



STAR TREK IN ANIMATION

"No Space to Grow and No Place to Go"

Written by  
Don Sandburg

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PART ONE

FADE IN:

1 INT. OF BRIDGE

KIRK confronts the YOUNG CADETS. The view screen is in the b.g.

KIRK

Cadets... you've asked about our present mission. So now watch the view screen.

2 INSERT A SCENE OF PLANET IN SPACE ON SCREEN

TRUCK into screen. The planet shows only one continent which is grayish in color. There is a heavy cloud cover that envelopes the entire planet and almost obscures the details.

KIRK (v.o.)

These vid-tapes show the planet Zarcon located in the galactic cluster of Pleiades. It is a class M planet, which, as you know, means earthlike. There is only one continent on its surface... Yes, Ken?

3 CLOSEUP OF KEN

KEN

Sir... why is it so gray looking?

CUT TO:

4 SCREEN

Showing various aerial scenes of an endless city complex.

(CONTINUED)

4 CONTINUED:

KIRK

Because, as you see in this closer shot, there is no open land, no farms, no parks, no trees, no grass... just one continuous complex of five hundred story buildings... one huge gray city that spans the entire continent.

5 CLOSEUP OF SULU

SULU

Captain... we are now well inside the solar system of Zarcon.

6 REAR ANGLE OF KIRK WITH CADETS FACING HIM IN B.G. -  
SULU AT SIDE

KIRK

Reduce warp factor to one point five, Mr. Sulu... and set a course for orbit.

Kirk returns his attention to the cadets.

KIRK

There are thirty billion people crammed on Zarcon.

7 PAN FACES OF CADETS - KEN, SPECK, BOBBY, ETC.  
As they listen.

KIRK (v.o.)

(continues)

The planet can no longer provide the resources necessary to sustain the huge population. The Zarcons have depleted their raw materials, there is no land to grow food, and their industry has permanently poisoned their atmosphere and water. They have literally used up their planet... They must leave their world and find another or perish... Question, Speck?

8 CLOSEUP OF SPECK

SPECK

How soon?

(CONTINUED)

8 CONTINUED:

KIRK (v.o.)

Within a year.

SPECK

So why don't they leave?

KIRK (v.o.)

They can't.

9 CLOSEUP OF SPOCK AT HIS POST

SPOCK

There is no record of another planet in their solar system suitable for humanoid life.

10 CLOSEUP OF KIRK

KIRK (v.o.)

And the Zarcons do not have star ships like ours which can space warp to other solar systems.

11 CLOSEUP OF KEN

KEN

... they have no space to grow and no place to go, you might say.

12 TWO SHOT - KIRK AND SPECK

KIRK

Well put, Ken.

SPECK

Somebody should help them.

KIRK

That's why the Enterprise has been sent here... to find them a planet ... and a means to transport them there.

13 CLOSEUP - SPOCK

Examining his sensor panel.

(CONTINUED)



13 CONTINUED:

SPOCK

Captain... we are passing the  
neighboring planet to Zarcon...  
and there's something rather odd.

KIRK

What is it, Spock?

SPOCK

The sensors indicate that it is a  
class M planet identical to Cerium  
... Oxygen-nitrogen atmosphere,  
pleasant temperature range, one G  
gravity, and ample resources and  
vegetation to support humanoid  
lifeforms.

KIRK

That's hard to believe... there's  
no record of such a planet.

SPOCK

The computer is functioning  
properly, Captain.

14 TWO SHOT - KIRK AND KEN

KIRK

I'm not doubting you, Spock, I  
just don't understand. If the  
Zarcons have a planet identical  
to their own right in their back  
yard... they don't need us. They  
already have the spaceships to go  
there.

KEN

Maybe there's something down there,  
Captain, that keeps the Zarcons  
away.

KIRK

If there is, Ken, we're going to  
find out... Mr. Sulu... Cancel the  
course to Zarcon... we're going to  
make a stop first.

FADE OUT.

END OF PART ONE

PART TWO

FADE IN:

15 EXT. SPACE - THE ENTERPRISE

Orbiting the mystery planet.

KIRK (v.o.)

Captain's log... Star Date 3023.5.  
The Zarcons must move to another planet or become extinct. We have discovered a suitable planet within easy reach of the Zarcon spaceships ... in their own solar system. There seems no reason why they haven't migrated there. We are about to beam down to the planet to investigate.

16 TRANSPORTER ROOM - KIRK, SPOCK, DR. MCCOY, KEN AND SPECK

stand in position in the Transporter Room ready to beam down.

