

STAR TREK: THE NEXT GENERATION

"Booby Trap"
#40273-154

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REVISED FINAL DRAFT

AUGUST 31, 1989

STAR TREK: "Booby Trap" - REV. 9/1/89 - SETS

STAR TREK: THE NEXT GENERATION
"Booby Trap"

SETS

INTERIORS

USS ENTERPRISE

MAIN BRIDGE
TEN-FORWARD
CORRIDOR
TRANSPORTER ROOM
ENGINEERING
HOLODECK THREE
OBSERVATION LOUNGE
READY ROOM

HOLODECK

UTOPIA PLANITIA YARDS/
DRAFTING ROOM
TROPICAL BEACH

PROMELLIAN WARSHIP

CORRIDOR
BRIDGE
COMMUNICATIONS ROOM

EXTERIORS

USS ENTERPRISE

PROMELLIAN WARSHIP

STAR TREK: "Booby Trap" - 8/31/89 - PRONUNCIATION

STAR TREK: THE NEXT GENERATION
"Booby Trap"

PRONUNCIATION GUIDE

ORELIOUS NINE	Oar-LEE-us 9
CLEPONJI	Klep-ON-gee
MENTHAR	MEN-thar
KAVIS TEKE	KAY-vis Tee-Key
ACETON	ASS-ah-tawn

STAR TREK: THE NEXT GENERATION
"Booby Trap"
TEASER

FADE IN:

1
thru OMITTED
3

3A EXT. BEACH - NIGHT (OPTICAL)

Pounding waves. A full amber moon. A tropical breeze.

3B A PAIR OF HANDS (OPTICAL)

pick up two half coconuts with two straws in them. As it moves... pull back to reveal GEORDI's the one holding them and he's sitting on a blanket on the sand with a very attractive young woman (CHRISTY) ... a decided tension in the air.

GEORDI

Another Coco-no-no?

CHRISTY

No thanks, I think I've had enough already.

GEORDI

Yeah, me too.

And he has these two coconuts in his hand... looks around with what to do with them. Finally, just sort of drops them off to the side. He snaps his finger and a GYPSY VIOLIN PLAYER MATERIALIZES beside them... startling Christy. Geordi desperately wants to find the courage to make his move. The gypsy begins to play romantic music. Finally, awkwardly, attempting to be casual, he moves closer to her... raises...

4 HIS ARM

toward her shoulder... he hasn't touched her yet...

5 GEORDI

has the stiff smile of someone who wants to look comfortable but isn't. Slowly...

6 HIS HAND

comes to rest on her shoulder... and now's the
moment... and the instant he touches her...

CHRISTY (O.S.)

Geordi...

7 GEORDI AND CHRISTY

GEORDI
(tense)
What?

CHRISTY
I'm sorry. I think I better go
back now.

GEORDI
You're chilly... ? I can turn down
the breeze...

CHRISTY
No, it's been a lovely program,
and you're a terrific guy...

GEORDI
(knows what's coming)
Yeah...

CHRISTY
I just don't feel that way about
you...

GEORDI
Yeah...

The gypsy violinist plays his soul out... irritatingly
loud.

GEORDI
Knock it off.

The music continues.

COMPUTER VOICE
Do you require full termination
of the Holodeck program or just
the audio portion?

On Geordi's frustrated sigh...

8 INT. TEN-FORWARD (OPTICAL)

WESLEY and DATA standing at the window looking out the
windows at a field of immense flotsam and jetsam moving
by, the remains of a planet destroyed in a battle long
ago...

8 CONTINUED:

WESLEY

This was the final battle, wasn't
it?

8 CONTINUED:

DATA

(acknowledges)

Neither side intended Orelious
Nine to be the decisive conflict.

WESLEY

Not much of it left, is there...

DATA

The destruction is remarkable
considering the primitive weapons
of the period.

In the background, Geordi ENTERS looking forlorn, sits
at the bar... GUINAN moves to him... Wesley reacts.

WESLEY

Uh oh...

DATA

I beg your pardon, Wesley?

WESLEY

(off his look)

"Uh oh"... it's an expression,
Data. It just means, you know,
uh oh, something's wrong...

DATA

There is something wrong?

WESLEY

Commander La Forge had a big date
with Christy tonight. He's been
working on the perfect program
for days. Looks like it ended
kinda early.

DATA

Uh oh.

RIKER'S COM VOICE

Commander Data to the bridge
immediately.

DATA

Acknowledged.

9 INT. MAIN BRIDGE

PICARD, RIKER, WORF are already at their stations as Data ENTERS. Riker fills them in...

RIKER
We're picking up a signal,
coordinates two-one-one mark
six-one.

Data sits in his position, immediately engages his computer. The sound of the signal is on the main speaker... it is a series of rapid "blips" of sound.

DATA
(reacting to the signal)
It is an ancient interplanetary
code.

RIKER
Survivors on Orelious Nine after
all this time... not possible.

PICARD
Not at all possible. Lay in a
course to the source of the
signal.

10 EXT. SPACE - THE ENTERPRISE (OPTICAL)

as the Enterprise alters course. The space debris speeds by -- some fragments dangerously close.

11 INT. MAIN BRIDGE

DATA
Approaching the source, Captain...

PICARD
Put it on the viewer, Mister Data.

12 MAIN VIEWER - CREW'S POV (OPTICAL)

An ancient warship lying dead in space.

13 REVERSE - ON THE CREW

WORF
A Promellian battle cruiser.

13 CONTINUED:

PICARD

(enthusiastic)

And with its Lang Cycle fusion engines intact.

DATA

Scanners indicate no life signs aboard.

PICARD

I should hope not. That ship belongs in a museum.

(moving closer)

Gentlemen, I'm afraid we're a little late. This call for help was very likely initiated over a thousand years ago.

FADE OUT.

END OF TEASER

ACT ONE

FADE IN:

14 EXT. SPACE - THE ENTERPRISE AND THE ANCIENT WARSHIP
(OPTICAL)

PICARD (V.O.)

Captain's log, Stardate 43799.1.
We have arrived at Orelious Nine,
to chart the battle in which the
Menthars and Promellians fought
to their mutual extinction. Among
the ruins we have found a relic:
a Promellian battle cruiser that
has withstood the centuries.

15 INT. CORRIDOR

Picard and Riker walking toward the Transporter Room;
Picard enthused with a spring in his step, Riker
concerned...

PICARD

Indulge me, Number One...

RIKER

I'd prefer Lieutenant Worf and
I did a security sweep of the
vessel first...

PICARD

(frowns)

No. Captain's prerogative, here.
This one's mine. We've examined
every conceivable risk...

RIKER

The risks aboard a vessel this
old and fragile are inconceivable,
Captain...

PICARD

Ghosts, perhaps?

(beat)

Haven't you ever dreamed of
climbing inside the bottle... ?

RIKER

Sir... ?

