

STAR TREK II

"DEADLOCK"

Written By

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Return to Script Department  
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UNREVISED FINAL DRAFT

January 20, 1978

CAST

ABOARD ENTERPRISE

KIRK  
DECKER  
XON  
SCOTT  
McCOY  
ILIA  
UHURA  
SULU  
CHEKOV  
VARIOUS CREW

ABOARD STARBASE

ANDERSON  
DUTY OFFICER  
HUNTER  
CARADON  
WOMAN DOCTOR  
MALE ORDERLY  
GUARDS AND CREW

SETS

ENTERPRISE

BRIDGE

RECREATION ROOM

DINING ROOM

TRANSPORTER ROOM

STARBASE

CONTROL ROOM

CENTRAL COMPUTER RELAY ROOM

ISOLATION ROOM AND BOOTH

STORAGE ROOM

ELEVATOR

CORRIDORS

MODELS

ENTERPRISE

STARBASE 7

TEASER

1 EXT. SPACE - ENTERPRISE 1

The Enterprise travelling through space. After a moment we HEAR (OVER) a MAN'S VOICE, weakened and travelling faintly from a great distance, but still calm.

MAN'S VOICE

Can you help us, Enterprise?...

2 INT. ENTERPRISE - BRIDGE - CLOSEUP - FLASHING ALARM LIGHT 2

CAMERA PULLS BACK SHOWING the light on the communications panel, and the whole bridge tensely listening to --

MAN'S VOICE

Enterprise... are you there?

UHURA

(at console)

Identify yourselves. Repeat, identify.

MAN'S VOICE

We are United Star Ship Intrepid  
... We have...

The VOICE is lost in STATIC.

KIRK

Did you get those bearings, Mr. Xon?

XON

Uncharted region Zero-One-Nine.  
Coordinates 45 and 0.7, Captain.

KIRK

Mr. Sulu, set course. Maximum warp.

XON is studying his console closer.

XON

What is inexplicable, Captain...

He draw's KIRK'S attention to the small viewer, alive but blank.

XON

(continuing)

... is that our sensors have so far registered nothing.

(CONTINUED)

2 CONTINUED:

The VOICE once more breaks through the STATIC.

MAN'S VOICE

Enterprise... come in Enterprise...

KIRK

(urgently)

Confirm your position, Intrepid!

MAN'S VOICE

Zero-one-nine... four-five...  
zero point seven.

Again the VOICE is lost in STATIC.

XON

Confirmed, Captain.

(looks at him)

We appear to be receiving distress  
signals from no detectable source.

Kirk's reaction is both puzzled and troubled. But  
before he can speak --

UHURA

Captain -- Commodore Hunter is  
calling from Starbase 7.

KIRK

Main viewer.

On the bridge viewer the image of space is replaced by  
a MAN in his fifties, wearing the uniform of a Commo-  
dore of Starfleet. He is crisp and businesslike.

HUNTER

Captain Kirk, the Enterprise is  
to return to Base 7 immediately.  
I'll fill in the details when  
you get here.

KIRK

Commodore, we have received a  
distress signal apparently from  
U.S.S. Intrepid. We are proceeding  
to investigate.

HUNTER

Origin of signal?

KIRK

Uncharted region Zero-One-Nine,  
coordinates...

(CONTINUED)

2 CONTINUED: (2)

2

HUNTER

(cutting him off)

Not possible. The Intrepid is  
currently nowhere near that region.

KIRK

Sir, there is something out there.  
I would like your permission to  
continue the search.

HUNTER

Refused, Captain. Return to  
Starbase immediately.

Kirk, tight-lipped, does not speak.

HUNTER

(continuing)

Acknowledge the order, please.

Kirk is torn between his training to obey, and his  
instinct to pursue the call for help. But discipline  
wins.

KIRK

Ay-aye, sir.

3 EXT. SPACE - ENTERPRISE

3

The Enterprise begins to turn.

