

STAR TREK: THE NEXT GENERATION

"11001001"
(fka "10101001")
#40271-116

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2ND REV. FINAL DRAFT

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STAR TREK: "11001001" - 11/19/87 - CAST

STAR TREK: THE NEXT GENERATION
"11001001"

CAST

PICARD
RIKER
BEVERLY
DATA
TASHA
WORF
GEORDI
WESLEY

Voice-Overs:

COMPUTER VOICE (Main Computer)
COMPUTER (Auto-Destruct)

ORFIL QUINTEROS

BYNARS:

ONE ZERO
ZERO ONE
ZERO ZERO
ONE ONE

JAZZ COMBO:

BASS PLAYER
DRUMMER
PIANIST

MINUET (BEAUTIFUL BRUNETTE)
WOMAN (MINUET-LIKE)

Non-speaking roles:

MAINTENANCE PERSONNEL
JAZZ CLUB AUDIENCE
PRETTY BLONDE
STUNNING REDHEAD
DR. TERENCE EPSTEIN

Voice-Overs:

STARBASE COM VOICE
STARBASE COMPUTER

STAR TREK: "11001001" - 11/19/87 - SETS

STAR TREK: THE NEXT GENERATION
"11001001"

SETS

INTERIORS

USS ENTERPRISE

MAIN BRIDGE
AIR LOCK CORRIDOR
MAIN ENGINEERING
CORRIDOR
TURBOLIFT
OBSERVATION LOUNGE
SICKBAY
HOLODECK DOOR
HOLODECK
JAZZ CLUB
BANDSTAND
DANCE FLOOR

TRANSPORTER ROOM

PASSAGEWAY CONNECTING

ENTERPRISE AND STARBASE 74 SPACE STATION

STARBASE 74 SPACE STATION

COMMAND CENTER (MAIN DECK)
CONFERENCE ROOM

EXTERIORS

USS ENTERPRISE

STARBASE 74 SPACE STATION

BYNAUS (BYNAR PLANET)

STAR TREK: THE NEXT GENERATION
"11001001"

TEASER

FADE IN:

1 EXT. SPACE - STARBASE AND ENTERPRISE (OPTICAL)

as the Enterprise moves toward Starbase 74.

PICARD (V.O.)

Captain's log, stardate 41365.9.
The Enterprise has been ordered
to Starbase 74, in orbit around
Tarsas III.

2 EXT. SPACE - ANOTHER ANGLE (OPTICAL)

as the Enterprise closes with the huge starbase
entrance port.

PICARD (V.O.)

(continuing)

... where a routine maintenance
check of all systems will be made,
and certain upgrades completed,
including the Holodeck, with which
we have had problems. I anticipate
a glowing report. This ship has
performed magnificently -- beyond
anyone's expectations.

3 INT. MAIN BRIDGE

The REGULAR CREWMEMBERS are in their accustomed places
as:

GEORDI

Coming into position.

RIKER

Stand by to dock.

DATA

Ready to dock.

4 INT. STARBASE (OPTICAL)

as the Enterprise moves into docking position.

4 CONTINUED:

RIKER (V.O.)
Engage mooring beams and lock
off.

GEORDI (V.O.)
Aye sir.

5 INT. STARBASE (OPTICAL)

The two elements COME INTO PLACE.

6 INT. MAIN BRIDGE

GEORDI
Docking complete.

PICARD
Thank you, Number One. Well
done, and well done all.

7 INT. ENTERPRISE AIR LOCK

A hatch OPENS to the Starbase and allows the easy
passage of people and supplies. There is a RUSH OF
AIR as the hatch opens. Then a group of maintenance
personnel EMERGE from the far end and CROSS to the
Enterprise.

8 INT. AIR-LOCK CORRIDOR

Picard and Riker greet the starbase personnel.
Commander ORFIL QUINTEROS, the base commander, steps
forward. TWO other pale, frail people with translucent
skin stand nearby. They are the BYNARS.

QUINTEROS
Commander Quinteros; request
permission to come aboard.

PICARD
Granted -- and welcome.

Quinteros STEPS FORWARD and shakes Picard's hand.

PICARD
(continuing)
This is Commander Riker.

8 CONTINUED:

As the two shake hands the group moves down the corridor.

QUINTEROS

You're late. We expected you a week ago.

RIKER

We were unexpectedly delayed at Omicron Pascal.

QUINTEROS

Is there anything specific you wish to report, or that we should be aware of?

PICARD

No. We are very pleased with the operation of the Enterprise.

QUINTEROS

I knew you would be - I was in charge of the team which put her together.

RIKER

And are these gentlemen the Bynars?

He indicates the Bynars.

8A INT. MAIN ENGINEERING

as they ENTER.

QUINTEROS

They're not gentlemen or ladies, Commander.

(off Riker's look)

They are a unified pair. Always together. This is One Zero.

One Zero bows.

QUINTEROS

(continuing)

And this is Zero One.

Zero One bows. Picard and Riker nod to them.

8A CONTINUED:

QUINTEROS

(continuing)

They just finished upgrading the computers on the Wellington -- did a great job.

PICARD

(to the Bynars)

Your reputation precedes you. I am pleased you will be improving our system.

BYNAR ONE ZERO

It is a great pleasure...

BYNAR ZERO ONE

... to work on such a large mobile computer.

PICARD

You have forty-eight hours, because at forty-eight plus six we have an appointment at Pelleus Five which we must keep.

The Bynars swap a look with each another.

ZERO ONE

I thought we'd...

ONE ZERO

... have more time.

PICARD

I'm sorry. Our mission can't be delayed. Can we postpone this work?

ZERO ONE

Oh, no. This is...

ONE ZERO

... the best time...

ZERO ONE

... to do it.

ONE ZERO

We can complete...

ZERO ONE

... our work within the...

8A CONTINUED: (2)

ONE ZERO
... time allotted.

QUINTEROS
They work very quickly, but it'll
be tight.

PICARD
Commander Riker and I will stay
aboard, and be available should
you need us.

QUINTEROS
Thank you, Captain. I don't think
we'll need you until we're ready
for inspection.

Quinteros nods and FOLLOWS the Bynars AWAY, who CHATTER.

9 INT. CORRIDOR

Picard and Riker walking along.

RIKER
The Bynars are perfect for this.
This is the first time I've come
in contact with them.

PICARD
As I understand it, over time
they've become so interconnected
with the master computer on their
planet that their language and
thought patterns have become as
near to binary as possible for
organic beings.

RIKER
It will be interesting to see how
they improve a computer as
advanced as ours.

PICARD
Well, I'm going to put my feet
up, turn on my personal relaxation
light and lose myself in the pages
of some old novels.

They STEP INTO the turbolift.

10 INT. TURBOLIFT

Picard gives their destination.

PICARD

Bridge.

(then:)

And you, Number One? You've earned a good rest. What are you going to do with it?

Riker smiles. The turbolift doors OPEN.

RIKER

I've never been good at organizing my time off, but something will come up -- it always does.

Picard nods at him, and STEPS OFF.

PICARD

I'll be in my Ready Room.