15 CONTINUED:

PICARD

The ship in the bottle, Number One. Model air ships... I used to build them as a child. By God, I'll bet I even had a Promellian battle cruiser too.

16 INT. TRANSPORTER ROOM (OPTICAL)

As they arrive... Worf is already waiting along with Data.

PICARD

Ready to beam the away team to the vessel...

O'BRIEN

Locked on to the Main Bridge, Captain...

RIKER

You're certain about the atmospheric conditions, Data... ?

DATA

There is adequate oxygen for life support, Commander...

PICARD

It is exactly as they left it, Number One. In the bottle.

(off their looks)

Good Lord, didn't anyone else here build ships in bottles when they were boys?

WORF

I did not play with toys.

DATA

I was never a boy.

O'BRIEN

(speaking up, filling the breach)

I did, sir.

PICARD

(to a compatriot)

Thank you, Mister O'Brien. Proceed.

16 CONTINUED:

And the child in the man has taken over his face as his eyes shine with anticipation. The away team DEMATERIALIZES. Riker looks at O'Brien with a cocked eyebrow, suggesting he was stroking the captain for points.

O'BRIEN

I did. I really did. Ships in bottles. Great fun.

Riker gives him a little smirk and as he starts to exit, there is a notable, brief dip in the power of the components -- a brown out. Neither Riker or O'Brien are overly alarmed.

RIKER

What's that?

O'BRIEN

Not sure. The secondary power bus may need adjusting.

RIKER

Let me know.

Riker leaves the Transporter Room. O'Brien adjusts some switches on the console.

17 INT. DARKENED ANCIENT WARSHIP BRIDGE

Picard, Worf and Data move around a corner. It is eerily still and dark... Worf lights a powerful flashlight.

PICARD

Extraordinary. You would expect the layout of a bridge from this era to be clumsy, awkward... but see this -- it is a model of simplicity. They built the same craft for generations. And it worked.

Picard wants to see everything, looks around like a kid in a candy store. Something catches Worf's attention, he turns...

17 CONTINUED:

WORF

Admirable. They died at their
posts.

And Picard and Data look at Worf's discovery -- the skeletal remains of an ancient crewman still in his chair, head cocked to the side in the final throes of death.

18 INT. TEN-FORWARD

His head cocked to the side, rather like the skeleton, Geordi downs another glass of synthehol. And he can't quite get drunk, no matter how hard he tries...

GEORDI
Don't you have anything stronger
than this, Guinan?

GUINAN
Yes.

GEORDI
Would it help?

GUINAN
No.

GEORDI
Can you tell me something, Guinan?
You're a woman, right?

GUINAN
Yes, I can tell you that.

GEORDI
What is it that... you want in
a man?

GUINAN
Me personally?

GEORDI
As a woman. What's the first
thing you look at?

GUINAN
His head.

GEORDI
Uh huh... his mind, of course.

GUINAN
No, his head. I'm attracted to
bald men.

GEORDI
Seriously?

GUINAN
Seriously.

18 CONTINUED:

GEORDI

Why?

GUINAN

Maybe because a bald man was very kind to me once... when I was hurting. Took care of me.

GEORDI

I'd like to do that.

GUINAN

(not serious)

I'm taking care of myself these days.

GEORDI

I mean take care of somebody.

(beat)

Guinan, I just don't get it... I can field strip a fusion reactor... I can realign a power transfer tunnel... why can't I make anything work with a woman like Christy? I don't know what to do, what to say...

GUINAN

I never noticed... as a woman.

GEORDI

You're different.

GUINAN

No, you're different.

GEORDI

But I'm not trying now.

GUINAN

Exactly.

Another customer signals Guinan and she moves away. A beat. He shakes his head sadly. He takes another drink.

19 INT. ANCIENT WARSHIP

Data is patching in a small power pack... takes a few calculations, then turns it on... dim emergency lighting comes on. They continue their exploration... the sound of the electronic distress signal is coming closer as they work their way down a corridor... Worf is recording images with a tricorder.

DATA

The source of the distress signal
is twenty meters ahead...

PICARD

Mister Worf, be sure we get
tricorder images of their tactical
display...

WORF

Yes, sir.

PICARD

Look here, Worf... how well laid
out it is. We went through how
many different designs before
we reached this kind of
sophistication... ?

DATA

I believe it was four, sir. We
did not have a fully integrated
tactical command until the
twenty-third century. In fact,
several of the Promellian
innovations served as inspiration
for early Federation starship
design...

PICARD

As well they should have.

Moving along, observing the large ducts...

PICARD

Positron ducts. These channeled
power from one end of the ship
to the other.

20 INT. ANCIENT WARSHIP COMMUNICATIONS ROOM

They ENTER. It is a room with several visual monitors as well as radio and electronic equipment. The signal beeps from a console where another skeleton has died... Worf scans the room...

WORF

It is safe to enter.

PICARD

Let's put an end to their last cry for help.

Worf moves to a switch on the console where a light blinks and turns it off.

DATA

Captain...

Data has found a device that may vaguely suggest a playback apparatus... he examines a round wire coil that is in playback position...

DATA

I believe this is an information storage device... a crude analogue of our own iso-linear optical chip.

PICARD

Crude by our standards today, Data. When this ship was built, humans on Earth had just perfected the mechanical clock... and were using steel crossbows in battle.

(examining it)

Is there any way to see what's on this?

Data looks it over.

20 CONTINUED:

DATA

Questionable. I can supply power to the playback unit, Captain... but the components are quite old... I will attempt to amplify its image with a tricorder...

As he goes to work...

21 INT. MAIN BRIDGE

Riker at command. Wes reacts to something on his console... tries to make adjustments...

RIKER

What is it, Wes?

WESLEY

The main power return is acting a little weird...

RIKER

Define "weird".

WESLEY

I'm getting fluctuating waveguide readings...

RIKER

Run a maintenance sweep.

WESLEY

Right.

22 INT. ANCIENT WARSHIP (OPTICAL)

Data has patched in the power. A monitor lights up... and the wire coil begins to turn... the picture is poor and the sound is distorted... but the image of a Promellian commander fades in... he begins to speak....

GALEK SAR

I am Galek Sar, Captain of the Promellian cruiser, Cleponji. I wish anyone who finds this record to know my crew has behaved courageously.

(MORE)

22 CONTINUED:

GALEK SAR (Cont'd)

I want it recorded for all time
that I, alone, am responsible for
the fate that befell us.

(a beat)

I have failed -- as a captain.
And as the man responsible for
all the souls aboard my ship.

PICARD

Indeed, sir.

(keys insignia)

Picard to Enterprise.

RIKER'S COM VOICE

Go ahead, Captain.

PICARD

I think we've seen just about all
there is to see here. At Mister
O'Brien's convenience... we are
ready to return...

RIKER

Aye, sir.

On Picard's reaction...