KIRK

Alright, Scotty... Beam us down.

SCOTTY

Aye... Captain.

The group MATERIALIZES.

17 ANOTHER ANGLE

They RE-APPEAR on the planet's surface. It is a paradise of lush vegetation. They inspect their surroundings.

KEN

Well... I don't see any monsters.

KIRK

No evidence of meteor storms nor active volcanoes.

SPECK

The weather's great... and smell that clean fresh air.

SPOCK

(checking tricorder)

The tricorder indicates an abundance of animal life.

(CONTINUED)

17 CONTINUED:

McCOY

And it certainly isn't overcrowded with people.

18 ANGLE

The party walk down a path that cuts through the underbrush. A rabbit darts across their path.

SPECK

Looks like some magician lost his rabbit.

KEN

Strange to see a rabbit here.

SPOCK

It is not unusual for two planets with similar environments to nurture similar life forms.

19 ANOTHER ANGLE

The party continue their safari through beautiful lush forests. Birds and wildlife of all kinds are seen. A seemingly endless variety of fruits and berries grow from vines and bushes. Flowers of every description and color are everywhere.

20 McCOY

stops to pick an apple from a tree.

McCOY

An apple. Jim... this place is a garden paradise... it has everything a person could wish for.

21 THREE SHOT - KIRK, SPOCK, McCOY

KIRK

Yes, Bones, it appears so. Strange that the Zarcons have not settled here.

SPOCK

They could easily transport their entire population here in their own spaceships.

McCOY

I wonder why they don't.

22 A LARGE BAMBOO CAGE

suddenly drops from above over the group, imprisoning them. An OLD MAN steps out from the thick brush in front of them.

23 CLOSEUP - OLD MAN

OLD MAN  
So you want to know why the Zarcons  
don't settle here, huh?

KIRK (v.o.)  
Who are you?

24 CLOSEUP - SPOCK

Checks tricorder.

SPOCK  
His bio-chemistry indicates that  
he is of Zarcon origin.

25 WIDE - GROUP

OLD MAN  
That's right... I am... Now who  
are you?

KIRK  
We're from the starship Enterprise.  
We've landed to investigate the  
possibilities of the Zarcons  
migrating here.

OLD MAN  
Well... you can just take off again  
... cause you're wasting your time  
... the Zarcons aren't allowed here.

McCOY  
And why aren't they?

OLD MAN  
'Cause I don't want 'em here.

KIRK  
You don't want them here?

OLD MAN  
That's right... It's my land...  
and I don't want 'em here.



26 CLOSEUP - KEN

KEN

Let's find some natives that are more hospitable, Captain.

27 LONG SHOT - SURROUNDING AREA

Party in cage and Old Man outside it.

OLD MAN

There aren't. I'm the only person on the whole planet.

McCOY

You're the only one? Why??

OLD MAN

'Cause I like it that way... and I own the planet.

KIRK

You own this planet?

28 CLOSEUP - OLD MAN

OLD MAN

What's the matter... don't you fellows hear so good? That's what I said... the entire planet.

SPOCK

It's rather unusual for one man to own an entire world.

OLD MAN

Well, I do... It was handed down to me from my great great great great granddaddy. He bought it when nobody wanted it and land was cheap cause there was so much of it.

The Old Man withdraws the deed to property.

OLD MAN

Here's the deed... provin' I own it.

29 KIRK

Scans the deed.

KIRK

Seems in order.

(CONTINUED)

*No matters?*  
*Carriant with him?*

29 CONTINUED:

OLD MAN  
It's legal... now get off my land  
... you're trespassing.

But... KIRK

30 CLOSEUP - OLD MAN

OLD MAN  
No visitors... neither you nor the  
Zarcons.

31 WIDE - GROUP

McCOY  
But their whole race will perish  
if they don't find another planet  
to...

OLD MAN  
Not my problem... their problem...  
they brought it on themselves.

KEN  
But they have no air left or food,  
or water.

McCOY  
And you can't possibly need all  
this land... There are millions of  
square miles of good land here that  
aren't being used.

OLD MAN  
And it's going to stay that way...  
Nobody's coming here and ruin it  
with concrete and smoke like they  
did with Zarcon... Not while I own  
it.

But... KIRK

OLD MAN  
(interrupting)  
I said... get off my planet.

32 CLOSEUP - KIRK

He opens his communicator.

(CONTINUED)

32 CONTINUED:

KIRK  
(resigned)  
Kirk to Enterprise... Beam us up.

