to do that.

Billy sneers, COCKING HIS RIFLE. They all tense.

ADRA
Billy T, you let those folks alone.

(X)
(X)

CONTINUED

7 CONTINUED

7

They all turn to see the exotic woman from the Teaser (ADRA, pronounced A-dra). She's in the doorway of her place (a sign tells us so). Her eyes are vacant. Her head tilts in an odd way. Clearly she's blind, but was once sighted. She sits at a table, shuffling a Tarot deck.

Billy T walks off. The Sliders gravitate towards Adra.

ADRA
Don't mind Billy T, he ain't never
been to Ms. Porter's...

She turns a card over. Her hand hovers above it.

ADRA
Hang-ed man. Good card. Wisdom,
self-sacrifice, sometimes death.
Hard to say from just one turn.

They exchange a look. She nods to a seat across from her.

ADRA
One of you sit, I'll do your read.

MAGGIE
(low; to Remmy)
Oh, please.

REMBRANDT
I'm with you on this.

Adra hears them, just smiles though.

WADE
She's blind...
(off their looks)
In the Tarot legends, a blind seer
is the most powerful of all.

Quinn looks across the street, spotting --

QUINN
Guys, a clinic. Nice place to
check out blood types.

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

7A EXT. TRIBAL VILLAGE - NIGHT (NX)

7A

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

7B RESUME SCENE

7B

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 hurries back to her place, SLAMMING the door.

MAGGIE

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

WADE

She was scared.

QUINN

Wade...

WADE

She could be for real, Quinn. We
should hear her out.
(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 opening Adra's door.

QUINN

Let her go. We'll see what the
clinic can tell us.

8
THRU OMITTED
9

8
THRU
9

9A INT. CLINIC OFFICE - DAY

9A

A desk, a few file cabinets. The place has been ransacked.
Quinn opens the door and they enter.

QUINN
Either Rickman's been here already
or these people aren't real big on
filing.

Maggie bends down, grabs some files and flips through

MAGGIE
Type "A," "A neg," "B"... "O."
(off that file)
Theodore Lloyd. The address has
been ripped out.

Remmy's got another file in his hand.

REMBRANDT
Here's another "O." The info
sheet's ripped out of this one too.

MAGGIE
He's making a list of donors for
his booster shots.

QUINN
He needs more info than just blood
types for an injection, otherwise
he's just shooting in the dark.

REMBRANDT
Look at this place. Not exactly
the hub of modern medicine...

Quinn bends down to pick up some files...

QUINN
Let's make a list of the files he
took. Then we'd better find those
people before...

Quinn stops, picking up something from the floor. Remmy
moves closer.

REMBRANDT
What's that?

CONTINUED

10 CONTINUED

10

Wade refuses to believe this interpretation

WADE

Adra, we're here looking for a man
who brings death with him. Maybe
that's what you see in the fog.

ADRA

(beat; shakes her head)
Quinn's death will be by his own
hand. T'ain't no other involved.
(looks right at Wade)
Beware the Foggins. Beware.

WADE

What are Foggins?

ADRA

They live in the fog. They'll
steal your life while you're not
looking. Don't tempt them.

WADE

We won't.

Adra releases Wade's hands. It seems the event is over.
Wade gets up to go. Adra touches her arm gently...

ADRA

The man you seek wears a uniform.

WADE

Yes. He might still be wearing
one.

ADRA

He's one of them now. He exists up
there. But he's not strong. He
only gets half a life.

WADE

That's right. He leaves his
victims in comas...

(then)

Adra, please, if you can help us.
We need to stop him.

11 EXT. ADRA'S PLACE - DAY

11

Quinn leads Maggie and Remmy across the street to Adra's.
Wade exits at the same moment.

CONTINUED

11 CONTINUED

11

QUINN

Wade, we've got Rickman. His timer
burned a chip on entry. He's
around here, looking for his next
victim.

WADE

He got her. Last night.
(off their looks)
He attacked a girl named Lucy La
Croix.

MAGGIE

He's going to keep doing this until
we stop him.

REMBRANDT

We've got seventeen other names of
people we think he'll go after.
Will she help us with addresses?

Adra steps out, coat on, heavy bag in her hands.

ADRA

First, you see Lucy.

The others exchange a look.

WADE

Adra wants us to take a look at
Lucy. See if we can do anything
for her.

MAGGIE

It might be better if we warned the
others first, before the Colonel
strikes again.

ADRA

You want my help, you gotta help
Lucy.

(moving off)

I still think it were the Foggins.

The Sliders look toward Adra.

WADE

I'll explain on the way.

They follow after Adra..

12 EXT. FOREST - CABIN AREA - DAY

12

Adra leads, surprisingly sure-footed despite her blindness.

CONTINUED

12 CONTINUED

12

QUINN
He didn't get his injection on the last slide. He might be getting a little desperate here.