Riker acknowledges with a nod. Picard heads toward his Ready Room as Riker STEPS ONTO the bridge.

A11 INT. STARBASE (OPTICAL)

ESTABLISH the Enterprise inside the immense interior.

11 INT. MAIN BRIDGE

CLOSE-UP on two of the Bynars as they pull open a panel. PULL BACK TO REVEAL Riker and Wesley watching them. Other than these four, the bridge is empty. The Bynars' CONVERSATION IS UNINTELLIGIBLE. It's a flow of data based information, which SOUNDS LIKE HIGH-SPEED RADIO MULTIPLEX IN BURSTS. The sound of it, and the movements of the aliens amuses Riker. TWO BYNARS ENTER the bridge and COME hurriedly UP. They are all in a state of agitation. The CONVERSATION goes on AT VERY HIGH SPEED.

RIKER

I thought there were only going to be two of you.

ONE ZERO

Because of the limited time allotted...

11 CONTINUED:

ZERO ONE
... us, we need others...

The newly-arrived Bynars continue with a HIGH SPEED
STREAM OF AGITATED CONVERSATION.

RIKER
(picking up on their
agitation)
Is there a problem?

The Bynars closest turn toward Riker.

ZERO ONE
Ah... No...

ONE ZERO
...no. No problem.

The tone - the hesitation. Riker isn't satisfied.

RIKER
Then why are you all so excited?

ZERO ONE
Because we... ah... have to...

ONE ZERO
... the ah, stacking...

ZERO ONE
... to reconfigure the computer...

ONE ZERO
... to communicate with itself...

ZERO ONE
... more efficiently...

ONE ZERO
... and at higher speeds.

Zero One and One Zero MOVE OFF to help their mates.
Riker watches, concerned.

WESLEY
You act like you don't believe
them.

RIKER
I'm not sure. It's probably
nothing.

11 CONTINUED: (2)

WESLEY

Maybe it's just how a different
species behaves.

Riker nods thoughtfully.

RIKER

Maybe. I'm going to stroll the
ship. You have the bridge. Keep
an eye on them.

WESLEY

Aye sir.

Riker turns and CROSSES to the turbolift, as Wesley
looks over at the Bynars with a new awareness.

FADE OUT:

END OF TEASER

ACT ONE

FADE IN:

12 INT. CORRIDOR

As Riker walks along he sees TASHA, WORF, and some other members of the Crew, at the far end of the corridor. They are dressed for athletics. Each carries a small duffel bag.

TASHA

We've been challenged to a friendly game of Parrises Squares by some of the maintenance personnel -- want to join us on the starbase?

Riker makes a quick count.

RIKER

You've already got all the players you need.

TASHA

We can switch off.

RIKER

No... if you do that in Parrises Squares you lose the rhythm of the game.

TASHA

I can't talk you into coming with us?

RIKER

No. But win, all right? The pride of the Enterprise goes with you.

WORF

Rest assured, Commander, we will be victorious, at whatever the cost.

RIKER

(concerned)

Worf -- it's just a game. You know, a little friendly competition -- work up a sweat, have some laughs, make new friends.

12 CONTINUED:

WORF

(with a gleam in his
eye)

If winning is not important...
then, Commander, why keep score?

Riker can only shrug because he has no answer. Worf
nods a good-bye, and HEADS OFF with the others. Tasha
holds back for a beat.

TASHA

I think he's pulling your leg.
Believe it or not, Worf's
developing a sense of humor.

RIKER

Let's hope so for their sake.

Riker smiles and shakes his head. Tasha, returns the
smile, flashes a quick thumbs up... and SPRINTS OFF to
join the others.

13 ANGLE ON RIKER

He watches them go for a lonely moment. The area
SUDDENLY DARKENS. Riker steps over to the com panel.
He touches the panel, which LIGHTS UP, ILLUMINATING
HIM.

14 RIKER AT COMPANEL

He touches the panel.

RIKER

Computer -- There's a power
reduction in section L-Ninety
Four. Explain.

COMPUTER

Unoccupied sections are being
closed down in order to clear
space in the main computer banks.
It's necessary to facilitate the
system upgrade. Full power can
be restored if needed.

Riker is satisfied. He MOVES OFF.

15 INT. OBSERVATION LOUNGE - CLOSE ON PAINTING

Its design and form is to be determined, the artist is Lieutenant Commander Data.

GEORDI (O.S.)

What do you think?

RIKER (O.S.)

First tell me what it's supposed to be, then I'll give you an opinion.

PULL BACK TO REVEAL Geordi, Data and Riker examining the "work of art" which is on an easel set up in the Observation Lounge.

DATA

It is an attempt at pure creativity.

GEORDI

What we're investigating is, "Can Data be creative?"

DATA

This is my attempt... with guidance from Geordi.

GEORDI

I suggested the Zylo eggs.

RIKER

Is that what those are?

Riker heads for the door.

RIKER

(continuing)

Keep notes. This project might turn out to be of interest to future scholars.

GEORDI

Really?

RIKER

Think about it. A blind man teaching an android to paint? That's got to be worth a couple of pages in someone's book.

HOLD ON Data and Geordi as Riker waves a cheerful good-bye and WALKS OFF.

15A INT. SICKBAY AND CORRIDOR

BEVERLY is picking up notes and notebooks. She's excited almost to the point of being frazzled. Riker ENTERS.

RIKER

You look like you're packing up and leaving forever.

BEVERLY

(surprised)

Oh -- Commander Riker. No -- I'm just getting my notes together. It's so exciting. Doctor Terence Epstein is at this Starbase.

RIKER

Is he someone I should know about?

He FOLLOWS her OUT into the corridor.

BEVERLY

He's the leading mind in cybernetics. He lectured at my medical school. Since the disaster at Micromius I've been working on a theory combining cybernetics and regeneration. It sounds impossible I know -- but I think I have an approach which could work. What an opportunity! To have a chance to discuss this with Doctor Epstein. Sorry, Will, I'd like to stay here and chat -- but I have to be going.

And she's INTO a turbolift -- leaving Riker standing alone.

16 OMITTED

17 INT. CORRIDOR AND HOLODECK DOORS (OPTICAL)

Two of the Bynars are there working on the outer panel. Riker APPROACHES.

RIKER

How's it going?

17 CONTINUED:

ZERO ZERO
We are almost done...

ONE ONE
... the deviation...

ZERO ZERO
... caused by a previous...

ONE ONE
... probe has been corrected...

ZERO ZERO
... You may use the equipment...

ONE ONE
... anytime you wish.

RIKER
How much has it been changed?
What exactly did you do?

ONE ONE
Enhancement...

ZERO ZERO
... nothing more.

The Bynars look at him, then at each other.

ZERO ZERO (SUBTITLED)
(in Binary)
This could be perfect!

ONE ONE (SUBTITLED)
(in Binary)
Let's use him!

ZERO ZERO
(to Riker)
Would you like to try...

ONE ONE
(to Riker)
... the enhancement?

RIKER
(a beat)
All right. What should I do?

Riker steps over to the com panel.

17 CONTINUED: (2)

RIKER

Computer - I need a place to play
some music - a little atmosphere.