SCOTTY (v.o.)  
Aye, Captain.

33 THE TRANSPORTER ROOM

The landing party MATERIALIZES.

McCOY  
What do we do now, Jim?

34 KIRK

Walks to the wall and speaks into the intercom.

KIRK  
Mr. Sulu... break orbit... it's  
time to pay our respects to the  
President of Zarcon.

35 ENTERPRISE - EXT.

Breaks orbit with planet.

36 THE OFFICE OF THE PRESIDENT OF ZARCON

The same landing party as before stands before the President.

PRESIDENT  
Yes, gentlemen... the old man told  
the truth... the entire planet  
is legally his.

KIRK  
Mr. President, you're aware that  
it is a class M planet.

PRESIDENT  
Of course... but we can't migrate  
there. Not as long as the Old Man  
refuses to let us.

37 CLOSEUP - McCOY

McCOY

I say -- do it anyway. You could always settle on the opposite side of the planet and the Old Man would never know it.

PRESIDENT

True... but such a willful act as stealing another person's private property is unthinkable for Zarcons.

McCOY

But thirty billion people's lives are at stake. Doesn't that account for something.

38 CLOSEUP - PRESIDENT

PRESIDENT

Regardless of how justifiable the motive might seem, our sense of ethics would not permit such aggression.

KIRK

Mr. President... what happens when the old man dies?

PRESIDENT

Then the planet is ours... for the old man leaves no children to inherit it.

39 CLOSEUP - SPOCK

SPOCK

But he might live another twenty years. By then there won't be a Zarcon left to use it.

40 KEN

whispers to Speck and motions him to follow quietly.

41 THE TWO CADETS

sneak unnoticed out of the office.

SPECK

What's up, Ken?

(CONTINUED)



41 CONTINUED:

KEN

I've been thinking. Maybe kids could handle this problem better than grownups.

SPECK

What do you mean?

42 ANOTHER ANGLE

They walk down a narrow corridor.

KEN

The Old Man never had children, right?

SPECK

Right.

KEN

So maybe he wouldn't mind having some around.

SPECK

He doesn't want anybody around.

KEN

He doesn't want adults... but maybe kids would be alright.

SPECK

MAYBE... What are you driving at?

KEN

You'll see... first let's find a couple of Zarcon children.

43 THE YOUNG CADETS

step onto a moving walkway that is crowded beyond description.

SPECK

What a mob... I can hardly breathe.

KEN

There's some children over there. Come on.

*Not unless he screws a tree.*

44

## ANOTHER ANGLE

The cadets leave the walkway and approach the Zarcon kids.  
The two older ones are playing some sort of a game with  
tops... the smaller one stands watching with delight.

Hello. KEN

Hello. BOY

Hello... gee... you're dressed  
funny. GIRL

Yeah... I never saw anyone dressed  
like that before. BOY

We're not from around here. KEN

We're off a starship. SPECK

45

## TWO SHOT - BOY AND GIRL

Really... I never met anyone from  
a starship before. Aren't you  
kinda young to be flying a  
starship? GIRL

We're training cadets. KEN

Gee... it must be fun to ride in  
a starship. BOY

Yes... I sure would like to  
some day. GIRL

How about right now? KEN

You're kidding? BOY

46 WIDE - GROUP

KEN

Not at all... Do you want to see  
our ship?

BOY AND GIRL

Sure...

KEN

Let's go then.

47 CLOSEUP - LEON

GIRL

We have to take little Leon with  
us.

48 TWO SHOT - KEN AND SPECK

SPECK

(to Ken)

We can't take him, Ken... he's  
too small.

49 CLOSEUP - LEON

BOY

Then we can't go... cause he's  
our baby brother and we have to  
look after him.

50 CLOSEUP - KEN

KEN

Well... looks like we take little  
Leon then.

Ken opens his communicator.

KEN

Ken to Enterprise... Permission to  
beam up a party of four and a half.

SCOTTY (v.o.)

Did you say four and a half, Ken?

KEN

Well... one's kinda little.

(CONTINUED)

50 CONTINUED:

SCOTTY (v.o.)  
Oh... okay... stand by.

51 THE GROUP OF CHILDREN  
DEMATERIALIZE.

52 THE TRANSPORTER ROOM  
The kids MATERIALIZE.

KEN  
Thank you, Scotty.

53 CLOSEUP - SCOTTY

SCOTTY  
Where did you get these tykes?

54 TWO SHOT - KEN AND SPECK

SPECK  
They wanted to see what a starship  
looked like.

