

Stargate Atlantis episode guide

	Title	Prod #	AirDate	Synopsis
1	Rising (I) - SEASON 1	101	7/16/2004	The discovery of an outpost left behind by the Ancients in the most unlikely of places leads a new Stargate team to the distant Pegasus galaxy. Once there they discover a planet of humans being decimated by a terrible alien race know as the Wraith.
2	Rising (II)	102	7/16/2004	Sheppard tries to convince Weir to mount a rescue mission to free Colonel Sumner Teyla and the others captured by the Wraith. Meanwhile Sumner faces the Wraith themselves.
3	Hide and Seek	103	7/23/2004	An alien intruder has found its way into the city threatening the security of the base. Dr McKay's experiments with alien technology land him in trouble.
4	Thirty-Eight Minutes	104	7/30/2004	The Puddle Jumper has been damaged and is stuck part way through the Stargate. There is only 38 minutes to find a way to dislodge themselves before the Stargate shuts down cutting the Jumper in half. To make matters worse John Sheppard has an alien creature attached to his neck that is sucking the life from him.
5	Suspicion	105	8/6/2004	After another dangerous encounter with the Wraith the Earth team begins to suspect they have a traitor in their midst. Suspicion falls on the Athosians and Teyla finds herself caught in the middle.
6	Childhood's End	106	8/13/2004	The team crash lands on a planet where the locals in fear of the Wraith practice ritual suicide when they reach the age of twenty-five.
7	Poisoning the Well	107	8/20/2004	The team investigates a drug being developed on another world that has the potential to repel the Wraith's feeding on humans.
8	Underground	108	8/27/2004	Gating to the planet Genii to trade for food the team discovers what appears to be a simple farming population. But they are preparing a deadly weapon to attack the Wraith and when Sheppard and McKay are interrogated it appears the Genii may not make the best of allies.
9	Home	109	9/10/2004	The Atlantis team plans to use a planet's unique atmospheric fog to acquire the power they need to gate back to Earth.
10	The Storm (I)	110	9/17/2004	The inhabitants of the city and the mainland are forced to evacuate when a huge hurricane bears down on them. But things get even worse when the city is then captured by the Genii forcing Sheppard to try and stay one step ahead when they capture Weir and McKay.
11	The Eye (II)	111	1/21/2005	The inhabitants of the city are forced to evacuate when a huge hurricane bears down on them. But things get even worse when the city is then captured by the Genii forcing Sheppard to try and stay one step ahead when they capture Weir and McKay.
12	The Defiant One	112	1/28/2005	Sheppard's team investigates a downed Wraith ship and find themselves stuck on a planet dealing with a lone Wraith survivor.
13	Hot Zone	113	2/4/2005	Several residents of Atlantis are infected with a deadly nanite virus forcing a lockdown of the entire city.
14	Sanctuary	114	2/11/2005	The Atlantis team encounters a pre-technological world strangely untouched by the Wraith. They hope to negotiate with the local population to provide a home for the refugees of Wraith attacks currently living in Atlantis.
15	Before I Sleep	115	2/18/2005	A very old woman is found in suspended animation in Atlantis and the team is shocked to see that it is Dr. Weir herself who tells them of her trip 10000 years into the city's past.
16	The Brotherhood	116	2/25/2005	The planet Dagan may be home to a vitally important ZPM capable of restoring Atlantis' shield and protecting the city from the Wraith but a mysterious 'Brotherhood' on the planet - and their knowledge of the Genii - suggest that the planet may not be what it seems.
17	Letters From Pegasus	117	3/4/2005	With a brief opportunity to send a data transmission to Earth members of the Atlantis expedition compose video messages home to their loved ones. Meanwhile Sheppard and Teyla use the Stargate to take a Jumper to do some reconnaissance on the approaching Wraith fleet.
18	The Gift	118	3/11/2005	Plagued by terrifying nightmares Teyla investigates and discovers with the help of an older friend that she is a descendant of humans who were subjected to genetic experiments by the Wraith.
19	Siege (I)	119	3/18/2005	With a group of Wraith Hive ships on the way to Atlantis the team searches for a place to flee and a way to destroy the city. McKay leads a team to try and activate the Ancients' orbital weapons platform.
20	Siege (II)	120	3/25/2005	A new military contingent from Earth is sent through the Stargate to take command of Atlantis and defend it from the impending Wraith attack.
21	Siege (III) - SEASON 2	201	7/15/2005	Earth's new battlecruiser Daedalus arrives under the command of Colonel Caldwell and saves Major Sheppard from his suicide run on the Wraith Hive ships. McKay and his team must get the new ZPM installed and raise the city shields to protect Atlantis before the rest of the Wraith fleet arrive to take the city.