REMBRANDT
I would be too, with a fungus attacking my brain.

Adra stops in a clearing.

ADRA
We're here.

The Sliders look around. Huh? There's nothing out here. Adra reaches down and pulls up a trap door. She moves in.

12A INT. CABIN - CONTINUOUS

12A

Adra moves down the stairs to FIND BUNT LA CROIX, grizzled, 40's. He's a man who's never seen a day of health or dental services in his life. He's look weary. She crosses to him, giving him a hug.

ADRA
How's she doing?

BUNT
No change. They got her. They got her good.
(sees the Sliders)
Who're they?

ADRA
They say they can help her.

BUNT
How?

QUINN
If we could see her, we could tell you more.

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

13

A beautiful girl "sleeps." Quinn checks her neck. Adra sits on the other side of the bed and holds Lucy's hand.

QUINN
This has nothing to do with your fog men. The man we're after did this to your daughter.

CONTINUED

13 CONTINUED

13

BUNT
I got a shot at him before he
disappeared into the fog...

QUINN
Did you hit him?

BUNT
You bet. Left a trail of blood out
there.

Quinn stands, moving away from Lucy. Bunt moves closer.

QUINN
I'm not sure there's much we can do
for her. I'm sorry.

Adra's disappointed. Bunt wipes a strand of hair from
Lucy's face.

BUNT
Not your fault, but I 'preciate it.

Quinn looks down. No matter what you say to him, he thinks
it's his fault. He exits, giving Bunt and Adra a minute.

13A INT. CABIN - CONTINUOUS

13A

Maggie, Wade and Rembrandt look up as Quinn exits.

QUINN
Definitely Rickman. Not a very
neat job, either. I don't think he
got his full injection.

WADE
That's good. That ups the odds she
can come out of this.

REMBRANDT
How do you figure that?

WADE
Back at the base, they were
experimenting with neural
stimulation techniques for the
coma victims. It was working. If
those people had lived, they would
have made it.

(X)
(X)

QUINN
Do you know what techniques they
were using?

(X)

CONTINUED

13A CONTINUED

13A

WADE

I think so.

QUINN

Good. You stay here and work with Lucy.

(to the others)

We're going back to the fog line. Bunt shot at Rickman, got a piece of him.

MAGGIE

So maybe he didn't get that far.

QUINN

That's what I'm thinking.

14 OMITTED

14

15 EXT. FOREST - OUTSIDE FOG LINE - DAY

15

Bunt leads them to the spot of the "incident."

BUNT

Here's where I got him.

REMBRANDT

(looks at the ground)

Something was hit. Let's hope it was short with an English accent.

MAGGIE

And let's hope he's up there suffering.

QUINN

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

MAGGIE

I was fine before.

QUINN

You weren't in that long. Now, you start coughing, ten minutes or not, get back here.

She mock salutes, then sets her watch timer and enters the fog (CGI). Bunt pulls a respirator from his coat.

CONTINUED

15 CONTINUED

15

BUNT
Won't do much good, but it might
give you a minute. If she doesn't
make it back, you'll need it to
bring her out.

Quinn looks at his watch.

DISSOLVE TO

16
THRU OMITTED
17

16
THRU
17

18 EXT. FOG WORLD FOREST

18

In the "FOG EFFECT." Maggie finds the trail. It leads her
up a hill. She comes across markings on rocks, altars,
signs of sacrifices. Her POV is disoriented. Her eyes
burn. She's finding it hard to breathe. Her watch BEEPS.
It's been ten minutes. She sits, dizzy. There's movement.
Images come and go, none are clear.

EERIE VOICE
Maggie. Is that you?

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. She almost lands on the dead body from the
Teaser.

CONTINUED

18 CONTINUED

18

Disgusted, she rolls away, coughing violently. A man steps up. We've never seen him. His left arm is bandaged. He kneels next to her and whispers... (X)
(X)
(X)

EERIE VOICE
We're different, Maggie. Our lungs are stronger. Hurts to breathe now... but in a couple days you'll be used to it. You'll even start to like it... (X)
(X)
(X)

Her eyes close as she passes out. (X)

EERIE VOICE (X)
It's not time yet. But soon. (X)
Tell Mallory that. Soon. (X)

FADE TO BLACK. A long beat. FADE UP. The man's face is replaced by a masked man. There's a noise to Rickman's right. He smiles... (X)
(X)
(X)

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 breathe," 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 - LATER

19

Maggie, Quinn, Bunt and Remmy move through the trees, headed back to the cabin.

MAGGIE

He said to tell you -- soon -- I
have no idea what he meant.

QUINN

(uncertain)
And you're sure it was him?

MAGGIE

(turns to Quinn)
It was the Colonel. I know it. I
don't care whether you believe me
or not.