23 INT. BRIDGE

As the away team ENTERS from the turbolift... Picard
is still enthused... Riker, Wesley and TROI are on the
bridge...

PICARD

You were absolutely right, Number
One. There were ghosts aboard
the old ship after all... one of
them even spoke to us.

RIKER

A friendly one, I hope.

PICARD

My own counterpart. The ship
captain's final message...
praising his crew.

23 CONTINUED:

RIKER

I hope you'll be as thoughtful
when the time comes.

PICARD

Data, advise the Astral-Five annex
of the Smithsonian... This should
be catalogued and scheduled for
retrieval...

He catches Troi smiling at him... a look, what?

TROI

I'm sorry... it's just a rare
pleasure to meet this side of your
personality, Captain.

Picard grunts, doesn't like allowing his feelings to
show. Sits in his command post. Tries to pull it in.

23 CONTINUED:

PICARD

(gruff)

Mister Crusher, set our course
for the original coordinates.

WESLEY

Yessir.

People move quickly... there is a slight dip of energy
and a flutter in the light panels... they react...

DATA

Captain, we are experiencing a two
percent drop in our energy
reserves. Compensating.

RIKER

(to Picard)

We were having a few problems
while...

An alarm goes off on Worf's panel.

WORF

(concerned)

Readouts indicate we are being
bombarded with a field of high
intensity radiation.

RIKER

Shields up.

Another dip in energy. Picard and Riker exchange a
curious look.

DATA

Captain, energy loss increasing
to five percent. I am unable to
correct.

PICARD

Yellow Alert.

24 INT. TEN-FORWARD

Geordi with Guinan...

24 CONTINUED:

GEORDI

Maybe I should've gone with the
Mardi Gras program... something
a little livelier...

GUINAN

You ever consider doing it
without a program?

Geordi lets that sink in a beat...

GUINAN

You're a pilot... Try flying
without instruments for a
change... you might surprise
yourself.

RIKER'S COM VOICE

Mister La Forge, report to
Engineering...

And Geordi sits up, focuses...

GEORDI

On my way, Commander.

He's on his feet, alive again, clears his head...

GEORDI

Save my seat, Guinan.

He's gone.

GUINAN

(to herself)

Always room at the bar for another
broken heart.

25 INT. MAIN BRIDGE

As before.

DATA

Energy loss increasing.

PICARD

Mister Crusher, reverse course.
Full impulse power.

WESLEY

Sir, there's no response.

25 CONTINUED:

PICARD

Increase speed to warp one.

WESLEY

Engines are not responding, sir.

RIKER

Mister La Forge, I need warp power
now!

26 INT. ENGINEERING

As Geordi arrives, taking stock of the situation... on the move -- a sweeping track shot... here's a man in charge, vast talent on display... moving from console to console, monitoring the instruments, making adjustments.

GEORDI

Matter/anti-matter mixture ratio settings at optimum balance... Reaction sequence corresponding to specified norms... Magnetic plasma transfer to warp field generators per program specs. Commander, we should be going like a bat out of hell.

27 INT. BRIDGE - CONTINUOUS (OPTICAL)

DATA

Power loss now at twelve percent.

PICARD

Red Alert.

Red Alert sounds.

WORF

Radiation intensity increasing.

GEORDI'S COM VOICE

We better slow these engines down before we burn out the reaction chamber.

Riker looks to Picard who acknowledges...

RIKER

Slow to idle, Geordi.

CAMERA CLOSES IN on Picard's face as warning lights continue to flash and klaxon continues blaring. Faced with the image on the view screen of the dead battle cruiser.

27 CONTINUED:

PICARD

Is it possible... have we stumbled
into the same snare that killed
them? A thousand-year-old...
booby trap?

FADE OUT:

END OF ACT ONE

ACT TWO

FADE IN:

28 EXT. SPACE - ENTERPRISE (OPTICAL)

The two vessels lie motionless in close proximity to one another.

29 INT. OBSERVATION LOUNGE (OPTICAL)

Picard, Riker, Data, Worf, BEVERLY and Geordi.

GEORDI

With the engines idling, the energy loss has been limited. But our reserves will be depleted in less than three hours. We won't be able to hold our shields in place.

BEVERLY

If we lose shields, the radiation will kill everyone on board, Captain.

DATA

Not everyone, Doctor.

BEVERLY

I stand corrected.

PICARD

Have you identified the source of the radiation, Mister Worf?

WORF

No, sir. The radiation field is too strong -- it interferes with our sensors.

PICARD

And no apparent explanation for the loss of energy... ?

Geordi shakes his head, no.

29 CONTINUED:

RIKER

Anything in the history books,
Data that might give us a clue... ?

DATA

There are many fascinating records
of Menthar battle strategy...
they were exceptionally
innovative. In fact, they were
the first to devise the Kavis Teke
elusive maneuver as well as a
Passive Lure stratagem that is
comparable to Napoleon's...

RIKER

(interrupting)

Any mention of a situation like
this?

DATA

No.

RIKER

Recommend I lead an away team to
the cruiser.

GEORDI

They didn't have much success with
this problem, Commander...

RIKER

But at least they knew their enemy
better than we do. Maybe they
even knew how they got into
trouble... they just didn't know
how to get out.

PICARD

Agreed. Worf, what would be the
impact of lowering shields long
enough to get an away team out... ?

WORF

Negligible, sir.

GEORDI

It won't help our energy
conservation any, Captain.

29 CONTINUED: (2)

PICARD

That's your job, Commander La Forge. Determine a way to keep the Enterprise up and running. Data, you will join Commander Riker on the away team. Find out what happened to that ship.

30 EXT. SPACE - ANCIENT WARSHIP (OPTICAL)

31 INT. ANCIENT WARSHIP (OPTICAL)

As Data MATERIALIZES on the bridge... takes a reading with the tricorder. To his communicator --

DATA

(keys insignia)

Radiation factor is within safe human limits, Commander.

Riker MATERIALIZES. They move to begin exploration.

RIKER

Why isn't this ship being hit with radiation?

DATA

That is curious, Commander. The radiation field must be directional in nature... aimed only at the Enterprise.

RIKER

Maybe our own engines triggered it somehow...

(beat)

Data, see if you can determine what kind of defenses the Promellians tried to employ... I don't want to waste time trying them again...

DATA

Understood.

31 CONTINUED:

RIKER

What'd really help us is a ship's
log... any kind of record of their
last battle.

He moves off to look for one...

32 INT. ENGINEERING - A MONITOR

Circuits being tested one after another... a red line
signifies working condition...

33 GEORDI - CU

watches... enters another command...

34 HIS FINGERS

working a keyboard...

35 INT. ENGINEERING

Another test is completed successfully. Geordi
frowns...

GEORDI

(to himself)

So why can't we move?

A beat. Drums his fingers, mind working hard.

GEORDI

Computer, as we increased our
power levels, was there any
counter-reaction?