22	The Intruder	202	7/22/2005	Daedalus is infected by a Wraith computer virus. Dr McKay and his team must stop it as members of the Atlantis expedition return from Earth after a meeting at the SGC thanks to the ZPM. During the meeting at the SGC Dr. Weir learns that the Pentagon plans to replace Major Sheppard with Colonel Caldwell.

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23	Runner	203	7/29/2005	Sheppard and his team attempt to locate Lieutenant Ford only to find themselves held captive by a young man who is being hunted by the Wraith.
24	Duet	204	8/5/2005	After McKay and Lt. Laura Cadman are culled by a Wraith dart Sheppard's team shoots it down. After attempting to re-materialize the pair Lt. Cadman's mind ends up sharing McKay's body.
25	Condemned	206	8/12/2005	Sheppard's team discovers a planet untouched by the Wraith because the government sends their criminals to a penal island for the Wraith to feed upon. Sheppard's Jumper is shot down and crashes on the island.
26	Trinity	205	8/19/2005	Ronon Dex discovers that a small number of his people survived the Wraith attack on his planet including his former military trainer with whom he has unfinished business. Meanwhile McKay puts Atlantis at risk when he tries to unlock the secrets of an Ancient power source.
27	Instinct	207	8/26/2005	During a mission Sheppard and his team learn that a lone Wraith -- whose dart had crashed leaving him unable to get to the spacegate -- has been terrorizing a village for some ten years. They offer to help but soon after they begin to hunt Teyla senses that something is different about this Wraith.
28	Conversion	208	9/9/2005	After being infected by a retrovirus Sheppard's body begins mutating into something insect-like. Beckett and the team race to find a cure before the mutation has gone too far.
29	Aurora	209	9/23/2005	The team finds a large Ancient Ship called Aurora adrift on the edge of the galaxy and it still has Ancients living on board.
30	The Lost Boys (I)	210	9/23/2005	The team is captured by Lt. Ford who is now leading a renegade band that is taking the Wraith enzyme. He tries to get Sheppard and the team to help him take out a Wraith hive ship.
31	The Hive (II)	211	1/6/2006	McKay attempts to rescue Sheppard Teyla and Ronon from the Wraith hive ship that Ford wanted to sabotage and destroy.
32	Epiphany	212	1/13/2006	Colonel Sheppard is separated from his team while investigating an Ancient device; he finds himself in a domain where time is dilated progressing faster than normal. Doctor McKay frantically looks for a way to save Sheppard before time runs out!
33	Critical Mass	213	1/20/2006	SGC discover that The Trust has placed a bomb in Atlantis that will go off when Atlantis dials Earth. Daedalus must warn Atlantis and the team must find the traitor in their midst.
34	Grace under Pressure	214	1/27/2006	Dr. McKay is trapped underwater in a sinking Puddle Jumper and he must rely on Samantha Carter for his survival.
35	The Tower	215	2/3/2006	The team discovers an exact replica of Atlantis on a planet they are exploring. The planet is protected by The Protector who uses the technology to keep the villagers in line and the Wraith away. The Protector is dying and Sheppard is caught up in a dispute among the heirs of the throne.
36	The Long Goodbye	216	2/10/2006	Alien combatants look to settle an ancient score by using Weir and Sheppard as pawns.
37	Coup D'etat	217	2/17/2006	When the Atlantis team finds out that the Genii have grown into a new menace they realize that the armistice with their old enemy may soon come to an end.
38	Michael	218	2/24/2006	Lieutenant Michael Kenmore suffering amnesia suspects that Atlantis personnel are lying to him about what actually happened to him on his last mission against the Wraith.
39	Inferno	220	3/3/2006	Dr. McKay must save the team when they are caught on a planet with a super-volcano and there is no visible way out.
40	Allies (I)	219	3/10/2006	Atlantis joins forces with a Wraith faction led by Michael the Wraith they tried to turn into a human who seeks their help in destroying their common enemies.
41	No Man's Land (II) - SEASON 3	302	7/14/2006	Two Wraith Hive ships have captured Dr. McKay and Ronon and are on their way to Earth. It is up to Colonel Sheppard to rescue them and figure out a way to stop the Wraith from reaching a "new feeding ground".
42	Misbegotten (III)	301	7/21/2006	After turning a Wraith hive ship crew into humans the Atlantis team must decide on their fate. Meanwhile Dr. Weir finds herself under the scrutiny of Richard Woolsey and the I.O.A.