COMPUTER

Specify.

RIKER

Jazz.

COMPUTER

Era?

RIKER

(pauses)

Circa 1958.

COMPUTER

Location.

RIKER

Kansas City. No, wait. New
Orleans. Yeah. New Orleans -- the
Low Note. 'Round midnight.

Pause.

COMPUTER

Program complete. Enter when
ready.

18 HOLODECK DOOR

Riker steps to the entrance. The doors OPEN. Before
him is a --

19 OMITTED

20 HOLODECK (OPTICAL)

-- JAZZ CLUB -- blue light -- dusty -- low ceiling -- small
tables crowded together -- a worn little bandstand lit
by pencil spots. Riker's impressed.

RIKER

Very good.

He turns and nods his appreciation to the Bynars who
are off to one side watching.

20 CONTINUED:

RIKER
(continuing)
Very good indeed.

He STEPS INTO the Holodeck, turns his attention to the com panel on the arch. The Bynars, who ENTER with him, are fascinated.

RIKER
(continuing)
Now, computer -- someone to play with. A combo. Say, drums upright bass...piano. And a 'bone for me.

And just like that, the bandstand IS POPULATED with a jazz combo, including a trombone waiting on the stand. NONE OF THE IMAGES MOVE, and they won't until Riker activates them.

RIKER
(continuing)
Now -- an audience...

And the room IS FULL.

RIKER
(continuing)
Whoa... too many. I was thinking of something a little more personal...intimate.

And that quick the room IS EMPTY, SAVE FOR ONE very pretty blonde who is sitting alone at a front table. Her hand rests lightly on a glass. Her head is turned as though expecting someone -- a man to join her. Riker is very impressed -- not only by what the computer has accomplished, but by the blonde. He turns to the Bynars --

RIKER
(continuing)
Great job, boys.

The Bynars TALK among themselves in their unique HIGH SPEED LANGUAGE. Riker turns back to the room.

RIKER
(continuing)
But, computer... blondes and jazz seldom go together.

20 CONTINUED: (2)

The girl CHANGES to a redhead -- not the same girl with red hair, but a different girl, with beautiful green eyes and a low cut shimmering dress. Absolutely stunning.

RIKER

(continuing; he turns
to the Bynars.)

Now that is truly exceptional...

(then back to the
computer)

...but... more sultry.

And again the girl CHANGES -- this time to a BRUNETTE -- and even more beautiful.

21 ANGLE ON RIKER

This three-dimensional, computer-generated image is so beautiful it takes his breath.

RIKER

(to the Bynars)

Gentlemen, if this is what you
call "enhancement" you have a gift
for understatement.

He CROSSES to the beautiful WOMAN.

22 THE BYNARS

They CONSPIRE EXCITEDLY among themselves. Then go to the computer panel and make some very specific adjustment, looking at each other seriously for approval.

23 ANGLE ON WOMAN'S TABLE

As Riker sits down, the IMAGES COME TO LIFE. The combo BEGINS TO PLAY, the woman (Minuet) MOVES.

24 BACK TO THE BYNARS

The level of excitement among the Bynars increase. They are very pleased with what they have done.

25 RIKER AND WOMAN

He looks at her with interest.

RIKER

What's your name, and tell me you
love jazz.

MINUET

My name is Minuet. I love all
jazz except Dixieland.

RIKER

Why not Dixieland?

MINUET

Because you can't dance to it.

RIKER

My girl.

26 ANGLE ON BYNARS

It's clear from his expression and attitude that
Riker's reaction is very meaningful. Zero Zero and
One One APPROACH the computer panel and make a slight
adjustment.

27 ANGLE ON TABLE WITH RIKER AND MINUET (OPTICAL)

A slight change occurs in Minuet. The way she looks at
Riker is more personal.

RIKER

(slyly)

What's a knockout like you doing
in a computer-generated joint like
this?

MINUET

Waiting for you.

Her voice is deeper, sexier. Her eyes are warm,
liquid, inviting.

RIKER

Waiting for me?!? You can't be
serious?

MINUET

Oh yes, Will -- I've never been
more serious in my life.

27 CONTINUED:

Riker is knocked a little off balance by her look and her directness. CAMERA ZOOMS THROUGH Riker and Minuet to the Bynars, who TALK EXCITEDLY.

27A ANGLE ON BYNARS (OPTICAL)

ZERO ZERO (SUBTITLED)

(in Binary)

It's working. All we need...

ONE ONE (SUBTITLED)

(in Binary)

... is to hold him here for twenty minutes.

They HEAD OFF through the open doors. The doors CLOSE, then DISAPPEAR, REVEALING the back wall of the Club.

FADE OUT.

END OF ACT ONE

ACT TWO

FADE IN:

28 INT. STARBASE (OPTICAL)

The Enterprise is still docked.

29 INT. MAIN BRIDGE

Wesley is at the Aft station watching two of the Bynars -- Zero One and One Zero (they are always in pairs). Quinteros is off to one side, checking. Wesley APPROACHES him.

WESLEY

Do you mind if I ask you a question about the Bynars?

QUINTEROS

Why not just ask them?

Makes sense to Wesley. He goes to them.

WESLEY

What is that high-speed sound you make?

ZERO ONE

That is our...

ONE ZERO

... primary language.

WESLEY

How can humanoids process information at that speed?

Zero One and One Zero point to each other's buffer. (These are belt-carried oblong cases roughly 4" x 6" x 2" deep, with CHASER LIGHTS.)

ZERO ONE

We store the information...

ONE ZERO

... with these buffers.

ZERO ONE

We receive information...

29 CONTINUED:

ONE ZERO
... all the time...

ZERO ONE
... and save it...

ONE ZERO
... until we need it.

WESLEY
How did you happen to develop this
ability?

ONE ZERO
It happened over...

ZERO ONE
... a long period of time.

WESLEY
To have a society so interdependent
on computers has
tremendous advantages.

ONE ZERO
And a few...

ZERO ONE
...disadvantages.

Picard COMES OUT of his Ready Room.

PICARD
Everything under control, Ensign
Crusher?

WESLEY
Fine, Captain. I am just trying
to learn something about the
Bynars.

PICARD
Where's Commander Riker?

WESLEY
Holodeck Four. Shall I call him
for you, sir?

PICARD
No, I'll wander down and see
what's he doing to occupy himself.
Keep me apprised.

29 CONTINUED: (2)

WESLEY

Yes, sir.

Picard LEAVES.

30 INT. HOLODECK

Riker is on the bandstand playing with the trio.

31 ON RIKER

Slips into a short solo.

32 INTERCUT

Minuet listens, enthralled more by the man than by his music.

33 ANGLE ON THE BAND

As the PIANO PLAYER takes over, the BASS PLAYER leans over to Riker.

BASS

The chick digs you, man.

RIKER

What makes you say that?

BASS

Hey -- look at her.

34 ANGLE ON RIKER

He looks at Minuet.

35 ANGLE ON MINUET

Her eyes are shining and it's all for Riker.

36 ANGLE ON RIKER

He tries to defuse the look and his feelings.

