STAR TREK: THE NEXT GENERATION

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

Written by
Maurice Hurley
&
Robert Lewin

Directed by
Paul Lynch

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2ND REV. FINAL DRAFT

NOVEMBER 19, 1987
CAST

PICARD                         ORFIL QUINTEROS
RIKER                          BYNARS:
BEVERLY                         ONE ZERO
DATA                            ZERO ONE
TASHA                           ZERO ZERO
WORF                            ONE ONE
GEORDI                           JAZZ COMBO:
WESLEY                          BASS PLAYER
                                DRUMMER
Voice-Overs:                     PIANIST
COMPUTER VOICE (Main Computer)   MINUET (BEAUTIFUL BRUNETTE)
COMPUTER (Auto-Destruct)         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"

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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.
CONTINUED:

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

GEORDI (V.O.)
Aye sir.

INT. STARBASE (OPTICAL)
The two elements COME INTO PLACE.

INT. MAIN BRIDGE

GEORDI
Docking complete.

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

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.

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.
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.
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...
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.

11 INT. STARBASE (OPTICAL)

ESTABLISH the Enterprise inside the immense interior.

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...
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.
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
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.
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.

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.

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.
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?
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.
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

Pause.

COMPUTER
Program complete. Enter when ready.

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

OMITTED

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.
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.
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.

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.

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

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

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

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.

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.
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
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...
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.
CONTINUED: (2)

WESLEY

Yes, sir.

Picard LEAVES.

INT. HOLODECK

Riker is on the bandstand playing with the trio.

ON RIKER

Slips into a short solo.

INTERCUT

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

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.

ANGLE ON RIKER

He looks at Minuet.

ANGLE ON MINUET

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

ANGLE ON RIKER

He tries to defuse the look and his feelings.
CONTINUED:

RIKER
Maybe it's my music.

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

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.

INT. HOLODECK IV

Riker approaches the table. Minuet smiles a greeting.
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.

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 enthralls you?

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

MINUET
You are very fortunate.
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.
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.

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.
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.
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.
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.
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.

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.
CONTINUED:

BEVERLY
The Enterprise is being evacuated.

WORF
Why?

BEVERLY
Some problem in Engineering.

TASHA
Get the security team together.

WORF
Aye, Lieutenant.

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.
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.
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?
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.
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?
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.

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.

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?
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.
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.

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.
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.

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.
CONTINUED:

QUINTEROS
What makes you think so?

DATA
It is the best place for us
to start.

INT. ENTERPRISE - CORRIDOR

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

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
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.
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.

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?
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.

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?

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.

INT. CORRIDOR

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

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.

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.

ANGLE ON PICARD

He relaxes and moves forward.

PICARD
Why did you steal my ship?
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
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.
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.

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.

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 REPAINTS 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.
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?
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.

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

PICARD
Starbase 74 -- this is the Enterprise.

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.
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.

OMICcluded

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.
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.

EXT. SPACE - ENTERPRISE ENTERING STARBASE (OPTICAL)

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

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