She walks faster, ahead of the others. Quinn looks to Bunt and Remmy.

REMBRANDT

It makes no sense. It was him.
But it didn't look like him?

QUINN

I know. But you heard her.

BUNT

Probably just the fog playing
tricks. Has a way of making you
see things.

REMBRANDT

Why's that? What's in it?

BUNT

(shrugs)
It's just fog.

QUINN

It's part sulfur. You can smell
it.

(then)

There must be a volcano under here.
The fog forms when the heat vapors
hit the air.

CONTINUED

19 CONTINUED

19

REMBRANDT

(gets it)
Also explains why it chokes people.
Oxygen binds with the sulfur and
your lungs can't break it out when
you need it.

QUINN

(impressed)
You've been hanging out with me way
too long.

REMBRANDT

Don't I know it.

They share a smile and move on...

19A INT. CABIN - LUCY'S ROOM - DAY

19A

Wade is at Lucy's bedside, applying pressure point
techniques to Lucy's hand. There is no response.

ADRA

Wade, let the girl rest. She's too
far in the fog. Your methods
c'ain't reach her.

WADE

(frustrated)
I was sure this would work.

ADRA

We've given your ways a chance.
Now, let's try mine.

Wade gives Lucy's hand one final squeeze, then she gets up
and they exit. Lucy's hand moves ever so slightly...

20 INT. CABIN - DAY - A LITTLE LATER

20

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

ADRA

In order to beat the haunts, you
gotta go into their world.

(X)

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 --

CONTINUED

20 CONTINUED

20

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.

ADRA
(pointed)
I am too.

Adra sprinkles powder on the doll, then tosses it into the
fire. SNAP, CRACKLE, POP. SMOKE bellows up.

WADE
(off the pyrotechnics)
Wow. Guess this stuff really
works.

Adra reaches across, taking both Wade's hands in her own.

ADRA
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.
Wade's eyes go wide.

CONTINUED

20 CONTINUED 2

20

WADE

Oh my God...

Lucy is in the bedroom doorway, weak, but awake.

ADRA

(senses)

Lucy?

Wade rushes to Lucy, who gives a weak smile and collapses again. Adra makes her way there.

ADRA

What's happening?

WADE

She passed out again...

ADRA

Poor girl. Haunts must have a strong hold. Let's get her back to bed.

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

BUNT

Sweet Jay. 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.

WADE

She's burning up.

(uncertain)

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

ADRA

It's the Foggins, struggling to keep her.

(X)

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.

Remmy shakes his head. Exits.

22 INT. CABIN - CONTINUOUS

22

Remmy exits. Maggie and Quinn look up.

MAGGIE

How's she doing?

Remmy shakes his head, not good.

REMBRANDT

All they keep saying is, it's
"them..." "them."
(frustrated)

There is no "them." That girl is
sick. She needs medical attention
or she's going to die.

Looks between them. Quinn nods.

QUINN

There's got to be a hospital around
here somewhere. I'll go for help.

Bunt steps out of the bedroom.

BUNT

No hospitals. She'll be fine.

REMBRANDT

No offense, Mr. La Croix, but you
don't know that. All you know for
sure is that Lucy is getting worse,
not better.

BUNT

It's like Adra says, sometimes it's
like that before you come out of
the fog.

Okay, this Adra/fog thing is really bugging Rembrandt. He
gets a little heated.

REMBRANDT

This has nothing to do with Adra,
or the fog. Lucy's fighting some
kind of an infection. She needs
antibiotics.

(one last try)

Can't you see, you're going to let
her die by holding onto your
superstitions. Now give the girl a
chance. Let us take her to a
hospital.

Bunt narrows his eyes... clenches his jaw.

CONTINUED

22 CONTINUED

22

BUNT
She's my daughter. I ain't going
to let her die. Adra's spell
casting worked once. It'll work
again.

Bunt gives Remmy a look then heads back into the bedroom,
passing Wade and Adra who're coming out.

There is a moment of silent tension.

QUINN
Adra, maybe if you talked to him.

ADRA
T'ain't no use. Bunt lost his wife
in a hospital. He's not about to
lose his child too. Besides, local
hospitals don't much understand the
hold the Foggins have.

REMBRANDT
Fools.

WADE
(reproving)
Remmy...

REMBRANDT
They're risking her life. In my
book, that makes them fools.

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

Adra reaches for her bag. But her hand finds the timer.

SMASH TO

23 OMITTED

23 (X)

23A EXT. FOREST - DAY (DX)

23A (X)

In our STYLIZED DREAM EFFECT, THE CAMERA MOVES CREEPILY,
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.

(X)

CONTINUED

23A CONTINUED

23A

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 forest...