36 CONTINUED:

RIKER

Maybe it's my music.

DRUMMER

Yeah, well - about that... Don't
give up your day job.

37 ANGLE ON THE BANDSTAND

Riker talks to the bass player, but really he's talking
to himself.

RIKER

It's all too real.

PIANIST

Yeah, Slim you got that
straight... too real is too
right.

Riker smiles.

RIKER

Thanks for letting me sit in.

BASS

Ain't nothin' to it.

Riker LEAVES the bandstand and HEADS for Minuet's
table.

BASS

(continuing)

Strange cat...

DRUMMER

I know this. If they're in town
-- we get 'em.

They laugh.

38
thru OMITTED
40

41 INT. HOLODECK IV

Riker APPROACHES the table. Minuet smiles a greeting.

41 CONTINUED:

RIKER

I am going to have to leave you
for a while and see to my duties.

MINUET

Your work is very important to
you.

RIKER

It is me -- it's what I am.

MINUET

Can we dance once before you
leave?

The invitation is so effortlessly offered -- and the
woman so appealing -- who could resist?

RIKER

Sure, why not.

She rises. He leads her to the little dance floor.

42 ON THE DANCE FLOOR

As they STEP ONTO the dance floor, Minuet turns and
folds herself into his arms. They dance. It's slow
and sexy.

RIKER

How did you learn to dance so
well?

MINUET

From following you.

Riker is puzzled and amused at the same time.

MINUET

I can anticipate your lead. Tell
me more about your work -- what
is it about it that consumes and
enthralles you?

RIKER

What an interesting choice of
words. That's exactly what it
does.

MINUET

You are very fortunate.

42 CONTINUED:

RIKER

I know that.

MINUET

At this point in your life to be
exactly where you want to be...
And it's wonderful that you
realize it.

RIKER

I'd be a fool not to know how
lucky I am to be on this ship
serving with this group of people.
It's a dream come true.

She snuggles in a little closer.

RIKER

(continuing)

Just like this.

MINUET

A dream? Is that what this is?
Is that what I am?

She fills up his senses. He holds her away, to look
at her. Her fragrance -- the lightness of her touch.
Her movement. Riker is becoming captivated by her.
As a woman can, she senses what he's feeling and leans
back to look in his eyes.

RIKER

I know you are a computer-generated
image... but your smell,
the way you feel, your touch, even
the way you talk and think is so
real.

MINUET

Thank you.

RIKER

How far can this relationship go?
I mean, how real are you?

MINUET

As real as you need me to be.

Then a look. To underline her words, she molds herself
against him.

42 CONTINUED: (2)

PICARD (O.S.)

Astounding.

At the sound of Picard's voice, Riker turns -- a little like a kid with his hand in the cookie jar.

43 INT. HOLODECK

Picard is near the entrance taking it all in. The band, the mood, and Riker with a beautiful woman.

RIKER

Captain!

Picard STEPS further INTO the room. Minuet is relaxed, confident, as she waits.

PICARD

Sorry, Number One -- I didn't mean to interrupt.

RIKER

It's all right, come in.

PICARD

You picked a wonderful locale. Something I might have chosen myself.

MINUET

Aren't you going to introduce me?

RIKER

Excuse me. Yes, yes, of course I am. Captain Picard, this is Minuet... Minuet, this is Captain Jean-Luc Picard.

She steps over to take his hand.

MINUET

Enchante. Comme c'est merveilleux de vous voir ici.

PICARD

Incroyable! Vous etes Parisienne?

Riker is surprised that she speaks French and a little jealous that she and Picard are hitting it off so well.

43 CONTINUED:

MINUET

Au fonde c'est vrai, nous sommes
tous Parisienne.

PICARD

(laughs)

Oui, au fonde nous sommes tous
Parisienne. The spirit of that
city can always restore my soul.

His attitude is a mixture of curiosity, amusement and amazement. He, like Riker, is thoroughly captivated by Minuet. Her easy grace, her style, her beauty, and the fact that she is a figment of a computer's binary imagination.

MINUET

I have been hoping to meet you.

PICARD

(with a look to Riker)

Oh.

(lightly)

Have I been a topic of
conversation?

MINUET

Indirectly.

Riker smiles and shrugs.

MINUET

(continuing)

Join us, Jean-Luc.

Picard STEPS OVER and sits down at the table.

MINUET

(continuing)

A glass of wine?

PICARD

Thank you.

As she pours.

MINUET

Will was saying how much he enjoys
this assignment. It's a credit
to you. For a ship and crew to
function well it always starts
with the captain. You set the
tone.

43 CONTINUED: (2)

PICARD

(to Minuet, graciously)

At the moment, it's you who are setting the tone.

(then, to Riker)

The sophistication of this programming is remarkable.

MINUET

In what way?

PICARD

The Holodeck has been able to give us woodlands and ski slopes and figures that fight and fictional characters with which we can interact -- but you are quite different. You adapt. You spoke French to me.

MINUET

It's very simple. When I heard your name, I merely accessed the foreign language bank.

PICARD

Impressive.

MINUET

Oui, mon choux.

Riker is very impressed.

43A INT. OBSERVATION LOUNGE

Data and Geordi are still working on his painting which shows signs of change, if not improvement. Data has stopped and is gazing vaguely off in space.

GEORDI

Now what are you doing?

DATA

I am awaiting inspiration.

WESLEY'S COM VOICE

Commander Data.

43A CONTINUED:

DATA

This is Commander Data, go ahead.

43B INT. MAIN BRIDGE

Wesley's at the aft Science Station. The Bynars are slightly off to one side watching him with great interest.

WESLEY

I'm getting an indication of possible trouble in Main Engineering.

DATA'S COM VOICE

Can you be more specific?

WESLEY

Not very much. I'm reading a problem with the magnetic field which contains the antimatter. Could you come up here?

GEORDI'S COM VOICE

We'll go to Engineering since that's where the trouble is. Wes, don't disturb the captain or Commander Riker until we check this out.

WESLEY

Aye, sir.

He turns, looks at the Bynars. They go back to work.

44 INT. MAIN ENGINEERING

The area is quiet. The lights are down. Geordi and Data ENTER. Surprised no one is there. They are looking for anything. As he moves vaguely around, something catches Geordi's extremely efficient eye. His attitude changes. He moves quickly to the COMPUTER and begins working.

GEORDI

bridge, this is Main Engineering.

WESLEY'S COM VOICE

This is the bridge.

44 CONTINUED:

GEORDI

Are you running any test programs?

WESLEY'S COM VOICE

No.

GEORDI

Are the Bynars?

WESLEY'S COM VOICE

Not to my knowledge. Is something wrong?

GEORDI

I don't know. There's nobody on duty here, and we're getting a strange reading from the magnetic containment field.

Data is at another computer terminal.

DATA

The field is deteriorating.
Contact the captain immediately.
I am initiating Red Alert.

Data touches the com panel and the Red Alert KLAXON SOUNDS.

GEORDI

I can't maintain the integrity of the containment field.

DATA

If the antimatter is released the ship will be destroyed.