43	Irresistible	304	7/28/2006	A man from another world has an unusual effect on the Atlantis team causing them to behave strangely. The few unaffected team members must uncover the cause.
44	Sateda	303	8/4/2006	Sheppard Teyla and Ronon come under attack on a forested world. Ronon realizing that he has been on the planet before learns that his earlier visit came with harsh consequences.
45	Progeny	305	8/11/2006	Dr. Weir accompanies Sheppard's team on a mission to an advanced civilization with a past history with Atlantis. They uncover a connection to an earlier discovery in the city.
46	The Real World	306	8/18/2006	Dr. Weir awakes in a sanitarium outside Washington D.C. and is told that Atlantis and the Stargate program exist only in her mind.
47	Common Ground	307	8/25/2006	John Sheppard is captured by the evil Kolya of the Genii and imprisoned in a cell adjacent to a Wraith as Dr. Weir negotiates for his release.
48	McKay and Mrs. Miller	308	9/8/2006	When his sister Jeannie comes up with a vital mathematical proof Rodney returns to Earth to take her back with him to Atlantis. But things become complicated when another Rodney McKay from a parallel universe arrives.

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49	Phantoms	311	9/15/2006	Sheppard and Ronon find themselves under the influence of a Wraith mind-altering device that threatens to force the entire team to kill--each other!
50	The Return (I)	309	9/22/2006	While testing a chain of Stargates that will allow travel from Atlantis to Earth in about 30 minutes (the "McKay-Carter Intergalactic Gate Bridge") McKay Sheppard and the team discover an Ancient ship traveling at almost the speed of light. When Dr. Weir talks to the travelers she is surprised by their request that the expedition members vacate the city of Atlantis.
51	The Return (II)	310	4/13/2007	Major General Jack O'Neill's mission to defend Atlantis fails as he and Richard Woolsey are taken prisoner during an Asuran assault on the city. Sheppard's team Dr. Weir and Dr. Carson steal a Jumper from Stargate Command on Earth and come back to Pegasus galaxy with a plan to retake Atlantis.
52	Echoes	312	4/20/2007	The whales of Lantea congregate around the city and the inhabitants of Atlantis begin to suffer ill effects. Are they there to communicate or attack?
53	Irresponsible	313	4/27/2007	While investigating reports of a "superhero" on another planet Colonel Sheppard's team comes across two old acquaintances.
54	Tao of Rodney	315	5/4/2007	While shutting down unnecessary systems in Atlantis McKay is zapped by a strange Ancient machine. He begins to have superpowers but things are never as they seem and Rodney and the team must race against his mutations to save his life.
55	The Game	316	5/11/2007	To while away the hours Sheppard and McKay have been secretly competing against one another in a real-time strategy game they discovered on Atlantis. To their surprise they discover that this is more than just a game....
56	The Ark	317	5/18/2007	The Atlantis team uncovers the last survivors of a civilization who have been placed in suspended animation aboard a space station. As some of the people awaken problems from the past threaten to destroy everyone on the station including Sheppard.
57	Sunday	314	6/1/2007	The team tries to relax during a mandatory day off until the city and the Expedition are devastated by explosions.
58	Submersion	318	6/8/2007	The team goes searching for an alternate power source beneath the surface of the Lantean ocean. When arriving at the power plant Teyla senses a Wraith nearby.
59	Vengeance	319	6/15/2007	When Atlantis loses contact with the Taranian settlement Sheppard's team goes to investigate and finds that Michael has been doing experiments on them involving the Iratus bug.
60	First Strike (I)	320	6/22/2007	Colonel Abe Ellis arrives at Atlantis with a new Earth ship The Apollo and a new mission. Dr. Weir has misgivings about that mission one that could start a war with a very powerful enemy. When his mission goes wrong Weir must take radical action to save Atlantis.
61	Adrift (II) - SEASON 4	402	9/28/2007	With only 24 hours of power left and unable to use the Stargate the Atlantis team must once again save the city from certain doom while Dr. Weir struggles to survive.
62	Lifeline (III)	403	10/5/2007	While Carter and the Apollo search for missing city of Atlantis Sheppard and his team risk their lives on a mission to steal a Z.P.M. from the Replicators.
63	Reunion	407	10/12/2007	Ronon is reunited with a group of his fellow Satedans who ask him to leave Atlantis and join them. Colonel Samantha Carter arrives at Atlantis to assume command.