(X)

BACK TO

24 RESUME SCENE

24

She drops the timer back onto the table, moves to Quinn, touching him gently

ADRA

Beware 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. Remmy's look at her is completely disdainful.

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

Yeah, well, I don't. Not in this case.

Remmy exits... Wade turns to the others.

WADE

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

QUINN

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.

(X)

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

CONTINUED

24 CONTINUED

24

WADE
You haven't seen the things I've
seen. You haven't been to the
places I've been. So, don't judge
me, or my beliefs.

(X)

Wade exits.

25 EXT. SHED - NIGHT (N2)

25

Wade is outside, moving towards a shed in the forest...

26 OMITTED

26

26A INT. SHED - SAME TIME

26A

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 exit.

WADE
Remmy, please.

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

WADE
Look, I don't know why this whole
thing with Adra has you feeling the
way you do.

REMBRANDT
That's right. You don't.

Wade's taken aback by his abrupt tone.

WADE
So tell me.

He just gives her a look. He's not interested in sharing
right now.

CONTINUED

26A CONTINUED

26A

WADE

Look, all I meant was that you,
out of all of us, have a faith that
guides you, just like Adra and
Bunt.

(X)

He's holding firm to his anger.

REMBRANDT

There's a difference between faith
and superstition. Don't compare
me to them.

(X)

(X)

(X)

There's a beat.

(X)

WADE

I'm sorry that you're upset.

(X)

(then; softly)

I'm also sorry that you won't set
your anger aside to hear my
apology.

(X)

She exits. Remmy looks down. A little ashamed. A little
chagrined. After a beat, he shakes his head.

REMBRANDT

Wade, wait

He starts after her.

27 INT. CABIN - NIGHT

27

Maggie and Quinn are seated. He indicates a make-shift map.
The list they compiled is on the table.

QUINN

I've charted where the seventeen
possible targets live. Six are
pretty close. The rest are spread
for miles.

MAGGIE

I know the Colonel, he's going to
hone in on the six that are easiest
to hit.

QUINN

Choose three and grab Remmy. Wade
and I'll take the others.

She nods. They stand, crossing to their coats.

CONTINUED

27 CONTINUED

27

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 pull on their coats. The door opens. It's Remmy. He looks around.

REMBRANDT

Wade just come back in here?

QUINN

We thought she was with you.

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

QUINN

Rickman.

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.

CONTINUED

28 CONTINUED

28

QUINN

Wade!

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

REMBRANDT

Don't be crazy! 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 Rickman in the distance, smiling at
him.

RICKMAN

Come on, Mallory. Catch me if you
can --

Quinn bolts up, following him.

MAGGIE

Quinn, wait...

But he doesn't.

MAGGIE

This doesn't feel right. The
Colonel's got something in mind.

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

30 EXT. FOG WORLD FOREST - NIGHT

30

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

Rickman runs through the forest. A beat. Quinn is right
behind him.

In the foggy distance, we SEE Maggie go in the opposite way.

CONTINUED

30 CONTINUED

30

ANOTHER ANGLE

Rickman 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. 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

Just a little more, Mallory.
Breathe it!

(X)
(X)

There's a noise. Rickman's head swings left. A beat later, Maggie enters, but now Quinn is alone. She crosses to him.

QUINN

(gasping)
Watch out. He's in here.

(X)

Maggie looks around, cautiously.

(X)

MAGGIE

We got to get you out of here.

(X)

He nods, gasping for air. She keeps the rifle trained for danger and helps Quinn to back out of the clearing.

RICKMAN

(taunting her)
You gonna pull back before the mission's finished?

Maggie freezes. Rickman appears from behind a tree. An evil smile. She FIRES without hesitation. Anticipating, he's already moving, finding shelter behind the tree.

RICKMAN

You were always slow on the draw, Beckett.

We HEAR his EERIE laughter. Maggie could chase him, kill him, feel good for a minute or save Quinn. Pissed by the choices, she moves to Quinn.

(X)

CONTINUED

30 CONTINUED 2

30

MAGGIE

Damn it, 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." Rickman appears, smiling. He reaches down, taking Quinn's timer from his jacket. He looks to Dagan.

(X)

(X)

RICKMAN

Excellent. Let's get them up the mountain...

(X)

(X)

(X)

The natives pick up Maggie and Quinn and carry them off.

(X)

FADE OUT

END OF ACT TWO

ACT THREE

FADE IN

31
THRU OMITTED
32

31
THRU
32

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.

(then)
It's like nothing's real in the fog.

REMBRANDT

Here's what's real... Quinn's gone
and we've got twelve hours before
the slide.

(X)
(X)
(X)

Wade thinks for a second...

WADE

When I was in the fog... something
kept flashing in my mind -- That
Witches Butter.

REMBRANDT

The shed smelled just like 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.

(X)
(X)
(X)

CONTINUED

33 CONTINUED

33

BUNT

Figured you'd seen the still.