GEORDI

Nothing I do has any effect. I'm losing it. I have rechecked every circuit. This is not a misread by the computer.

Data calmly touches the com panel.

DATA

Computer -- situation analysis.

44 CONTINUED: (2)

COMPUTER

Estimate release of antimatter
in four minutes eighteen seconds -- seventeen
seconds -- sixteen
seconds...

DATA

Bridge -- Engineering.

The worried voice of Wesley Crusher.

WESLEY'S COM VOICE

Yes. This is the bridge.

DATA

Alert starbase. Inform them we
are abandoning the ship. Tell
them why. Initiate the automated
sequence for departure, lay in
a course and speed to put maximum
distance between the Enterprise
and any inhabited planet.

WESLEY'S COM VOICE

Shouldn't we wait for the
captain's approval?

DATA

There is no time. Based on all
the information presently
available the decision is correct.
(touches the com panel)
This is Lieutenant Commander Data
speaking for the captain -- abandon
ship -- this is not a drill.

45 INT. ENTERPRISE - VARIOUS SHOTS

The KLAXON SCREAMS over a SERIES OF SHOTS of the
ENTERPRISE BEING EVACUATED.

DATA'S COM VOICE

I say again. All personnel
abandon ship. Abandon ship -- this
is not a drill -- this is not a
drill.

FADE OUT.

END OF ACT TWO

ACT THREE

FADE IN:

A46 EXT. SPACE - STARBASE 74 (OPTICAL)

REESTABLISHING.

B46 INT. STARBASE 74 (OPTICAL)

The Enterprise is docked.

46 INT. ENTERPRISE (SERIES OF SHOTS)

People running down the corridors, the KLAXON still BLARING.

47 OMITTED

48 INT. ENTERPRISE CORRIDORS (CONTINUE SERIES OF SHOTS)

People still running. Over this:

COMPUTER VOICE

(echoing)

Decks One through Four to Cargo Transporters. Decks Five through Ten: Transporters: One-Two, Three-Four. Decks Six through Sixteen: Transporters: Five-Six, Seven-Eight, Nine-Ten. Decks Seventeen through Twenty-eight to Transporters: Eleven-Twelve, Thirteen-Fourteen. Decks Twenty-nine through Forty-two: Transporters: Fifteen-Sixteen, Seventeen-Eighteen, Nineteen-Twenty. This is not a drill.

(This Voice-Over dialogue should run from SCENE 46 through SCENE 49.)

49 INT. AIR-LOCK

Those people still aboard on the lower decks are SEEN RUNNING OUT of the connecting ramp into the Starbase.

49A INT. STARBASE - CONFERENCE ROOM (NO WINDOWS)

Beverly is talking to Doctor Terence Epstein, a young man of twenty-six. She has her notes spread out on a table.

BEVERLY

When I reviewed your fifth paper on molecular biology, I knew I was on the right track. You defined the problem as conductivity -- and that's exactly what...

Beverly is distracted by a flurry of ACTIVITY outside. She stretches to look out.

STARBASE COMPUTER (V.O.)

Attention all personnel.
Emergency evacuation of USS Enterprise in progress. Report to your stations.

BEVERLY

Oh, no! Something's happened to the Enterprise. That's my ship!

And she BOLTS from the room.

50 INT. ENTERPRISE - TRANSPORTER ROOM

People are converging, bunching up. INCLUDE Wesley.

AD LIBBED VOICES

Hurry up! We don't have much time! The ship'll be leaving in a minute!

51 INT. STARBASE COMMAND CENTER - NEW ANGLE

Drawn by the emergency SIRENS and frantic activity around the Enterprise, Tasha and Worf ENTER to see what is happening.

WORF

What's going on?

QUINTEROS

Please stand out of the way.

51 CONTINUED:

BEVERLY

The Enterprise is being evacuated.

WORF

Why?

BEVERLY

Some problem in Engineering.

TASHA

Get the security team together.

WORF

Aye, Lieutenant.

52 INT. MAIN BRIDGE

Data and Geordi are closing down their consoles.

DATA (V.O.)

Ship's log. Supplemental. This is Lieutenant Commander Data. I have put the ship on automated departure and ordered the complete evacuation of the Enterprise. Everyone remaining is leaving on foot or beaming off.

Data takes a second to punch his console.

DATA

Computer, where are the captain and Commander Riker?

COMPUTER VOICE

All decks empty.

DATA

Curious. The captain is usually the last to leave.

GEORDI

Let's go! We only have forty-one seconds.

Data shuts down his console. They GET INTO the turbolift. As the doors CLOSE:

GEORDI

I think we're the last.

DATA

I hope we are the last.

53 INT. STARBASE SPACE STATION COMMAND CENTER (OPTICAL)

It is a room about the size of the main bridge. There is a large window through which WE SEE the now "empty" ENTERPRISE as it starts to BACK OUT. Quinteros is in charge of the operation. Enterprise people are ARRIVING. Wesley has joined Worf and Tasha as Data and Geordi BEAM IN.

WORF

Did you see the captain and
Commander Riker?

DATA

No. Are they not here on the
Starbase?

TASHA

No.

GEORDI

Are you saying they are still on
the Enterprise?

WORF

Yes. Sir, where's your
Transporter Room?

DATA

We have to beam back and get them.

QUINTEROS

You haven't time!

STARBASE COM VOICE

This is Starbase 74. The
Enterprise magnetic field is
regenerating.

GEORDI

How is that possible?

STARBASE COM VOICE

Unknown.

TASHA

That changes nothing. The captain
and Commander Riker must be in
trouble, or they'd be here.

Quinteros grabs her and points.

QUINTEROS

Look!

Data turns to look.

54 OMITTED

55 DATA'S POV - OUT THROUGH STARBASE WINDOW (OPTICAL)

The SHIP continues to BACK AWAY from its mooring.

QUINTEROS (O.S.)

Your ship's almost clear.

A56 INT. STARBASE (OPTICAL)

The Enterprise EXITS out through the entrance port doors.

56 EXT. SPACE - ENTERPRISE AND STARBASE (OPTICAL)

The ship clears the starbase, turns, and WARPS AWAY, leaving starbase far behind.

57 INT. STARBASE (OPTICAL)

as the members of the Enterprise crew stare at the emptiness which had been their ship.

STARBASE COM VOICE

The USS Enterprise has departed
in excess of warp one.

58 EXT. SPACE - THE ENTERPRISE (OPTICAL)

at warp speed as it RUSHES ON toward an unknown destination.

59 INT. ENTERPRISE

CAMERA ROAMS the decks and corridors. All EMPTY.
Warning LIGHTS still continue to FLASH.

60 INT. HOLODECK

WE COME INTO THE SCENE, as Picard, Riker, and Minuet are talking. Minuet reaches over and lightly touches Riker's arm.

MINUET

... and the boy never found out?

60 CONTINUED:

RIKER

Oh, yes, but not until later.
(lightly)

When he finally walked in with
his younger sister.

MINUET

And I'll bet both of them were
all smiles.

RIKER

Yes. And we knew right then both
of them had found out.

MINUET

You handled it in a very
thoughtful way. You are very good
with people.