KEN  
So we decided to give them a tour.  
Follow me, folks.

SPECK  
Thanks for beaming us up, Scotty.

55 THE GROUP

Leaves the scene leaving Scotty smiling and shaking head.

56 THE GROUP

Follow Ken down a passageway that leads to the shuttlecraft hangar. Ken opens the door revealing a shuttlecraft.

57 CLOSEUP - SHUTTLECRAFT

KEN  
This is one of our shuttlecraft.  
It's used for space travel between  
planets.



58 KEN

enters scene and opens the door of the craft.

KEN  
Get in... we'll take a ride.

Oh, goodie.

BOY AND GIRL

59 ANOTHER ANGLE

The Zarcon kids climb in... Speck hesitates at the door.

60 TWO SHOT - KEN AND SPECK

SPECK  
Ken... we can't go jaunting around  
in space without permission.

KEN  
Why not... I'm first class, aren't  
I?

SPECK  
Yes, but...

KEN  
I've been checked out on solo  
flight, haven't I?

SPECK  
I know, but... but where are we  
going?

KEN  
To the old man's planet.

SPECK  
There???

KEN  
Look... someone has to talk the old  
man into letting the Zarcons settle  
on his planet... and I say children  
can do it better than grownups.

SPECK  
Maybe...

KEN  
It's worth a try... so climb in.

## 61 ANOTHER ANGLE

Speck starts to climb into the shuttlecraft door. Suddenly a small furry animal waddles up to them. It wags its tail while uttering strange squeaky SOUNDS. The boy and girl peek their head back out the door.

## 62 CLOSEUP - GNUFF

BOY

What's that?

SPECK

That's Fred.

GIRL

But what is it?

SPECK

It's a gnuff, of course.

BOY

What's a gnuff?

## 63 TWO SHOT - KEN AND SPECK

SPECK

A gnuffis a gnuff... it's like a dog or a cat except it's a gnuff.

KEN

We found it wandering around alone on the planet Verta... so we adopted it as our ship's mascot.

SPECK

They make good space pets... and they like children.

## 64 THE GNUFF

jumps up into the arms of Leon. Leon pets the gnuff who SQUEAKS and wags its tail in return.

GIRL

It sure likes little Leon.

BOY

And visa versa.

65 CLOSEUP - KEN

KEN

Enough of this... we got to blast off before the crew spots us. You can come along, Fred.

66 ANOTHER ANGLE

The door is closed... the hangar doors open... the engine ignites and the shuttlecraft rockets out through the open door in the side of the Enterprise.

67 EXT. ENTERPRISE

Showing the shuttle leaving the hangar door and away from the mother ship.

68 SHUTTLE - IN SPACE

69 INT. ROCKET

Showing Ken at controls with the kids gathered around him. Leon plays with the gnuff.

KEN

So that's the story, kids... that's why we asked you to take a ride. We hope that when the old man sees you that he might soften enough to let your parents and all Zarcons settle on his planet.

SPECK

Then just think... you'd have lots of room to play baseball.

BOY

What's baseball?

SPECK

You never heard of baseball... well, baseball is...

70 CLOSEUP - KEN

KEN

Emergency -- strap in.

BOY

What's the matter???

71 WIDE - GROUP

KEN

We're about to run smack dab into  
a comet storm.

GIRL

What's a comet storm?

SPECK

It's a whole bunch of iceballs and  
rocks.

KEN

And we'll really have trouble if  
a big one hits us...

72 THE KIDS

Watch the viewplate as we see a large cloud of meteors  
and ice particles rush toward the shuttlecraft.

KEN

Here it comes... So hold on tight.

73 ANOTHER ANGLE

The rocket begins to veer from side to side as Ken tries  
to dodge the larger particles with intricate maneuvers.  
The SOUND grows from the hull being pelted with smaller  
fragments.

74 EXT. SHUTTLECRAFT

Its erratic course through the comet storm. The larger  
pieces of debris are just missing the ship.

75 INT. ROCKET

The crew hangs on for dear life as Ken fights to control  
the ship.

76 CLOSEUP - LEON

LEON

(crying)

I wanta go home.



77 TWO SHOT - KEN AND SPECK

SPECK

Now I really wish we hadn't come without permission. If something happens nobody will ever know.

KEN

We'll make it... just hang on.

78 EXT. SHUTTLECRAFT

A large meteor suddenly rams the ship.

79 INT. SHUTTLECRAFT

Showing the crew and rocket jostled about as the ship is momentarily out of control... SOUND of leaking air.

SPECK

Ken... we've been hit bad... we got a leak.