WADE

What's the deal, Bunt? I know
it's connected to the fog.

BUNT

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.

REMBRANDT

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

BUNT

(cutting in)
It's a new batch. Needs time to
mellow.

WADE

We don't have time.

BUNT

Even when it's aged, most folks
can't keep it down.

REMBRANDT

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

BUNT

Oh, hell no. Risky 'nough just
goin' in fer quick grabs. Any
more than that, Foggins sure to
kill ya.

REMBRANDT

Alright. How much tea do we have
to drink?

BUNT

You'll know when to stop. It kind
of decides for ya, and then wait
twenty minutes before startin' out.

(then)

Canteen's in there too.

WADE

Thanks. Keep Lucy doing those
exercises and she'll be fine.

CONTINUED

33 CONTINUED 2

33

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

CUT TO

33A STOCK SHOT - FOG HANGING OVER THE FOREST

33A

Establishing we are now above it.

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 --

A group of villagers head in with Quinn and Maggie, hands tied. They walk woozily, as if dazed, perhaps drugged. Their knees are muddied, as if they've fallen many times. You can assume it was a tough walk up the mountain.

Quinn is led to a bamboo cage and tossed in.

QUINN
Maggie?

MAGGIE
Over here.

She's being led up a path, away from Quinn.

QUINN
(angrily)
Where are you taking her?

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

QUINN
Maggie. Fight them.

She can't. She disappears from his view.

QUINN
Beckett! Wake up!

He shakes the cage angrily... frustrated.

CONTINUED

34 CONTINUED

34

ANGLE - A MAN

at the edge of the path, BACKLIT. Looking down at Quinn, judging his reaction to being separated.

BACK ON QUINN

as he begins rattling his cage.

QUINN
Is that you, Rickman?!
(then)
Get me out of here!

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

RICKMAN

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

QUINN
(to Rickman)
Open this damn cage.

RICKMAN
Not my decision. I told him he was wasting his time. You're not like us.
(then)
But he wants to help you.

QUINN
Who?

RICKMAN
I told him you'd never understand.

Quinn looks at Rickman. He's insane?

QUINN
They drugged you, Rickman.

RICKMAN
No. Don't have to.

Rickman looks like he's hallucinating.

RICKMAN
It's the fog... All that sulfur builds up in your brain.

CONTINUED

34 CONTINUED 2

34

Rickman thrusts his face right up to Quinn's with startling intensity...

RICKMAN
He understands. I mean really
understands why I had to do what
I've done.

QUINN
You're a butcher, Rickman. That's
all.

Rickman looks at Quinn and laughs.

RICKMAN
I wouldn't get too cozy in all that
righteousness, Mallory.

Rickman then seems to lose touch with reality, and slip into his fogged-up mind...

35 INSERT RICKMAN'S MENTAL FLASH - A SHOT INSIDE THE CAVE
where A WHITE HAIREd MAN sits with his back turned to us.

35

36 RESUME

36

RICKMAN
Without you, I wouldn't be sliding.

QUINN
I'm going to stop you. Nothing can
keep me from it.

RICKMAN
Still worked up about your dead
Professor?

(X)

(X)

(X)

QUINN
(leaping at him)
You bastard.

(X)

(X)

Rickman steps back, laughing.

(X)

RICKMAN
The funny part is they were going
to kill me.

(X)

(X)

(MORE)

CONTINUED

36 CONTINUED

36

RICKMAN (CONT'D)

(gloating)
Then I told him about you... How (X)
you were following me. That (X)
changed everything. You're my (X)
savior, man. (X)

Quinn absorbs this, and looks past Rickman... (X)

AT THE TOP OF THE PATH - 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 Bunt's canteens strapped over their shoulders, knives on their belts.

ADRA

I warned you not to let him go.
(then)
Your friend's been taken. They
were waiting for him.

WADE

We need to get to the village.
Bunt said you could take us.

Adra hesitates, shaking her head negatively...

REMBRANDT

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.

Rembrandt stares at Adra, recovering.

CONTINUED

37 CONTINUED

37

REMBRANDT

I want to know where Quinn's been taken. That's all. If you have any idea, least you can do is tell us.

Adra crosses to a shelf, pulls out an old book. Inside is a weathered piece of parchment paper. On that -- a map. She lays it before them.

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)
I fell in love with one from here. I gave him the power of the Butter Witch so he could visit me in the fog.

(painfully)
My people killed him and blinded me for crossing the line.

(X)

(X)

WADE

I'm so sorry, Adra.

ADRA

My people see no between. The blind on me is what the eyes of them won't bear. All they fear, I see now.

(X)

REMBRANDT

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

ADRA

You won't get Quinn back.

Rembrandt and Wade are both hit hard by this. She hands them a bag, full of an unknown powder.