64	Doppelganger	401	10/19/2007	After discovering a crystal entity the team begins to have nightmares involving Sheppard.
65	Travelers	404	10/26/2007	Sheppard is captured by a space-faring race who wish to use his Ancient gene for their own ends.
66	Tabula Rasa	406	11/2/2007	When a deadly infection causes key members of Atlantis to lose their memories it's up to Teyla and Ronon to find a cure. But when the Marines begin hunting down everyone and no one remembers why it's hard to work together to cure everyone.
67	Missing	405	11/9/2007	During a visit to New Athos Teyla and Dr. Keller find themselves on the run from a primitive tribe of warriors and Teyla makes a shocking discovery.
68	The Seer	408	11/16/2007	The team meets a man with extraordinary prophetic abilities who gives them a dark prediction about Atlantis' future. Meanwhile they join forces with a Wraith in an attempt to fix the virus Rodney created earlier to stop the Replicators that has since malfunctioned. Woolsey arrives at Atlantis to conduct an evaluation of Carter's command.
69	Miller's Crossing	412	11/30/2007	After McKay and his sister Jeanie Miller are kidnapped on Earth Sheppard and Ronon must enlist the help of the NID to find them.
70	This Mortal Coil (I)	409	12/7/2007	When a mysterious probe crashes into the city the team is convinced the Replicators have found them.
71	Be All My Sins Remember'd (II)	410	1/4/2008	The Atlantis team joins forces with a captured Wraith on a mission to make contact with the Wraith fleet.
72	Spoils of War (III)	411	1/11/2008	The team obtains a Wraith Hive ship after the battle with the Replicators and learn something new about their enemy.
73	Quarantine	413	1/18/2008	When Atlantis is put under quarantine everyone gets stuck in a room with another person. While dealing with personal issues they also try to figure out why there's a quarantine and how to get out.
74	Harmony	417	1/25/2008	While accompanying a princess on a pilgrimage to become queen Sheppard and McKay encounter a familiar foe.

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75	Outcast	419	2/1/2008	After the death of his father Sheppard returns to Earth where he learns that scientists have created a human-form Replicator that is now on the loose.
76	Trio	418	2/8/2008	Colonel Carter joins Dr. McKay and Dr. Keller on an off-world mission to convince the people of a world rocked by earthquakes to relocate. However things take a turn for the worst when they are plunged into a sinkhole and become trapped in an old Genii mining facility.
77	Midway	416	2/15/2008	When Colonel Carter invites Teal'c to Atlantis to counsel Ronon who is up for review by the I.O.A. word comes in that the Wraith have discovered the now fully operational Midway Space Station.
78	The Kindred (I)	414	2/22/2008	While a disease spreads through the Pegasus Galaxy Teyla believes the father of her child is trying to communicate with her. While searching for answers the team comes across a very interesting discovery.
79	The Kindred (II)	415	2/29/2008	After finding some of the missing Athosians Teyla plans an escape from Michael's secret facility. Meanwhile Keller investigates the origins of the Beckett duplicate.
80	The Last Man (I)	420	3/7/2008	Sheppard returns from a mission and finds Atlantis abandoned and surrounded by sand dunes. He soon finds a hologram of Dr. McKay who tells him he has come 48000 years into the future and everyone is long dead. But the McKay hologram has a plan to save the city and restore Sheppard to his own time.
81	Search and Rescue (II) - SEASON 5	501		After a brief conflict with Michael Colonel Carter attempts to lead a rescue mission to save several trapped Atlantis team members.
82	The Seed	502		
83	Broken Ties	503		Ronon is reunited with his friend Tyre who has seemingly overcome the Wraith brainwashing and now wants to re-forge his relationship with Ronon and the rest of Atlantis. But when the Wraith capture Ronon and attempt to turn him into a Wraith worshiper the team are put in a difficult position; how can they fight a friend somebody who they care about?
84	The Daedalus Variations	504		Sheppard's team finds the Earth ship Daedalus abandoned and without power.
85	Ghost in the Machine	505		The Atlantis team is surprised when a Replicator scientist named Koracen reveals that they have developed a way to "digitally" ascend. Skeptical by the revelation Koracen demonstrates the procedure which locks the team out of one of the rooms in the city. Desperate to gain entry Sheppard orders the door be blown apart however just as they are about to the door opens to reveal a friendly face.
86	The Shrine of Talus	506		
87	Whispers	507		Sheppard and Beckett get terrorized by a deadly creature on a planet with one of Michael's research facilities.
88	Tracker			
89	The Queen			
90	First Contact			Daniel Jackson visits Atlantis to do some research on the Ancient scientist Janus.
91	Inquisition			