COMPUTER VOICE

Affirmative. The opposing force
grew in direct proportion to the
power output of the Enterprise.

GEORDI

So it kept us from forming a
subspace field for the warp drive?

COMPUTER VOICE

That is correct.

35 CONTINUED:

He is satisfied that he is at last making progress as he gets down to work at the computer keypad.

INTERCUT:

36 COMPUTER SCREEN (OPTICAL)

Typing: "Access data bank. Enterprise. Galaxy class. Subspace field."

Geordi watches as the screen fills up with a "Subspace Field Menu"... revealing line by line a long list of notes, entrees, chapters... your basic intimidating owners manual index. What we want to notice... and want Geordi to notice is next to each file -- the stardate (ranging from 40000 to 41000) and name of the person who entered it... and it is the same name each time...

37 CLOSER (OPTICAL)

The name -- "L. Brahms... L. Brahms... L. Brahms... " at the end of each line...

GEORDI

(reacts)

Computer, who is this L. Brahms?

The computer screen uses a digital insert to show a Starfleet identification card with a photograph of an attractive woman.

COMPUTER VOICE

Doctor Leah Brahms. Engineer.
Graduate of the Daystrom
Institute. Theoretical Propulsion
Group, Galaxy class starships.
Team seven, junior member.

GEORDI

Junior member, huh. Looks like
she wrote the book on propulsion.

(beat, considering)

Call up subspace design logs...

COMPUTER VOICE

Select menu, visual records or
L. Brahms' voice entries.

37 CONTINUED:

GEORDI
(a beat, why not?)
Voice entries.

A neutral, "dictating" tone of voice --

LEAH'S VOICE
Theoretical propulsion logs,
Federation Starship Enterprise,
Galaxy class. Heading: Subspace.
Author: Leah Brahms.

GEORDI
Geordi La Forge. How ya doin,
Doc...

There is no programmed response in this file, so there is no answer. And Geordi knows this, it's just tongue-in-cheek, understands he's just talking to himself...

GEORDI
Yeah, down to work. You're
absolutely right.

38 INT. MAIN BRIDGE (OPTICAL)

Picard, Beverly, Wesley, Worf. Somber mood.

BEVERLY
I recommend we evacuate and seal
off all non-operational areas and
group the families and crew on
odd-numbered decks.

PICARD
Proceed.

BEVERLY
I'd also like to set up an
assembly area for treating
radiation in case we need it.

A beat.

38 CONTINUED:

PICARD
(to Beverly)
After the shields fall, how long
for a fatal exposure?

38 CONTINUED:

BEVERLY

Thirty minutes. After that,
there's nothing that can be done.

Picard nods, stares at the ghost ship on the viewer.

RIKER'S COM VOICE

Away team to bridge. Captain, we
may have found something...

Picard's expression changes and...

INTERCUT:

39 INT. ANCIENT WARSHIP - A DIFFERENT AREA

Close on a filed collection of tightly coiled wire.

RIKER

(continuing)

We're in the Promellian
communications area...

PULL BACK to show Data examining the coils from a
small, isolated locker. Another skeleton's remains
nearby.

RIKER

There's a file of memory coils
here...

DATA

They are identical to the coil
we found earlier, Captain...

PICARD

Their captain's log, perhaps?

RIKER

That's what we were thinking.

39 CONTINUED:

PICARD

Data, are the coils in working condition?

DATA

I believe so. We can enhance them through the image processor in the ship's computer.

PICARD

Good. Return at once.

40 INT. ENGINEERING (OPTICAL)

Geordi pacing, talking, thinking...

GEORDI

What about the dilithium crystal control?

LEAH'S VOICE

It should be possible to fine tune the frequency ranges...

GEORDI

(hopeful)

Yes?

40 CONTINUED:

LEAH'S VOICE

And the propulsion group is investigating numerous theories to determine how.

GEORDI

(frowns)

Great. Thanks a lot. Computer, generate a cross section image of the dilithium crystal chamber.

On the monitor -- a multi-colored wire-frame image of the chamber. Geordi works the keyboard... the image rotates and changes shape.

GEORDI

What about reorienting the crystal?

LEAH'S VOICE

It is possible to reorient the crystal. The key lies in adjusting the lattice structure direction. This modification will be integrated into the next class starship.

GEORDI

Sorry, can't wait. You and me, Leah. We have two hours to figure this out.

Silence. Studying it --

GEORDI

You know what I need to do -- I need to get inside there. I need to turn that thing inside out...

(standing)

Computer, is there a cross section of the engines we can replicate on a Holodeck?

COMPUTER VOICE

Select menu: design specifications or prototype schematic.

GEORDI

Prototype? Elaborate...

40 CONTINUED: (2)

COMPUTER VOICE

A development stage prototype
schematic at Utopia Planitia,
drafting room five, of the Mars
Station, Stardate 40174.

GEORDI

Perfect. Recreate it in Holodeck
Three. Stay with me, Doc.

He goes to the door.

41 INT. CORRIDOR

Geordi arrives, presses a panel outside Holodeck Three.

GEORDI
Ready computer?

COMPUTER VOICE
Holodeck Three program is ready.

Geordi ENTERS the Holodeck.

42 INT. HOLODECK/DRAFTING ROOM (OPTICAL)

A recreation of drafting room five. Banks of computers working, propulsion equipment in various modes of completion. (Through a window can be seen other forms of starship equipment). In the center of the room is the schematic display of the engines. Geordi moves to the display, circles it, greatly impressed by the room, its contents and purposes. To him, it's beautiful.

GEORDI
Damn. Right back where it all
started. This is incredible...

He moves to the cross section of the engine.

GEORDI
Leah, did you design this?

LEAH'S VOICE
The dilithium crystal chamber was
designed at outpost designated
Seran-T-one, Stardate 40052...
Some of the Federation's best
engineering minds participated
in its development.

GEORDI
Sure, that's visiting dignitary
talk, what's the inside story...
off-the-record?

COMPUTER
Access denied. Personal logs are
restricted.

GEORDI
Another woman who won't get
personal with me in the Holodeck.

42 CONTINUED:

GEORDI

Leah, I want to find a way to supplement the energy supply to the ship and to the engines. Could we alter the matter/anti-matter paths?

Close -- he studies a maze of systems...

LEAH'S VOICE

Theoretically, yes. The system should be able to accept more reactants at a faster rate of injection.

GEORDI

Well, this is your baby, show me which ones...

And, focused on the wall of connections, he may not have realized exactly what he said... for over his shoulder, a female hand reaches in and points to the path configuration... and slowly Geordi reacts and turns to see the image of Leah Brahms standing there...

FADE OUT.

END OF ACT TWO

ACT THREE

FADE IN:

43 EXT. SPACE - THE ENTERPRISE (OPTICAL)

As before.

44 INT. HOLODECK/DRAFTING ROOM (OPTICAL)

Geordi still reacting to the image of Leah. (And he's seen her face before on her ID card.)