ADRA

If you make it to the village, burn this. They will respect the powers.

CONTINUED

37 CONTINUED 2

37

Wade takes it and realizes there's one of Adra's cards with it.

ADRA

(re: the card)

For your journey up the mountain.

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
THRU OMITTED
39A

38
THRU
39A

CUT TO

39B INT. CAVE - DAY

39B

In an N.D. cave area, several tribal women try to bathe and dress Maggie. There is a basin of water... A beautiful tribal robe is laid out. Maggie struggles against the ropes that bind her.

MAGGIE

You people are crazy if you think you're getting me into that dress...

A kindly OLDER TRIBAL WOMAN comes up to Maggie and smiles. Then raises her hand and quickly nicks Maggie in the shoulder.

MAGGIE

(reacts, pained)

Hey!

(X)

Maggie's eyes suddenly seem very heavy... The Woman, we now see, has a small dart in her hand...

MAGGIE

Oh, no... not again...

Maggie collapses. The Women begin preparing her...

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.

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

You think he'd be pleased if he knew I were thirsty?

Dagan furrows his brow. He wouldn't be. Dagan ladles water from the pond, then crosses to Quinn. He sticks the ladle in the cage, 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

Let me out of this cage.

(then)

Now... Or I'll kill you.

Dagan doesn't react. He has no fear of death. Quinn loosens his grip.

QUINN

Say something!

Quinn squeezes again, but at the very last second, he lets Dagan's limp body drop to the ground.

QUINN'S VOICE

You're not a killer. Not yet. But

(almost pleased)

You're almost there.

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

CONTINUED

40 CONTINUED

40

QUINN 2

You shouldn't have stopped, though.

(re: Dagan)

To die in the hands of a God...
That's what they want. That's what
we all want.

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

FADE OUT

END OF ACT THREE

ACT FOUR

FADE IN

41 OMITTED 41

41A EXT. FOG WORLD FOREST - DAY 41A

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

REMBRANDT

Hold on. My mind's going wild.

Wade takes his elbow for support. He closes his eyes.

WADE

Mine too. I'm losing it.

Rembrandt coughs. Wade hands him the canteen, and they steady themselves for a beat. Rembrandt takes a swig, and looks like he might vomit.

WADE

You don't look so good.

REMBRANDT

It's the tea.

(beat; then)

I also feel pretty bad about the way I've been treating you. This slide's just really gotten to me.

WADE

Seemed like Adra knew why. (X)

She smiles. They begin to walk on again...

REMBRANDT

Something did happen to me in Haiti. (X)

(X)

(X)

Wade waits for Rembrandt to continue talking. (X)

REMBRANDT

I was stationed there awhile. I made a good friend, a local, like Adra. More heart in him than anyone I'd ever known, and God, he had a voice.

(MORE)

CONTINUED

41A CONTINUED

41A

REMBRANDT (CONT'D)

(pause)

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

(X)

WADE

No wonder you reacted like you did.

REMBRANDT

It wasn't just that he gave up on life. It was how he made it a crusade. He had to prove to me it would happen just the way the cards said. And that superstitious will took him down right before my eyes.

(X)
(X)
(X)
(X)
(X)
(X)

WADE

I'm sorry, Rembrandt.

(X)

Rembrandt nods and they pass from frame.

(X)

CUT TO

42 EXT. TRIBAL VILLAGE - DAY

42

Quinn 2 sits crossed legged in front of the 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 2 holds Quinn's timer in his hands.

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

QUINN

(disgusted)

You let these people worship you.

Quinn 2 just keeps staring into Quinn's eyes...

QUINN 2

Now I know I'm right.

QUINN

You're exploiting them. People see you vortex in... of course they think you're a God. You can't use it like this...

CONTINUED

42 CONTINUED

42

QUINN 2
Being worshipped means nothing to
me. This is about our salvation.

QUINN
Our salvation?

Quinn 2 ignores the questioning tone. He simply stares at
Quinn.

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

QUINN
What do you know about me?

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
(stunned)
You can't be him. No one could
change that much.

QUINN 2
Strip away your friends. Slide
alone like I have, and you'd be
just like me.

Quinn stares in horror.

QUINN 2
Here I am. The undeniably
horrible... The unimaginably
disgusting proof. I'm you without
your friends.

Speaking of friends -- We HEAR Maggie SCREAM in the
distance.

QUINN
What are you going to do to her?

QUINN 2
Up to you. It's a simple
equation... you kill me, the
villagers let you live. Do
nothing, she dies.

CONTINUED

42 CONTINUED 2

42

QUINN
You're insane.

QUINN 2
And you're weak. But I'm going to
help with that.
(to Dagan)
Clean him up. Bring him to the
cave.

Quinn 2 starts off...