80 ATMOSPHERE GAUGE

KEN

Yeah... and we're losing air pressure fast... Speck... we've got problems.

FADE OUT.

END OF PART TWO

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PART THREE

FADE IN:

81 EXT. SHUTTLECRAFT

Still maneuvering through the comet debris.

82 INT. SHUTTLECRAFT

Showing panicked crew.

83 CLOSEUP - PRESSURE DIAL

SPECK (v.o.)

The air pressure is getting dangerously low.

KEN

Quick, Speck... the sealer...

84 ANOTHER ANGLE

Speck removes a spray bottle from the bulkhead clamp. He squirts a mist in the general direction of the leak and we watch it as it's pulled toward the leak in the bulkhead. As it does, it reduces in size and becomes denser. It shrinks into a plastic type goo and forms a seal around the hole.

85 TIGHT CLOSEUP OF PATCH

The hissing SOUND of escaping air stops.

86 WIDE - GROUP SHOT

SPECK

It worked... the leak is plugged.

KEN

Air pressure is building back up  
... we're okay.

BOY

How does that stuff work?

87 CLOSEUP - SPECK

SPECK

Our air was being sucked out the hole in the bulkhead into the vacuum of space... The sealer spray along with it. The spray condensed into a gooey substance around the hole and plugged it.

88 EXT. THE SHUTTLE

Suddenly settles down as the last of the comet debris passes the ship.

89 INT. - GROUP SHOT

KEN

That's it... we're through it.

GIRL

We're safe?

KEN

Safe... and it's time to land... cause the old man's planet is getting close.

90 ANOTHER ANGLE

The planet fills the viewscreen in front of the group. TRUCK into screen as the planet looms ever larger.

91 EXT. PLANET - SURFACE LEVEL

Shuttle touches down on its tail and becomes quiet. The door opens and Speck jumps to the ground.

92 CLOSEUP - SPECK

SPECK

We're here... Now to find the old man.

OLD MAN (o.s.)

I'm right here.

93 THE OLD MAN

Appears from the brush.

(CONTINUED)

*Unidentified man  
said where old  
man is*

93 CONTINUED:

OLD MAN

Now that you've found me, you can  
just take off again.

SPECK

But sir...

OLD MAN

Don't sir me... just get off my  
planet... I told you before you  
were trespassing, and...

94 LITTLE LEON APPEARS AT THE DOOR

Holding the gnuff in his arms.

OLD MAN

Who is that?... A child?

LEON

Hello, mister.

95 CLOSEUP - OLD MAN

Holds outstretched arms.

OLD MAN

Come here, son.

96 LEON

jumps down and moves hesitantly toward the Old Man, still  
holding on to the gnuff.

OLD MAN (v.o.)

Come on... I won't hurt you.

97 LEON

approaches close to the old man. The man reaches out and  
gently takes hold of the child.

OLD MAN

What's your name?

LEON

(timidly)

Leon.

(CONTINUED)



97 CONTINUED:

OLD MAN  
Leon, huh?... Is that your pet?

LEON  
(shakes his head)  
No!

98 THE GIRL

Appears at the shuttle door. The Old Man is startled again.

GIRL  
We don't have pets on Zarcon... no animals in fact.

BOY  
(appears)  
There's no room for them.

GIRL  
Or food.

OLD MAN  
What are you children doing here?

GIRL  
(pointing to  
Ken and Speck)  
They took us for a space ride.

BOY  
And we landed here.

OLD MAN  
Well... as long as you're here...  
you might as well stay awhile.

BOY AND GIRL  
Thank you, mister.

99 THE GROUP

Disembark from the shuttle. They look around at the trees and plant life with astonishment. The Old Man notes their stares.

OLD MAN  
What's the matter... what are you  
looking at?

100 THE BOY AND GIRL

Examine a tree. The Old Man watches.

BOY

Did you make all these trees  
yourself?

OLD MAN

Of course I didn't make them.

GIRL

Who did?

OLD MAN

Nobody did... they just grew.

GIRL

You mean they're real??

OLD MAN

Of course they're real... haven't  
you ever seen a real tree?

BOY

No... just the plastic tree in  
the museum.

OLD MAN

The plastic tree?

GIRL

They say it looks just like the real  
trees that grew long ago.

OLD MAN

You mean there are no real trees  
on Zarcon anymore?

GIRL

(shakes head no)

There's not enough water to grow  
them.

BOY

Or room.

101 MED. CLOSEUP - LEON

Points to sky and bird.