GEORDI

Computer, did I ask for a simulation?

COMPUTER VOICE

Affirmative. You asked Doctor Brahms to show you which system could accept reactants at a faster rate. By accessing available imagery, an adequate facsimile was possible.

GEORDI

I did do that, didn't I?

He shakes his head, smiles at himself.

GEORDI

Okay... Leah... good to see you...

A beat as he realizes how attractive she is.

GEORDI

Real good.

There is no response from the image.

GEORDI

Continue your analysis.

LEAH

Systems L-452 through L-575 will accept reactants, providing all other systems are calibrated to an equal factor.

44 CONTINUED:

Geordi puts it together in his head, senses a breakthrough...

GEORDI

Then, if we use multiple injector streams, hitting more than one crystal facet, we could do it... we could hold our own. Leah, you're beautiful.

(keying insignia)

La Forge to Picard....

45 INT. MAIN BRIDGE - SCIENCE ONE AND TWO (OPTICAL)

The array of equipment, operated full bore by SUPERNUMERARIES, glow in front of Picard and Riker. The coils retrieved from the alien ship are being analyzed and decoded... an operator opens a panel and inserts a coil.

PICARD

Go ahead.

GEORDI'S COM VOICE

Captain, we've found a way to extend the matter/anti-matter energy supplies.

PICARD

Well done, Mister La Forge.

RIKER

Geordi, can you give us enough energy to get us out of here?

INTERCUT:

46 INT. HOLODECK/DRAFTING ROOM (OPTICAL)

GEORDI

Sorry, Commander... we haven't addressed that one yet. First priority was to maintain shields.

RIKER

Acknowledged.

46 CONTINUED:

GEORDI

We'll get on it, right away,
though...

PICARD

Pass on my congratulations to your
team, Commander.

Geordi glances at the impassive face of the Leah
facsimile.

GEORDI

Thanks, Captain. We're... all
smiles down here.

47 INT. MAIN BRIDGE - SCIENCE ONE

PICARD

Picard out.

Data moves over with an update on their progress.

DATA

We have been able to verify that
these coils are logs of the
Promellian captain... but most
of them have decayed and cannot
be repaired...

RIKER

They're beyond any sort of
playback... ?

DATA

On most there are brief sections
that may yield some information.

RIKER

Do the best you can, Data. Let's
just hope we have the brief
section we need...

Data moves back to the supernumeraries...

PICARD

(to Riker)

He must have logged the cause of
his ship's death. What captain
wouldn't?

47 CONTINUED:

They stop to look at a console. On its screen the image is fuzz and static. One of the supernumeraries shakes his head, puts the coil into a pile of others...

RIKER

They were all in an open locker.
I don't think he was too concerned
with security.

48 INT. HOLODECK/DRAFTING ROOM

GEORDI

(to computer)

... 452 through system L-575.

COMPUTER VOICE

Adjustments to dilithium crystal
chamber complete.

GEORDI

Impact analysis, computer.

COMPUTER VOICE

Warp energy has increased fourteen
percent. Reactants per unit time
remaining steady.

GEORDI

All right.

It worked. Geordi turns to share the moment with Leah. There is of course nothing to share with a blank wall. He looks at her. Frowns.

GEORDI

Computer, do you have any... you
know... personality... on file
for Doctor Brahm's?

COMPUTER VOICE

Starfleet personality profile
analysis, stardate 37650...

Moves to her, thinking, what else does he need...

GEORDI

Did she ever debate at the
intergalactic caucuses on
Chaya-seven?

48 CONTINUED:

COMPUTER VOICE

Doctor Brahms attended Chaya-seven
caucuses on the following
stardates...

GEORDI

Never mind the dates...

(beat)

Computer, if you add all data
from these sources, could you
synthesize a true representation
of Doctor Brahms?

COMPUTER VOICE

There would be a nine-point-three
percent margin of error in the
interactive responses from the
facsimile.

GEORDI

I can live with that. Make it
happen.

The image of Leah warms up, turns and smiles at Geordi.
There's a feisty spirit in her eyes.

GEORDI

Doctor Brahms?

LEAH

Geordi, it's me, Leah. Don't
start calling me "Doctor Brahms"
or I'll call you "Commander" La
Forge.

GEORDI

(smiles)

Right.

LEAH

Now, we've managed to maintain
energy but we can't leave it in
this realignment forever without
burning out components so we need
to move quickly...

He's a little slow on the uptake, still a bit
mesmerized with her... noticing, with a curl of a smile

--

LEAH

Are you with me?

48 CONTINUED: (2)

GEORDI

Right.

And back to work....

49 INT. MAIN BRIDGE - CLOSE ON MONITOR (OPTICAL)

On screen is the fuzzy, distorted image of the Promellian captain, GALEK SAR. There is no audio at first, just hiss and static and isolated words... when it clears up --

GALEK SAR (MONITOR)

... have been stripped of all propulsion, and our weapons are useless. We can't move -- and we can't fight. The ship is being lashed with lethal radiation from the Aceton assimilators concealed in the rubble surrounding....

More hiss and static.... the image freezes.

50 NEW ANGLE

Picard, Riker standing behind Data who is seated.

PICARD

Aceton assimilators -- ?

DATA

An Aceton assimilator is a primitive generator which can drain power from distant sources.

RIKER

Generator...

DATA

It would not be difficult to modify them to convert energy into radiation.

50 CONTINUED:

RIKER
(theorizing)
The Menthars hide them in the
floating debris... and an
unsuspecting enemy ship flies
in... instant booby trap.

PICARD
And now we're supplying the
devices with the energy to kill
us.

51 INT. HOLODECK/DRAFTING ROOM (OPTICAL)

Geordi with Leah... in an argument. Voice on top of
voice... they're working on the cross-section of the
crystal chamber...

GEORDI
No... no... no...

LEAH
Will you listen to me...

GEORDI
You can't boost the warp power
that way...

LEAH
If you can just increase the speed
of the parallel subspace field
processor to gain a quicker
response time...

GEORDI
I want to give us enough power
to strengthen the shields and
barrel out of here... not blow
us up...

LEAH
This is my design we're talking
about. I did all the calculations
myself.

GEORDI
I don't care if you built it with
your bare hands out of an old
Ferengi cargo ship, it's going
to go --

51 CONTINUED:

He whistles and makes a flying away gesture with his hand.

51 CONTINUED: (2)

GEORDI

-- and we're going with it.

LEAH

I'm not used to having people question my judgment.

GEORDI

And I'm not used to dying.

(beat)

You worked in a lab on a static model. This is a working machine, it has tens of thousands of light years on it.

Leah thinks about it.

LEAH

True.

GEORDI

Damn right.

(calmer)

We'd never be certain the circuit paths are sealed.

She frowns, forced to agree, looks at him with interest.

LEAH

You're good. Very good.

GEORDI

(shrugs)

I know my ship. Inside and out.