QUINN
You don't have to live like this.
We're outta here soon. Slide with
us.

QUINN 2
I'm never sliding again! Never!

He walks up the path.

CUT TO (X)

42A EXT. FOREST - NIGHT

42A(X)

Remmy and Wade are exhausted. They continue up the
mountain. Remmy is looking at Adra's map, uncertain. He
checks his watch.

REMBRANDT
We'd better find the village soon,
or we'll be drinking this tea for
the next twenty-nine years.

WADE
We've got to be close. We've been
out of the fog for over an hour.

REMBRANDT
If we're close, I can't tell.
(hands her the map)
See what you can do with it.

Wade takes the map and looks. They share a worried look.
And then -- Remmy perks up.

REMBRANDT
Hear that?

He moves quickly. Wade follows. As they move through the
brush, the SOUND OF TRIBAL CHANTING becomes LOUDER.

43 INT. CAVE - NIGHT (N3) - 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.

THE CAMERA FINDS THREE TIMERS on the ground, and a bare-chested Quinn 2 is working on Rickman's timer. He takes a MICRO-CHIP from his own smashed timer and puts it in Rickman's. It lights up.

Quinn is pushed in and forced to his knees. He sees Quinn 2 working on Rickman's timer.

QUINN

(realizing)
You can't fix his timer. You
can't let him keep sliding.

QUINN 2

A deal's a deal.

Quinn looks puzzled. Rickman moves in close, smiling insanely.

RICKMAN

Get it now, Mallory? I bring you
to him, he fixes my timer and I'm
on my merry way...

QUINN

(to Quinn 2)
He's a killer.

QUINN 2

Won't be the first one I helped
out.

Rickman laughs as Quinn 2 activates Rickman's timer. A VORTEX ROARS to life.

QUINN

No! Think about what you're
doing.

QUINN 2

It's done.

Quinn 2 tosses the timer into the wormhole.

QUINN 2

(to Rickman)
There you go.

CONTINUED

43 CONTINUED

43

Rickman gives Quinn one more gloating look, then jumps in after his timer. The two Quinns watch as the vortex closes. (X)
(X)
(X)

QUINN
(judgmentally) (X)
Man, what happened to you? (X)

QUINN 2
The Kromags happened to me. (X)
Quinn freezes, absorbs this, then looks sympathetic. (X)

QUINN 2
No. Don't feel sorry for me. (X)
(pause) (X)
I'm responsible for the Kromags. (X)

QUINN
(beat; realizes)
You gave them the equation?
The disgust is evident on Quinn's face.

QUINN 2
Hate me. The way they hate.
Instinctually. Not like us... weak
and terrified. Kromags act with
crystal-like willful intelligence.
The brilliance of that. You have
to see it.

QUINN
You don't believe that. You can't
believe that...
Quinn 2 picks up Quinn's timer and holds it toward Quinn. (X)

QUINN 2
Tick tock...
(kneels before him)
They're coming for you. Aren't
they?

QUINN
Probably.

QUINN 2
Must be nice.

CONTINUED

QUINN

(angrily)
Must be nice? They might die out
there in the fog trying to get to
me!

QUINN 2

You're willing to risk your lives
for one another.
(a beat)
And all I'm asking is that you
take mine.

QUINN

You want me to kill you?

QUINN 2

(off Quinn's disgust)
You must become remorseless and
strong like them.

QUINN

Don't try and find redemption in
me. I want you to live with what
you've done to the universe.

QUINN 2

It's you that matters. One way or
another, my life is over. But I'm
offering you a chance.. A chance to
look into the eye of your own
weakness, and find the will to rend
it from your soul.

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

QUINN 2

It's the beginning of the end
for me or her. Your choice.

CONTINUED

43 CONTINUED 3

43

QUINN

(resolute)

No!

He pushes the machete away. It falls to the ground. 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
THRU OMITTED
44A

44
THRU
44A

44B EXT. TRIBAL VILLAGE - CONTINUOUS

44B

Wade and Remmy move through some trees, sneaking up on the tribal village. From their vantage, they get a good look at

THEIR POV - MAGGIE

As she's being tied to the ceremonial post. The set up is a lot like the Teaser dream. The villagers are obviously preparing a new nightmare for us.

RESUME WADE AND REMBRANDT

They exchange another look. Rembrandt obviously doesn't like their odds.

(X)
(X)

(X)

WADE

We're gonna need Adra's power.

(X)

She opens the satchel, looks in, smells it. They look back at Maggie. The final ties are tightened.

REMBRANDT

Who's gonna run out there and test it.

(X)

They share a look and then both instinctively begin to Rho-Sham-Bo... One, two, three... Remmy's hand comes up a rock. Wade chose scissors.

WADE

(stunned she lost)
You always do paper.