(to Picard)

Don't you agree, Jean-Luc?

Riker and Minuet hold each others' eyes for a moment.

PICARD

She's very different from any
images we've experienced on the
Holodeck, isn't she? More -- you
might say -- intuitive.

RIKER

It's as though she was plugged
into my subconscious and can
anticipate what I want her to say
even before I'm aware of it
myself.

PICARD

I suppose it's an understandable
progression. Computers make
decisions based on inputs and we
humans give off many subtle signs
which communicate our emotions.

RIKER

It's uncanny. I could develop
feelings for Minuet. A desire
exactly as I would for any woman.

Minuet smiles.

60 CONTINUED: (2)

PICARD

Doesn't love always begin that way? With the illusion being more real than the woman?

MINUET

Oh, Jean-Luc, spoken like a true Frenchman.

Picard smiles.

PICARD

I think I'll be leaving.

Minuet turns to Picard.

MINUET

Oh, don't go.

PICARD

Two's company.

MINUET

We have time -- there's no rush. I'd like it very much if you would stay.

RIKER

Yes, stay, Captain.

PICARD

This is your diversion, Number One. Not mine.

MINUET

Wait -- we haven't danced.

PICARD

I don't dance.

MINUET

Then some more wine.

PICARD

Thank you, no.

MINUET

Wait -- please. Please don't go -- you can't. Not yet.

PICARD

What?

60 CONTINUED: (3)

RIKER

Why -- Minuet -- what's the matter?
Why can't he leave?

Minuet FREEZES as they LEAVE her and stride quickly
to the arch.

PICARD

(to computer)

Exit.

The doors OPEN. The RED ALERT is still FLASHING.

61 RIKER AND PICARD - AT THE ARCH

They react with shock -- like a dousing of ice water.

PICARD

(touches a panel)

bridge, this is the captain.
Situation report.

No response, so Riker touches his communicator.

RIKER

Riker to bridge.

Still nothing. The two exchange looks. Picard steps
halfway into the corridor and operates the com panel.
Riker stands with him.

62 FRESH ANGLE

Picard and Riker are framed in the doorway, with
Minuet, MOTIONLESS, in the background.

PICARD

(tense)

Computer! Explain Red Alert.

COMPUTER VOICE

Initiated as a programmed
response. The magnetic field
containing the antimatter had
weakened. There was no fail-safe
available.

PICARD

Why wasn't I notified?

62 CONTINUED:

COMPUTER VOICE

Unknown.

PICARD

Present condition.

COMPUTER VOICE

The magnetic field is now restored. Containment is restored. Propulsion is at maximum efficiency.

PICARD

(beat, thinks)

Locate Lieutenant Commander Data.

COMPUTER VOICE

Not on board the Enterprise.

PICARD

Explain.

COMPUTER VOICE

All Enterprise personnel except the captain and first officer have been evacuated.

PICARD

Evacuated!? Was the condition that critical?

COMPUTER VOICE

Yes.

A thought occurs to Riker.

RIKER

Are we still docked on the starbase?

COMPUTER VOICE

No.

PICARD

Position report.

COMPUTER VOICE

Coordinates four-one-five-nine point two-six by eight-one-nine-two-one by three-one-two. Heading Two-three-three mark four-five.

62 CONTINUED: (2)

PICARD

Destination?

COMPUTER VOICE

Planet Bynaus in the Beta Magellan system.

RIKER

The Bynars!

PICARD

Am I to understand that the Bynars have stolen the Enterprise?

COMPUTER VOICE

That information is not available.

Picard turns back to Minuet.

63 INT. HOLODECK IV

Picard APPROACHES Riker and Minuet. She COMES ALIVE when he speaks to her.

PICARD

(a beat, strong)

It's the Bynars -- and you're part of this.

MINUET

(without hesitation)

Yes.

RIKER

They made you the lure to keep me here! They programmed you while I was relaxing.

MINUET

Yes. When they saw your interest in me, they thought I could distract you and keep you here.

PICARD

That explains, Riker... What about me?

MINUET

Your being here was just a fortunate happenstance.

63 CONTINUED:

RIKER

Why do they want me?

PICARD

What do they want with the Enterprise? What's their purpose?

MINUET

I am not programmed to give you that information.

PICARD

Come on, Number One. We've got to regain control of our ship!

Riker and Picard HEAD OUT. Minuet FREEZES behind them.

64 INT. STARBASE CONTROL

With Geordi, Data, Tasha, Wesley and Worf.

GEORDI

What do we do?

DATA

Which is the nearest Starfleet vessel?

QUINTEROS

The Trieste.

DATA

I know the Trieste. Too small, too slow.

QUINTEROS

Plus it's sixty-six hours away.

DATA

Where are the Bynars?

QUINTEROS

... I haven't seen them.

DATA

Then they are obviously still aboard. Another Starfleet vessel must be sent to intercept the Enterprise at Bynaus. They might be taking the ship to their home planet.

64 CONTINUED:

QUINTEROS

What makes you think so?

DATA

It is the best place for us
to start.

65 INT. ENTERPRISE - CORRIDOR

Picard and Riker move quickly down a corridor. They
turn a corner.

66 INT. ENTERPRISE - A NEW CORRIDOR

Picard and Riker ENTER a door. It closes behind them,
FILLING THE SCREEN with the words "WEAPONS ROOM."

FADE OUT:

END OF ACT THREE

ACT FOUR

FADE IN:

67 EXT. SPACE - THE ENTERPRISE (OPTICAL)

as it moves along at warp.

PICARD (V.O.)

Captain's log, supplemental. We now know "who" has commandeered the Enterprise... the Bynars. We can't communicate with the bridge. Commander Riker and I will now try to regain control of our ship.

68 INT. CORRIDOR

After a moment, they ENTER the corridor tensely -- armed against the possibility of being met by hostiles. Seeing the corridor is clear, Riker turns one way, Picard another.

PICARD

This way.

RIKER

But that's toward Engineering.

PICARD

That's our first stop, to verify the containment, and initiate auto-destruct.

Riker looks concerned.

RIKER

Initiate auto-destruct?

PICARD

The ship has been commandeered by a force of unknown size and intent. We're here alone. We must assume the worst.

69 INT. MAIN ENGINEERING

Picard STEPS TO the wall panel and waits a beat as Riker JOINS him. Together they set the auto-destruct which requires their specific genetic code in order to access the system.

69 CONTINUED:

PICARD

If we don't regain control, no one else will have it either. This is the only decision involving the operation of this ship which requires you and I to agree totally.

RIKER

It's the allotted time that concerns me.

PICARD

About that, there is no option.

RIKER

I know. It's a five minute countdown.

PICARD

It's sufficient to get to the bridge... once there, either we'll get control of the ship and shut off the auto-destruct, or we won't. The important thing is that this ship does not fall into hostile hands.

RIKER

Then let's set it and get going.

70 INT. ENGINEERING - AT COMPUTER (OPTICAL)

This computer is separate from the main computer and is used for this type of emergency only.

COMPUTER

Recognize Picard, Jean-Luc, Captain...

(pause)

Recognize Riker, William T, Commander.