LEAH

(grins)

Then I guess you know me. Inside and out. Cause a lot of me is in here.

GEORDI

I always wished the chief engineer could be present when a ship is being built.

LEAH

And that's what's wrong with designers -- we never get out in space.

51 CONTINUED: (3)

GEORDI
You're there now.

And it's a unique intimate moment between them... she smiles at him.

RIKER'S COM VOICE
Commander La Forge to the bridge.

GEORDI
On my way, Commander.
(to Leah)
Don't go anywhere.
(beat, second thought)
I mean, computer -- save program.

He EXITS.

TIME CUT:

52 INT. MAIN BRIDGE

Picard, Riker, Worf, Data and Geordi.

PICARD
How many of these devices do we think we're dealing with?

DATA
To create the radiation field we are experiencing, it would take several hundred thousand, Captain...

52 CONTINUED:

RIKER

They've been out there a long time, Data... there must be some deterioration....

DATA

There is no way to calculate that precisely, Commander... but it is likely...

PICARD

Is there any indication of a weakness in a specific part of the field...

Worf checks indications at his station.

WORF

Nothing substantial, Captain.

PICARD

Of any kind.

WORF

A point-one percent dip in the strength of the radiation field at two-one mark eight by four-two mark zero...

PICARD

I'll take that point-one percent.

RIKER

Recommend we fire a directional phaser pattern at those coordinates...

GEORDI

We won't be able to maintain energy reserves... we might even lose some circuits in the new configuration...

PICARD

How critical would the losses be?

GEORDI

Not enough to shut down our engines... but if we don't make it... I don't know if we could hold shields.

52 CONTINUED: (2)

DATA

There is also the possibility the phasers will supply the assimilators with what they need most -- energy.

PICARD

Mister La Forge, alternative suggestions?

GEORDI

(shakes his head)

Maybe down the road, Captain...
But we can't overload the dilithium crystals much longer.

The focus turns to Picard... who must make the extraordinarily difficult decision. He agonizes over it a moment.

PICARD

I imagine a discussion very much like this took place on our neighbor's ship a thousand years ago. May our decisions meet with more success than theirs.

(decides)

Mister La Forge, you will return to Engineering and continue your efforts without delay. Mister Worf, prepare the phasers.

And Geordi EXITS... and as everyone else moves into their positions...

WORF

Phasers locked on coordinates.

Picard nods to Riker

RIKER

Fire.

53 EXT. SPACE - THE ENTERPRISE (OPTICAL)

A multiple stream of phaser fire fans out in one direction.

54 ANGLE ON MAIN VIEWER (OPTICAL)

Phaser fire strikes the debris. The debris absorbs the fire.

55 INT. MAIN BRIDGE

Slow push in on Picard's face as he realizes the gamble has failed.

RIKER (O.S.)

Nothing.

WORF (O.S.)

Radiation levels increasing,
Captain. Eight percent. Ten
percent.

DATA (O.S.)

Energy reserves on board dropping
rapidly...

Extreme close-up... to an enemy dead a thousand years,
he says, under his breath --

PICARD

Damn you.

56 INT. HOLODECK/DRAFTING ROOM (OPTICAL)

Geordi and Leah huddle over a computer graphic.

GEORDI

Wouldn't that increase the output
of the parallel subspace
processors to gain a quicker
response time... ?

LEAH

The processors can handle the
extra input.

GEORDI

Yeah, but how do we
reconfigure... ?

56 CONTINUED:

The drafting room begins to fade.

COMPUTER VOICE
Energy reserves reaching critical
stage. Standard procedure
requires termination of all
simulations.

GEORDI
Computer, override standard
procedure...

COMPUTER VOICE
Override authority restricted.

GEORDI
What? -- computer --

The drafting room and Leah disappear. Geordi is in
the empty Holodeck. A few lights pulsate on the
walls.

FADE OUT.

END ACT THREE

ACT FOUR

FADE IN:

57 EXT. SPACE - THE ENTERPRISE (OPTICAL)

In space. The Promellian cruiser lying dead near it.

58 INT. OBSERVATION LOUNGE (OPTICAL)

Picard, Riker, Data, Worf and Beverly. Faces are grim.

GEORDI'S COM VOICE

The crystal lattice is breaking
down...

INTERCUT:

59 INT. ENGINEERING

Geordi checking over readouts.

GEORDI

(continuing)

We'll have to pick up repairs when
we can reach a starbase....

RIKER

The optimist in the group.

PICARD

How long do we have shields based
on current calculations... ?

WORF

Under two hours, Captain. And
the radiation field has
increased by seventeen percent.

PICARD

(to Beverly)

Impact on fatal exposure?

BEVERLY

Down to twenty-six minutes.

59 CONTINUED:

RIKER

If we resist, we die. If we don't resist, we die.

PICARD

Mister La Forge, have we shut down all non-essential energy usage?

GEORDI

Yes, Captain. In fact, I need to get some back... I'm running a program on Holodeck Three...

PICARD

For what purpose?

GEORDI

I've gone back to the beginning... to the earliest construction entries of the Enterprise. I've created... a... propulsion design model to assist me. I believe we're... making progress...

PICARD

Computer, reinstate Holodeck Three program.

COMPUTER VOICE

Holodeck Three program is reinstated.

PICARD

Your best suggestion in an hour, Mister La Forge. Picard out.

59A INT. CORRIDOR

Geordi arrives at the Holodeck...

GEORDI

Computer, resume Holodeck Three program.

COMPUTER

Enter when ready.

60 INT. HOLODECK/DRAFTING ROOM

Geordi ENTERS. He and Leah share a look of concern.

LEAH

There isn't much time left.

Geordi acknowledges... his mind working.

60 CONTINUED:

GEORDI

Somehow, we have to generate enough energy to get out of here... but we've got a booby-trap that eats energy for breakfast... how do we fool it, block it, shut it down, anything...

He moves to the computer terminal...

GEORDI

Okay, we know for every movement the Enterprise makes, there's a counter-movement from the energy field... could we use that to our advantage somehow...

LEAH

Maybe. There must be a time differential between the force and counter-force response...

He makes an entry into the terminal... feels Leah moving up behind him, her body brushes against the back of his neck as she looks over his shoulder...

LEAH

If we could make quick, continuing adjustments in the linkups before the counterforce reacts, we might just be able to move this bucket...

And he nods,

GEORDI

Yes...

He turns and looks at her with enthusiasm... and her face is terribly close to his and it's that moment when two people have been locked up together for hours on end working toward a common goal and it moves into personal, sexual feelings... he feels it inside, but there's no time for this now... and her face acknowledges it... he turns away, types furiously...

GEORDI

Leah, you like Italian food?

She looks at him and smiles at him from behind... lays a hand on his shoulder...

60 CONTINUED: (2)

LEAH

Like it? Wait til I make you my
fungilli.

As they look at the computer display coming up...