CONTINUED

44B CONTINUED

44B

REMBRANDT
Yeah, and you always do the rock.
(then; softens)
Nevermind. I'll do it.

WADE
No. I'll distract them. You just
make sure you get her out alive.

REMBRANDT
You realize you're telling me to
risk my life for her.

WADE
(yeah, she knows)
Remember -- we drafted her.

They share a smile. Wade takes off the canteens she's been carrying, pulls out some matches, checking to make sure she's got enough to light the bag with, then takes a step into the bushes... Remmy pulls his knife.

CUT TO

45 INT. CAVE - CONTINUOUS - THE TWO QUINNS

45

wrestle for Quinn's timer. Quinn elbows his double in the face, knocking him sideways, scrambles for the timer. Quinn 2 makes a desperate lunge; Quinn gets a foot to his chest and flips him.

Quinn 2 scrambles to his feet with the machete as Quinn rises, slams Quinn 2 against the cave wall. The two Quinns are nearly nose-to-nose (split screen).

QUINN 2
Finish me! Kill me and save her --
and yourself.

QUINN
I won't kill you, but they might
when they find out you're not a
God, just a man.

Quinn punches Quinn 2 a hard, jarring blow, and Quinn 2 slips to the cave floor, out cold. Quinn exits the cave.

CUT TO

46 EXT. VILLAGE - NIGHT

46

Maggie is at the stake. Dagan steps up. Big axe in hand. The torches in strange ritual make this place even more horrible at night. Dagan looks up the path. Where is the God?

CONTINUED

46 CONTINUED

46

Behind the villagers, Wade comes out of the dark. She places the bag on the ground, then lights a match. She backs up, uncertain, hiding in some greens.

The bag burns... After a beat, SMOKE rises, and suddenly there's a VISAGE OF ADRA. It hangs in the air and Adra's eyes open. They're normal and deeply penetrating. (X)
(X)
(X)

The villagers all turn, stunned and awed by the spooky apparition. (X)
(X)

REMBRANDT

sneaks out of the brush, crossing to Maggie, unseen, as all the villagers now are looking at Adra's visage, which has fizzled, but is still SMOKING and SPARKING. (X)

Remmy begins to cut Maggie's ties. They speak low --

REMBRANDT

Have you out in a sec...

MAGGIE

(dryly)
I'm starting to understand why you keep telling me how difficult sliding can be.

REMBRANDT

(nods at her)
Where's Quinn?

MAGGIE

I think he's up in one of the caves.

Remmy cuts the final tie. She's loose. They head towards the path that leads up to the caves...

ANOTHER ANGLE

Adra's image is gone and Dagan moves toward the bag. Wade, in the bushes, steps back. A TWIG CRACKS. Dagan looks into the bushes. They lock eyes. Dagan realizes what's going on. He turns to see that Maggie and Rembrandt are crossing the village. (X)

DAGAN SCREAMS in a STRANGE TRIBAL WAY. The VILLAGERS CRY OUT AS WELL.

BEDLAM BREAKS (The river explodes. The house implodes. The army crosses the battlefield.)

CONTINUED

46 CONTINUED 2

46

Dagan grabs Wade. She kicks him hard, surprising him and runs. She grabs a pole and begins to defend herself from attack.

Maggie and Rembrandt fend off villagers as well. We have as much of a dust-up that time and money will allow. Dagan captures Wade and brandishes his knife her way.

And just as the fight BUILDS TOWARD OUR SLIDER'S CERTAIN DEATH -- a TERRIFYING CRY PIERCES the NIGHT. All goes silent.

The villagers freeze, but don't let go of Wade, Remmy or Maggie.

Quinn, covered in paint, looking weary and changed, moves down the path, stopping mid-way, so that he's slightly raised above the village floor. He ACTIVATES the vortex. The LIGHT, the WIND... THE SOUND and the FURY.

The villagers let go of Remmy and Maggie as they turn from the God's magic.

REMBRANDT

Let's go.

MAGGIE

Don't have to tell me twice.

They run to the vortex, standing next to Quinn. Dagan has not released Wade.

Quinn moves toward Dagan, gets right in his face and simply stares him down.

Quinn then gently takes Wade's arm, pulling her away from Dagan. Dagan allows it, but watches them closely. The knife always ready to strike.

Quinn and Wade walk away, never turning their backs on Dagan. They arrive at the vortex.

Remmy and Maggie, sensing safety, take their leaps. Something in Quinn's look worries Wade.

WADE

Quinn? You okay?

He turns to her, but doesn't answer. He simply takes her by the arm and leads her into the leap.

46A INT. SLIDING TUNNEL

46A

We slide with them through the warm, familiar psychedelic wormhole. And just as the tunnel should end -- the picture cuts to --

A BLINDING SHEET OF WHITE

Which dissolves, to nothingness like fog dissipating...

FADE OUT

THE END