LEON

Birdee... birdee...

102 WIDE - GROUP SHOT - BIRD

GIRL  
(looking up)  
Leon's right... it is a bird... a  
real live bird... and it's flying...  
(turns to Old  
Man)  
It is real, isn't it?

OLD MAN  
Yes... it's a real bird.

GIRL  
We have a bird that flies in the  
museum... but of course it's  
mechanical.

103 THREE SHOT - OLD MAN, GIRL, BOY

OLD MAN  
Don't you have birds outdoors?

GIRL  
I don't think so... I'm not sure  
... I've never been outdoors.

OLD MAN  
Never been outdoors? Why not?

BOY  
Children aren't allowed outdoors...  
you can't live outdoors.

GIRL  
The air is poisonous.

OLD MAN  
Poisonous?

BOY  
They say our factories did it.

LEON  
Do you have children, Mister?

OLD MAN  
Sorry to say I don't.

LEON  
Who do you play with then?

(CONTINUED)

103 CONTINUED:

OLD MAN

No one... as a matter of fact I'm  
the only soul on this whole world.

LEON

If you're lonely I'll play with you.

OLD MAN

That would be nice. I would like  
to have a little boy to play with.  
In fact, we can all play together.

BOY

We'd like that but we better not.

GIRL

No... we better be getting back  
home.

OLD MAN

Do you have to leave so soon?

GIRL

Our parents will worry about us.

OLD MAN

Er... do you mind if I ride back  
with you? I'd like to see your  
world.

104 TWO SHOT - KEN AND BOY

BOY

(pointing at Ken)

You'll have to ask him... he's  
driving.

KEN

(winking at  
Speck)

Come along... there's room...  
all aboard, everyone... it'll be  
non-stop back to Zarcon.

105 THE GROUP AND THE OLD MAN

Climb into the shuttle.

106 THE SHUTTLECRAFT

It blasts away from the planet.



107 EXT. SHUTTLE

In space.

108 ANOTHER ANGLE

They near Zarcon and fly over the frozen seas that surround the continent... scenes of icebergs... and dense fog layers.

109 INT. ROCKET

Everyone watches the planet's panorama on the viewplate showing the frozen sea and dense fog cover. TRUCK into screen.

OLD MAN (v.o.)

There's so much fog... and the ocean  
... it's frozen solid... why?

BOY (v.o.)

It wasn't always like that... at  
one time, they say, the ocean was  
warm and the sky was clear. Then  
the smoke from the factories polluted  
the air... and the temperature of the  
entire planet dropped below freezing  
forever.

110 THE VIEWPLATE

Shows the rocket approaching the continent and the city stretching to the horizon. Nothing but buildings.

OLD MAN (v.o.)

What a city... how big is it?

GIRL (v.o.)

It covers all the land.

OLD MAN (v.o.)

The entire continent has buildings  
like that?

GIRL (v.o.)

Uh huh.

KEN (v.o.)

So where do we land?

111 TWO SHOT - BOY AND KEN

BOY

We land inside the city. Soon we'll see a large airlock in the roof of a large building... we can enter through that.

KEN

Where?

BOY

I'll show you... we're coming close now.

112 EXT. SHUTTLECRAFT

Approaching the roof of a large building. A huge hangar door opens, allowing the rocket to descend inside the building.

CUT TO:

113 INT. ROCKET HANGAR INSIDE BUILDING

The rocket descends to the hangar deck and becomes quiet.

114 ANOTHER ANGLE

The door opens and the group jump down to the floor.

BOY

Where shall we go?

115 TWO SHOT - OLD MAN AND GIRL

OLD MAN

I'd like to see that history museum you spoke about.

GIRL

Okay... let's go, everyone.

116 THE GROUP

Exit o.s.

117 WIDE SHOT

Showing the group on a moving sidewalk amidst a crowd.

(CONTINUED)

117 CONTINUED:

BOY

I'm glad you want to see our  
museum... it's our favorite place.

CUT TO:

118 A LARGE ENTRANCEWAY

Sign overhead which reads "Zarcon History Museum"...  
more people are congregated. The group enters scene  
and they enter entranceway into museum.

CUT TO:

119 DISPLAY - "OUTSIDE SCENE" - INSIDE MUSEUM

It includes artificial bushes, a tree, flowers. Vegetables  
on vines, fruits, etc. The group enters to observe the  
display.

KEN

Is this the tree you spoke of?

GIRL

(proudly)

Yes... doesn't it look real?