PICARD

Set auto-destruct sequence.

COMPUTER

Does the first officer concur?

70 CONTINUED:

RIKER

... Yes. Set auto-destruct
sequence -- now!

A small sign ILLUMINATES "AUTO-DESTRUCT IN (TIME)."

COMPUTER

Auto-destruct will detonate in
four minutes and fifty-nine
seconds... four minutes and
fifty-eight seconds... four
minutes and fifty-seven
seconds...

PICARD

Let's go. The only place we can
stop the count is from the bridge.

They start to leave, but Riker spots something on the
adjacent computer panel.

70A CLOSE ON COMPUTER SCREEN (OPTICAL)

WE SEE a BLUR OF SYMBOLS indicating a high-speed data
flow.

RIKER (O.S.)

What do you make of this?

70B BY THE SCREEN

PICARD

An enormous amount of data is
being received and stored in the
main computer.

RIKER

Just stored. Why?

PICARD

It's another piece to this puzzle.

They leave the computer panel and EXIT.

71 INT. CORRIDOR

Picard and Riker move cautiously forward. The ship
is quiet.

72
thru OMITTED
73

74 INT. CORRIDOR NEAR TURBOLIFT NINE

They reach turbolift nine. The doors do not open.
Picard punches in a command to bring it. No response.
The AUTO-DESTRUCT is DISPLAYED on every com panel. This
one now reads "FOUR MINUTES TEN SECONDS."

COMPUTER (V.O.)
Access denied.

PICARD
They've locked it off.

He thinks for a moment.

PICARD
(continuing)
We've got to find another way to
get in.

RIKER
One of us could beam onto the
bridge.

PICARD
It takes several seconds to
materialize. You wouldn't
stand a chance.

Riker thinks for a beat.

RIKER
I could beam into the turbolift,
force the doors, and take them
by surprise.

PICARD
No. We'll beam in simultaneously
in two different areas of the
bridge.

RIKER
Only four minutes left.

They head for Transporter Room Seven.

75 INT. STARBASE CONTROL (OPTICAL)

Restless, the Enterprise crew is hovering around the
Control Center.

75 CONTINUED:

GEORDI

Still no response from the Enterprise.

WORF

They would answer if they could. Someone else has control of the ship.

DATA

Do you think I am responsible?

GEORDI

Why? How could you have known?

DATA

My station is on the bridge.

GEORDI

You can't be on the bridge every minute.

DATA

You are wrong, Geordi, I can. I do not need rest or diversion -- I should not have been painting. I was negligent.

TASHA

That's a pointless discussion. You could have been on the bridge and it still might have happened.

Data snaps her a look of disbelief.

TASHA

(continuing; to Quinteros)

You have three ships in here. We need one of them now.

QUINTEROS

We're rushing repairs on the USS Melbourne -- but it's still eighteen hours until she'll be ready... There is nothing else you can do.

75A EXT. SPACE - THE ENTERPRISE (OPTICAL)

FLIES BY at warp speed.

76 INT. ENTERPRISE - TRANSPORTER ROOM SEVEN (OPTICAL)

They ARRIVE at the Transporter Room. Riker goes to the control panel.

RIKER

I'll set a ten-second delay.

Picard takes his place on one of the Pads.

PICARD

Right. Coordinates for Main Bridge -- port forward for me and aft for you.

RIKER

(a beat)

You're on Pad Two.

Riker inputs the two sets of coordinates.

RIKER

(continuing)

Done.

(a beat)

Ten second delay... NOW.

Riker starts the timer, hastens to the platform and steps up beside Picard. The Transporter ENGAGES.

77 INT. MAIN BRIDGE (OPTICAL)

Picard and Riker BEAM INTO the Main Bridge as programmed -- he forward and port side, Riker aft. They look around, phasers ready.

78 ANGLE ON BYNARS

In one corner of the bridge, the Bynars are huddled together, pale, cold, almost inert. They seem totally lifeless. All have looks of fear. They clearly pose no threat.

79 ANGLE ON PICARD

He relaxes and moves forward.

PICARD

Why did you steal my ship?

79 CONTINUED:

ONE ZERO
Please try...

ZERO ONE
... to help us.

One Zero and Zero One collapse. Off Picard's reaction,
WE:

FADE OUT:

END OF ACT FOUR

ACT FIVE

FADE IN:

80 EXT. SPACE - THE ENTERPRISE (STOCK OPTICAL)

near the Bynar's home planet - Bynaus.

80A CLOSE ON COMPANEL

Picard and Riker stand in front of it. The auto-destruct reads "TWO MINUTES, ONE SECOND."

PICARD

Cancel auto-destruct.

COMPUTER VOICE

Does the first officer agree?

RIKER

Affirmative.

COMPUTER VOICE

Auto-destruct cancelled.

The red alarm lights STOP FLASHING.

81 INT. ENTERPRISE - MAIN BRIDGE

Picard is by the Bynars who are prone and inert. Riker is checking the ship's position at a nearby panel.

RIKER

We're in orbit around Bynaus.
(indicating the Bynars)
How are they?

PICARD

They appear dead.

Picard goes to his command chair. Riker continues working.

PICARD

(continuing)

Let's see if we can get some
answers from Bynaus.

81 CONTINUED:

RIKER

Their main computer is off.
Sensors reveal all of the
equipment on the planet is inert.
They can neither receive nor send
any messages.

PICARD

What about all the people in that
world who are totally dependant
on their computer? Are they still
functioning?

RIKER

No. They are probably just like
these Bynars here. Dying.

82 PICARD

as he ponders.

RIKER

So, what's this all about? Why
did they steal the ship and bring
it here? What was their purpose?

PICARD

They went to a lot of trouble to
clear computer space. See what
they've stored.

83 ANOTHER ANGLE (OPTICAL)

Riker at the Aft station computer with Picard beside
him.

RIKER

Captain, it's enormous. Every
byte of free space in the computer
has been filled. They must have
made a core-dump from their world
to our computer.

He inputs something into the computer. The CRT SHOWS
nothing but GIBBERISH.

RIKER

(continuing)

I can't get in.

He tries again. The Screen REPAINITS and again is just
a mass of unintelligible signs and symbols.

83 CONTINUED:

RIKER

(continuing; reading
the Screen)

I need a code -- a password -- to
access the file.

Picard is both puzzled and concerned. He looks over
at the Bynars who are still unconscious.

PICARD

They were desperate to steal this
ship, bring it here to store all
this information. Why?

RIKER

I don't know. I wish they had
left a note.

Picard pauses.

PICARD

Perhaps they did.

Riker instantly connects.

RIKER

Minuet.

PICARD

Maybe.

83A INT. CORRIDOR

Picard and Riker hurriedly EXIT the turbolift.

84 INT. HOLODECK

Riker and Picard are in the Holodeck. It's still the
JAZZ CLUB. As they APPROACH Minuet she UNFREEZES.

RIKER

Tell me what this is all about.

MINUET

A star in the Bynar system went
super nova and they miscalculated.
The electromagnetic pulse from
the explosion was going to knock
out their main computer.