GEORDI

(re: computer)

Okay, fusion reactor uplink to
navigation processor...

60A EXT. SPACE - THE ENTERPRISE (OPTICAL)

Time transition.

61 INT. HOLODECK/DRAFTING ROOM - ON SCREEN DISPLAY
(OPTICAL)

Showing connections between the master computer and
other controls... changing rapidly...

GEORDI (O.S.)

But then we have to adjust the
drive coils... and the vector
processor... it's impossible..

Pulling back to see him tired in his chair, posture
suggests he's been sitting for awhile now... she's
massaging his shoulders...

GEORDI

Don't do that...

LEAH

Sorry... I thought it might feel
good.

GEORDI

I don't want to feel that good
right now. What time is it?

LEAH

Coming up on sixteen hundred
hours.

GEORDI

God, what am I supposed to tell
the Captain?

He stands, frustrated...

61 CONTINUED:

GEORDI

It's possible and yet it's impossible... everything we've done says we can't adjust fast enough... but if we could, it might work...

LEAH

(quietly)

I could do it.

GEORDI

Data couldn't even do it. It'll take a hundred... maybe even a thousand adjustments every second... how are you gonna do it? It's humanly impossible.

LEAH

I'm not human.

And that hits Geordi and after a beat he laughs at himself for getting so caught up in his program... but it is a little sad too...

GEORDI

You mean the computer could do it.

She acknowledges. The door slides open and Picard ENTERS, reacts to Leah...

GEORDI

(almost introducing)

Captain, this is... a holographic simulation of one of the propulsion experts who designed the Enterprise engines... Leah Brahms. Doctor Leah Brahms.

61 CONTINUED: (2)

Picard looks at her without acknowledging her... there's an awkward beat. He turns and waits to hear from Geordi...

GEORDI

We... I've been examining the force and counter-force response time... and trying to see if we could create linkage at maximum power...

PICARD

The bottom line, Commander.

GEORDI

There's a chance we could manuever out of the trap... if we turn the ship over to the computer.

And he feels awkward as he says it. And Picard's eyes tell us he loathes the idea. But his feelings aren't relevant right now.

PICARD

What kind of chance?

GEORDI

I don't know yet. But we can program it and try it out on a few simulated runs.

PICARD

Proceed.

He starts to exit... pauses.

PICARD

This is the only way...

GEORDI

I think so, Captain.

Picard acknowledges, leaves without glancing again at Leah. Geordi exchanges a look with her.

62 INT. CAPTAIN'S READY ROOM

Picard is sitting, staring into the middle distance. There is a chime. He pauses before --

62 CONTINUED:

PICARD

Come.

Riker ENTERS.

RIKER

Any word from La Forge?

PICARD

He's come up with something that might give us a chance. If we agree to stay out of it.

RIKER

Sir?

PICARD

He proposes to turn control of the ship over to the computer because it is capable of making quicker adjustments than any human being.

They exchange a look.

RIKER

Computers have always impressed me by their ability to take orders; I'm not at all as certain about their ability to give them.

PICARD

Especially with a thousand lives at stake.

(frowns)

What choice do I have?

(MORE)

62 CONTINUED: (2)

PICARD (Cont'd)

(beat)

You missed something by not playing with model ships. They were the source of one boy's imaginary voyages, each holding a treasure of adventures. Manning the earliest space craft. Or flying a plane with only one propeller to keep you in the sky. Imagine that.

(beat)

Now, the machines are flying us.

Off Riker's reaction...

63 INT. HOLODECK/DRAFTING ROOM

Geordi and Leah watching a viewer...

INTERCUT:

64 CLOSER - THE VIEWER (OPTICAL)

seems like a super sophisticated graphic arcade game... a ship moving through the asteroid field... when it gets too close to one, there is a brilliant beam of energy that covers the ship... the image freezes...

COMPUTER VOICE

Fatal radiation exposure.

GEORDI

Computer, reduce thrust levels another four percent... adjust trajectory angle to compensate... begin simulation again...

The image of the ship moves cautiously through the asteroid field... and this time it gets through.

LEAH

There you go. We got out.

Geordi isn't satisfied...

GEORDI

Repeat simulation, same levels.

64 CONTINUED:

The image of the ship just begins to move when radiation wipes it out.

COMPUTER VOICE
Fatal radiation exposure.

GEORDI
Swell. Same variables. Only
this time the computer didn't
quite make it...

The console screen goes to static. The Red Alert sounds.

COMPUTER VOICE
(so calmly)
Deflector shield failure. Lethal
radiation levels. Fatal exposure
in twenty-six minutes.

Geordi exchanges a glance with Leah. The Red Alert continues.

FADE OUT.

END ACT FOUR

ACT FIVE

FADE IN:

65 INT. HOLODECK/DRAFTING ROOM

As before.

COMPUTER VOICE
Deflector shield failure. Lethal
radiation levels. Fatal exposure
in twenty-three minutes.

Pushing in to Geordi's face... looking at the static
viewer.

GEORDI
I can't do it.

LEAH
It might work, Geordi.

GEORDI
And it might not. I can't
ask the captain to turn the ship
over to a computer.

LEAH
It's all we've got.

PICARD'S COM VOICE
Picard to La Forge.

GEORDI
Captain... two minutes... give
me just two minutes....

66 INT. MAIN BRIDGE

All hands in place except Geordi.

GEORDI'S COM VOICE
There is another way, Captain...
two minutes...

PICARD
Two minutes. Picard out.

67 INT. HOLODECK/DRAFTING ROOM

LEAH

Geordi, there's no other way...

GEORDI

(interrupting)

No..no... wait, listen... turn
it upside down, literally... come
at it from the opposite
direction... God, it's so
simple... it might even work...

She shakes her head...

COMPUTER VOICE

Lethal levels of radiation...

GEORDI

Computer, shut up... at least in
Holodeck Three...

The computer shuts up... Geordi sits down at the
console...

GEORDI

Computer, new simulation...

Push into his face...

TIME CUT:

68 INT. MAIN BRIDGE

Full cast.

GEORDI

Everything we've been trying to
do is based on overpowering the
trap... more energy, faster
adjustments... but that's exactly
what we can't do, because that's
what we're supposed to do. That's
the booby trap.

(beat)

The answer is in our own
computer... the mind -- the best
piece of engineering we'll ever
need.

68 CONTINUED:

PICARD

Didn't your research suggest
thousands of adjustments would
be required per second?

GEORDI

Not if we turn everything off.

Reactions. Turn everything off. Whoa, Geordi...

GEORDI

One blast of everything we've got
left for a microsecond to beat
the inertia and then we shut it
all down except minimal life
support and two thrusters. No
impulse engines. No computer.

Riker looks at Picard...

RIKER

One propeller, Captain...

COMPUTER VOICE

Deflector shield failure. Lethal
radiation levels. Fatal exposure
in twelve minutes.