120 QUICK TIGHT CLOSEUPS - DISPLAY MODELS

BOY

They've even made plastic flowers,  
and bushes, and fruits...

GIRL

And vegetables just the way they  
once grew in the ground. They  
almost look like you could eat them.

121 CLOSEUP - COW ON PEDESTAL

BOY

There once was a lot of those.  
They ate grass and turned it into  
a liquid called milk.

GIRL

I still don't believe that.

122 CU - FISH ON DISPLAY

BOY

That used to live in the water.

OLD MAN

A model of a fish... you mean there are no more fish?

BOY

Where would they live?

123 THE GROUP

Continues on its way... the old man meditating.

CUT TO:

124 A MEAL

consisting of a sandwich, etc., displayed under glass.

OLD MAN (v.o.)

Why do they have a sandwich in a glass case?

GIRL

To protect it... it's supposed to be the real thing.

125 THREE SHOT - OLD MAN, BOY AND GIRL

OLD MAN

You have no sandwiches.

BOY

What would we make the bread out of?

OLD MAN

But what do you eat?

GIRL

Algae.

OLD MAN

Algae? Nothing else?

BOY

It's not so bad... Did you know there are over two hundred recipes for algae.



126 CLOSEUP - EARTHTYPE AUTOMOBILE

GIRL (v.o.)

That's how people once traveled.  
They called it an autoscoot... it  
ran on a liquid that was pumped  
from the ground. Of course it's  
all used up now.

127 TWO SHOT - OLD MAN AND BOY

BOY

I've heard that the scoot helped  
poison our air... but I don't  
understand how.

OLD MAN

How do people get around now?

BOY

They use the moving sidewalks...  
unless they have a priority permit.

OLD MAN

And then?

BOY

Come on... I'll show you.

128 THE GROUP

Exit scene.

CUT TO:

129 SHUTTLE TUBE CARRIER

With passengers embarking.

130 ENTER GROUP INTO SCENE

BOY

Then they can use the pneumatic  
shuttle tube carriers... they run  
all over the city.

GIRL

(proudly)

My father took us on one once.

BOY

Would you like to see the children's  
area, Mister?

(CONTINUED)

130 CONTINUED:

OLD MAN  
I'd like that.

CUT TO:

131 A CROWDED DORMITORY

with bunks stacked eight high to the ceiling and children sleeping.

132 THE GROUP

enters scene. The Old Man is astonished.

BOY  
(proudly, pointing  
to one above)  
That's where I sleep... the sixth  
one up.

133 CLOSEUP - CHILD SLEEPING IN SIXTH BUNK

OLD MAN  
But there's someone sleeping in it?

BOY  
He has it for another hour... then  
it's my turn.

134 TWO SHOT - OLD MAN AND BOY

OLD MAN  
Incredible... what do you do for  
recreation.

BOY  
Recreation??

OLD MAN  
Exercise... how do you get  
exercise?

BOY  
Oh... the Vi-Vexer.

OLD MAN  
The what?

135 CLOSEUP - GIRL

GIRL  
The Vi-Vexer... there's one over there.

She points o.s.

CUT TO:

136 A PERSON

in a strange looking contraption that is vibrating.

GIRL (v.o.)  
Everyone is required to use it ten minutes a day. It keeps your body muscles in condition.

137 TWO SHOT - BOY AND OLD MAN

BOY  
Of course if you want to stand in line for an hour you can jog or bike pedal or even row for five minutes.

OLD MAN  
(relieved)  
You can do that? Where?

BOY  
(points o.s.)  
Over there.

CUT TO:

138 CHILDREN

Running on treadmills, pumping stationary bicycles, and working out on rowing machines. There is a long line of kids waiting for each machine. PAN scene.

OLD MAN (v.o.)  
Where are the grownups... your parents?

GIRL (v.o.)  
They have their own quarters... it saves room that way.

139 ANOTHER ANGLE

Up until now Leon has been carrying the gnuff; suddenly, the gnuff wiggles loose from his arms and takes a notion to run away from the group. Leon takes off in pursuit.  
PAN.

LEON

Come back, Fred.

140 CLOSEUP - BOY

BOY

Leon... come back.

141 ANOTHER ANGLE

Leon ignores the order and continues to chase after the gnuff. The gnuff leads him on a merry chase. The group takes off after Leon.

142 ANOTHER ANGLE

The gnuff darts up a narrow vent in the wall. The child looks in hesitantly before following.

LEON

Don't run away, Fred.

143 LEON

Climbs into the vent after the gnuff.

144 THE GROUP

Enters scene.