84 CONTINUED:

PICARD

Their only chance was to transfer all the stored information and shut down until after it passed. Then, reactivate their system and transfer the information back to this main computer.

RIKER

And the Enterprise has the only mobile computer large enough to handle all that information.

PICARD

So what went wrong?

MINUET

The star went super nova before it was expected and you were late arriving at Starbase 74.

PICARD

But why steal the ship? Why didn't they say something? Why didn't they just ask for help?

MINUET

(shrugs)

I don't know. I don't have those answers.

PICARD

Is there anything we can do?

MINUET

Yes. Return the data stored in the Enterprise's computer back to the one on Bynaus.

RIKER

How do we do that?

MINUET

(puzzled)

Don't you know?

Riker shakes his head.

RIKER

Yes. If we had the file name. But we don't. Do you?

84 CONTINUED: (2)

MINUET

I don't know what you're talking about. No.

PICARD

They wouldn't intentionally hide it or make it difficult for us to find. It's got to be right in front of us.

RIKER

(to Picard)

We should call Starbase 74, and see if anyone can decipher this.

MINUET

(emotionally)

Hurry. They're dying.

(to Picard)

They meant you no harm. It was their world they were trying to save.

(to Riker)

Help them, Will -- please help them.

85 INT. MAIN BRIDGE

Riker and Picard ENTER and take their positions. Picard touches his arm panel.

PICARD

Starbase 74 -- this is the Enterprise.

85A INT. STARBASE CONTROL

The relief is instantaneous. (INTERCUT THE ENTERPRISE AND STARBASE AS NEEDED.)

QUINTEROS

This is Starbase 74. Captain Picard, what's your situation?

PICARD

We'll get into that later. Right now I must speak with Lieutenant Commander Data.

85A CONTINUED:

DATA

I am here, sir.

PICARD

Data, the Bynars have stored an enormous amount of information in the computer. We can't access it, and we must.

DATA

The access would be available by code or password.

PICARD

I know, but what could it be?

DATA

File names can be anything.

PICARD

They want us to find it. They would have kept it simple.

DATA

Then a name -- or a place. It could be personal. In this case in binary language which is ones and zeros in groups of eight or sixteen characters.

Picard looks at the prone figures.

PICARD

Could it be that simple?
(to Riker)
Try it.

86 RIKER AT COMPUTER (OPTICAL)

He sets up the program. The CRT SCREEN DISPLAYS a PATTERN and starts running COMBINATIONS OF ONES AND ZEROS until it gets to -- 11001001 -- then the SCREEN LOCKS.

RIKER

That's the file. It'll work now.

They exchange a visual equivalent of a High Five.

86 CONTINUED:

PICARD

Well done, Will. Now access the
file and start the transfer.

Riker attempts to do just that. Again the CRT
REPAINTS, and this time it's filled with GIBBERISH.

RIKER

So much for that idea.

PICARD

Let me get on the other position.
The Bynars always work in pairs,
perhaps that is also required.

Now together they input the information. There is a
pause. Both think it's not working -- then the SCREEN
LOCKS, the LIGHTS DIM, the computer HUMS and starts
PUMPING OUT tons of binary info.

87 OMITTED

88 INT. - BACK TO MAIN BRIDGE (OPTICAL)

In the dim light, Riker and Picard watch as the CRT
Screen whips through the files being dumped on Bynaus.

PICARD

It appears to be successful. The
system has started up -- a resident
diagnostic program is running.
Their system is incredible.

The Bynars on the bridge begin to REVIVE.

ZERO ONE

You...

ONE ZERO

... did it.

As Picard and Riker watch, the Bynars continue to
regain their strength. Bynar One Zero and Zero One,
go to a computer panel and verify that the transfer
of information is being accomplished efficiently. The
bridge lighting returns to normal.

ZERO ONE

(showing relief and
happiness)

... our world is...

88 CONTINUED:

ONE ZERO
(... and happiness)
... reactivating.

ZERO ONE
Our people...

ONE ZERO
... express their gratitude.

ZERO ZERO
... We will return to...

ONE ONE
... your Starbase for whatever...

ZERO ZERO
... punishment your system...

ONE ONE
... requires of us.

PICARD
Why didn't you just ask for our
help?

The four of them communicate quickly between
themselves.

ZERO ONE
You might have...

ONE ZERO
... said no.

RIKER
But there was a very good chance
we would have said "yes."

ZERO ZERO
Our need was too great...

ONE ONE
... to risk rejection.

PICARD
So you stole it.

88 CONTINUED: (2)

RIKER

Their reason is part of their binary thinking -- for them there are only two choices -- one or zero -- yes or no.

PICARD

No one's been hurt. They accomplished their objective. They have their world back in order, and we have our ship.

Picard takes the position at the Conn.

PICARD

(continuing)

It's been some time since I had the Conn.

He taps in the coordinates.

PICARD

(continuing)

But, not to worry, Number One you're in good hands. Starbase 74 -- at warp two.

He taps in the speed.

PICARD

(continuing)

Engage.

Riker looks on with a smile.

PICARD

(continuing)

Under complete control.

88A EXT. SPACE - ENTERPRISE ENTERING STARBASE (OPTICAL)

The ship APPROACHES, then DOCKS. (As before.)

88B INT. STARBASE CONTROL

The crewmembers of the Enterprise watch with elation as their ship REDOCKS.

88C INT. MAIN BRIDGE

Both turbolift doors OPEN and the crew POURS ONTO the bridge. Beverly, Wesley, Geordi, Data, Tasha and Worf ENTER and gather around Riker and Picard.

PICARD

We are all right, everything is fine. Now -- I want a complete check of all systems and divisions.

TASHA

What about the Bynars?

She indicates the four Bynars gathered together off to one side.

PICARD

Turn them over to Quinteros.
(to the Bynars)
There will be a hearing.

ZERO ONE

We understood that...

ONE ZERO

... would happen.

RIKER

That being the case -- permission to leave the bridge.

PICARD

Permission granted.

89 INT. HOLODECK

Riker is at the computer panel. Riker punches in the code.

COMPUTER

Program entered - you may enter the Holodeck.

Riker ENTERS. The scene is the same. "Minuet" is at the table. Riker is very relieved. Her face is turned away -- she is motionless and will be until Riker sits down.

90 ANGLE ON TABLE

Riker sits down.

RIKER

What's a knockout like you doin'
in a computer-generated joint like
this?

The woman turns -- she looks a lot like Minuet -- but
it is clearly not Minuet.

91 RIKER

The disappointment etched on his face.

RIKER

You're not Minuet.

92 INT. MAIN BRIDGE

Riker ENTERS and CROSSES to the Ops position.

RIKER

She's gone. I tried variations
of the program, others appeared,
but not Minuet.

PICARD

Maybe that too, was part of the
Bynar's program. Some
relationships just can't work.

RIKER

(he can agree
intellectually, but
emotionally it's not
easy)

Yes... probably true... but, she
will be difficult to forget.

93 EXT. SPACE - THE ENTERPRISE (STOCK OPTICAL)

As she heads AWAY.

FADE OUT:

END OF ACT FIVE

THE END