PICARD

Have you analyzed the risk factor?

GEORDI

The numbers say it's even money.
No better than handing it over to
the computer. No worse either.
But I say forget the numbers.
There's no way for a computer to
compensate for the human factor...
the intuition, the experience...

Picard nods...

PICARD

Make it ready.

People move into positions...

GEORDI

I've run the simulations... If
you want me to take Conn...

68 CONTINUED: (2)

PICARD

No, Mister La Forge. You've done
your job. Now I must do mine.

Picard crosses to Conn.

68 CONTINUED: (3)

PICARD

I relieve you, Mister Crusher.

Wesley yields his station to Picard.

WESLEY

Yes, sir.

Wesley moves to the command area, stands to Riker's side.

69 ON PICARD

Picard sits down at Conn, looks over the controls.

RIKER

(to com)

All hands, this is Commander Riker. We are about to engage impulse engines for a short burst. Inertial dampers are on manual. They may not fully compensate for acceleration. Brace yourselves.

COMPUTER VOICE

Deflector shield failure. Lethal radiation levels. Fatal --

RIKER

Computer, discontinue radiation warning till further notice.

Riker nods to Picard: "all yours, Captain."

PICARD

Firing impulse engines.

Picard makes it so.

70 EXT. SPACE - THE ENTERPRISE (OPTICAL)

as the impulse engines flare to life and almost immediately shut down. The ship slowly starts to move.

71 INT. MAIN BRIDGE

Crew reacting to the force of breaking free. Picard touches the helm panel.

DATA

Impulse engines are now down.

GEORDI

Shutting down all systems.

The bridge lights go out.

DATA

Velocity is one hundred thirty two meters per second.

WORF

We will enter the debris field in eight seconds.

72 ANGLE TO INCLUDE MAIN VIEWER (OPTICAL)

as Picard stares intently at the asteroid fragments and other debris ahead, decides on the course he wishes to take, and touches his panel.

DATA

Starboard thruster firing.

73 EXT. SPACE - THE ENTERPRISE (OPTICAL)

as a tiny lateral thruster fires and the ship gently shifts course. A large chunk of asteroid looms ahead.

74 INT. MAIN BRIDGE

RIKER

Coming to heading three-four-zero mark one-zero.

Picard, intent on the viewscreen, kills the thruster.

RIKER

Captain, that large mass to port may contain an assimilator.

74 CONTINUED:

Picard fires another thruster -- a quick burst this time.

DATA
Port thruster firing...

75 EXT. SPACE - THE ENTERPRISE (OPTICAL)

gradually adjusting course and gliding silently past the asteroid.

76 INT. MAIN BRIDGE

WORF
No reaction from the assimilator.

RIKER
We're past the first hurdle.

Wesley shakes his head in wonder at Picard's coolness.

WORF
Sir! Object to port --

Picard, imperturbable, is already firing a thruster.

DATA
Starboard thruster.

Picard, watching the viewer, sees the object sail past the ship... Reactions... Picard's eyes move on to the next problem.

DATA
Sir, the gravitational attraction of the various masses has reduced our velocity by eight percent. By my calculations, we no longer possess sufficient momentum to clear the debris field --

Picard quietly interrupts; he doesn't need to hear this.

PICARD
Thank you, Mister Data.

Picard fires a thruster --

76 CONTINUED:

DATA
Port thruster...

77 OMITTED

78 ANGLE TO INCLUDE MAIN VIEWER (OPTICAL)

as a monstrous asteroid glides into view, dead ahead.

79 ON WESLEY AND RIKER

Wesley's eyes widen. He looks to Riker.

80 ON PICARD AND DATA

Picard watches the viewscreen -- but makes no move to fire a thruster.

DATA

The asteroid's gravity is drawing us closer. Velocity increasing.

Picard doesn't react.

81 EXT. SPACE - THE ENTERPRISE (OPTICAL)

heading straight for the massive asteroid and picking up speed.

82 INT. MAIN BRIDGE

Everyone's watching the viewscreen. Geordi and Worf exchange a look -- "I hope he knows what he's doing."

Still Picard waits... and waits.

DATA

Velocity still increasing... now two hundred and nineteen meters per second.

Picard remains impassive.

83 ANGLE TO INCLUDE MAIN VIEWER (OPTICAL)

as the bulk of the asteroid fills the screen. Picard poises a hand over the helm, waits a beat, then fires a thruster --

DATA

Starboard thruster.

84 EXT. SPACE - THE ENTERPRISE (OPTICAL)

as a thruster BLASTS to life. The ship, still gaining speed, slowly changes course -- and instead of colliding with the asteroid, it whips around it -- the slingshot effect flinging the Enterprise on a new course, completely out of the debris field.

85 INT. MAIN BRIDGE

Picard, as impassive as before, shuts down the thruster.

DATA
(to Picard)
You have used the asteroid's
gravitational pull as a
slingshot. Excellent.

RIKER
We're out. We beat it.

Picard stands, the crew looks at him with awe.

PICARD
Mister Crusher, the conn is yours.

WESLEY
(with great respect)
Yes, sir!

Wesley takes his station. Picard returns to the command chair.

PICARD
Initiate full restart. Bring all
systems back on-line.

GEORDI
With pleasure, sir.

And with a victorious jab, Geordi turns his Engineering Station back on, starts to work.

BRIDGE LIGHTS come back on full.

PICARD
Number One... make sure the booby
trap won't bother anyone again.

85 CONTINUED:

RIKER

Mister Worf, ready photon torpedoes, all bays... set to detonate upon impact with the Promellian vessel.

WORF

Aye, sir.

86 EXT. SPACE - THE ENTERPRISE (OPTICAL)

FIRING a spread of torpedoes that explodes at the ancient vessel... and the entire area goes white with the explosive force obliterating the entire asteroid field.

TIME CUT:

87 INT. HOLODECK/DRAFTING ROOM (OPTICAL)

Geordi with Leah. A quiet moment.

GEORDI

I've always thought that technology could solve any problem. It enhances our quality of life... It lets us travel across the galaxy... It even gave me my vision.

(beat)

But sometimes you just need to trust yourself and turn it all off. Even the gypsy violins.

LEAH

Violins?

GEORDI

Different program. Sorry.

They look at each other for a beat.

LEAH

We made a good team.

GEORDI

Maybe we could do it again some time.

87 CONTINUED:

LEAH

I'm with you every day, Geordi.
Every time you look at this
engine, you're looking at me.
Every time you touch it, it's me.

87 CONTINUED: (2)

He acknowledges. They smile at each other. He moves to her and kisses her on the lips... a soft gentle, goodbye kiss. A last look and...

GEORDI
Computer, exit Holodeck. Save
program.

The door opens. The program ends. He leaves.

88 EXT. SPACE - THE ENTERPRISE (OPTICAL)

As it moves off to explore other worlds...

FADE OUT.

END OF ACT FIVE

THE END