BOY

Leon... stop... Don't go up that vent.

KEN

Where does it go?

BOY

It's an exhaust vent... it leads outside the city.



145 ANGLE

They peer up the duct after the child.

GIRL

Leon... don't go out.

BOY

We've got to get him back... the air is poisonous out there.

GIRL

He can't live for long without a breathing helmet. What'll we do?

BOY

There's an airlock just around the corner.

KEN

Let's get going.

146 ANGLE

They exit scene.

147 THE GROUP

rush to the airlock.

148 SIGN

Reads: "Check breathing helmet before entering airlock".

149 WIDE - GROUP

GIRL

How can we go after him? We don't have a helmet.

OLD MAN

How long can a person survive outside without one?

BOY

Two minutes at the most... after that your lungs collapse.

OLD MAN

Then I'll just have to catch him in two minutes.

150 ANOTHER ANGLE

Without hesitation, the Old Man opens the inner airlock door and rushes in.

KEN

Wait for me.

151 KEN

Follows him in and slams the door before the others can react.

CUT TO:

152 OUTSIDE ON CITY ROOFTOPS

153 ANGLE

Enter Ken and the Old Man into view... they spot Leon chasing Fred.

KEN

There he is.

154 A FRANTIC CHASE

follows. Ken and the old man chase Leon who continues to chase the gnuff.

LEON

Come back, Fred.

OLD MAN

Come back, Leon.

KEN

Stop, Leon... Forget Fred.

CUT TO:

155 GROUP - INSIDE

Girl is looking at her watch.

GIRL

They've got less than a minute left.

## 156 ANOTHER ANGLE

The gnuff finally comes to a ledge separating the building roof from the next one. He backs up and with a mighty jump clears the gap between and barely makes it to the adjoining building. The child halts at the edge wondering what to do next. The Old Man and Ken reach the child and grab him. Ken looks around and spots an airlock in the roof.

## 157 CLOSEUP - AIRLOCK

KEN (v.o.)

An airlock... quick... we've got ten seconds left to get inside.

## 158 KEN AND THE OLD MAN

Carrying the child enter the scene. They open the outer door to the airlock, jump inside and slam it behind them.

CUT TO:

## 159 HALLWAY INSIDE

The inner door opens and the three step out.

OLD MAN

Did we make it?

KEN

(looks at his watch)

Just barely... it's two minutes right now.

OLD MAN

Thank goodness... too bad we didn't get your gnuff.

KEN

Yeah... I kinda liked the little fellow.

## 160 ANOTHER ANGLE

The rest of the party suddenly appear around the corner. The girl is carrying the gnuff in her arms.

GIRL

Leon! You got him back! Is he...

(CONTINUED)

160 CONTINUED:

KEN

He's okay...

(notices Fred)

Fred... and you've got Fred...

But how did... ?

SPECK

He came back in through another duct... He's okay, too.

GIRL

(hugging Leon)

Leon... how could you? You know better than to go outside. You know it's poisonous. Now we can never let you out of our sight.

OLD MAN

You won't have that problem much longer.

BOY

What do you mean?

161 CLOSEUP - OLD MAN

OLD MAN

I mean that little Leon or anybody else on Zarcon will never have to worry again about the air he breathes.

GIRL

I don't understand.

OLD MAN

You will soon enough.

FADE OUT.

END OF PART THREE



CLOSE

FADE IN:

162 THE PRESIDENT'S OFFICE

The crew of the Enterprise stand in the b.g. as the Old Man turns over the deed to his planet to the President. They shake hands.

163 CLOSEUP - OLD MAN

OLD MAN

Here's the deed to my planet, Mr. President... It belongs to Zarcon now. Just remember our deal. When you settle there and begin again... don't let history repeat itself. You owe that much to your children. You owe them a chance to play and their right to breathe.

164 EXT. ENTERPRISE

Orbiting Zarcon.

KIRK (v.o.)

Captain's log... Star Date 3023.8  
The Zarcon's are already making plans to relocate to their new planet. Since their spaceships are capable of the task, our help is no longer needed... Our mission is complete.

165 INT. THE BRIDGE OF ENTERPRISE

Kirk is in his command chair. Ken and Speck stand beside him. Spock in the b.g. Sulu at his panel in the f.g.

KIRK

Mr. Sulu... Break orbit with Zarcon.  
(thoughtfully)

No space to grow and no place to go.  
(turns to Ken  
and Speck)

Thanks to you two cadets... that's no longer true.

166 EXT. ENTERPRISE IN SPACE

FADE OUT.

THE END