4 INT. ENTERPRISE - BRIDGE

4

DECKER is looking at Kirk, horrified..

DECKER

Captain, it's not possible!

KIRK

(sharply)

It doesn't have to be, Mr. Decker.  
It's an order..

He starts out, but pauses at the communications console  
as the VOICE breaks through the STATIC once more, but  
fainter now.

MAN'S VOICE

Enterprise... Enterprise... Help  
us...

Kirk's face -- he knows this is a voice which could  
haunt him for the rest of his days.

END OF TEASER

ACT ONE

5 EXT. SPACE - ENTERPRISE

5

KIRK'S VOICE

Captain's log, star date ( ).  
The Enterprise has been ordered  
to abandon a distress call and  
return to Starbase 7.

(pause)

I can only hope that the explanation  
for this decision will prove adequate  
to justify it.

6 INT. ENTERPRISE - BRIDGE

6

Starbase 7 now dominates the main bridge viewer, grow-  
ing steadily in size as they approach.

Kirk enters.

DECKER

Starbase at 12.3, Captain.

UHURA

(turning)

Captain...

She indicates the main viewer, where the image of Hunter  
replaces that of Starbase.

HUNTER

Base to Enterprise -- approach  
and maintain close orbit until  
further notice.

KIRK

Sir, may I ask what exactly is  
happening?

HUNTER

You're to take part in a Starfleet  
exercise. You and the whole crew  
of your ship.

A long pause... in which Kirk's incredulity breaks  
through his face and his voice.

KIRK

Commodore, are you saying that  
you recalled us from a search  
and rescue merely to take part  
in some... some 'exercise'!

Hunter's face shows a sudden, slight amusement.

(CONTINUED)

6 CONTINUED:

HUNTER

The exercise is already under way, Jim. Don't worry, there was no ship back there. We faked the signal with a robot transmitter. That's why there was nothing on your sensors.

Kirk gives Xon a questioning glance.

XON

(non-committal)

That would explain it, Captain.

Kirk, still angry and uneasy, looks back at the image of Hunter.

KIRK

Commodore, forgive me if I still don't see the point of...

HUNTER

(cuts in)

The point will become clear as we proceed, Jim. For now I want you to shut down all power systems and await further orders.

The viewer goes blank. Kirk thinks a moment, then speaks into intercom --

KIRK

Chief Engineer Scott to the bridge, please.

7 EXT. SPACE

7

The Enterprise settles into orbit around the gigantic base.

8 INT. ENTERPRISE - BRIDGE

8

SCOTT enters and approaches Kirk, who speaks confidentially to him.

KIRK

Mr. Scott, we've been ordered to shut down all power systems.

SCOTT

Well, I cannot do that from here, captain. I'll have to --

(CONTINUED)



8 CONTINUED:

8

KIRK

Scotty, with all systems shut down, how quickly could you have this ship ready to move in an emergency?

SCOTT

(puzzled)

Not inside an hour, emergency or no.

KIRK

So what we need is a way of obeying the order, without putting ourselves at that disadvantage. Any suggestions?

SCOTT

(thinks a moment)

I'll talk to Xon. We can maybe work out something.

9 CLOSEUP - XON

9

at computer, punching in figures. Equations appear on the small computer viewer. Scott stands by him.

XON

The main reactor at that level, Mr. Scott, plus boosters at...

Punches in another part of the equation.

XON

(continuing)

... should allow you to maximize power inside ten minutes. Of course the systems would never technically be off. They would only appear to be so.

10 BACK TO SCENE

10

Scott looks across to where Kirk is in quietly earnest conversation with Decker.

SCOTT

I think appearances are all the captain's concerned with right now.

(CONTINUED)

10 CONTINUED:

10

The main viewer again comes to life, and Hunter's image reappears, more stern now.

HUNTER

Captain Kirk, I believe I ordered you to shut down your ship's power systems. According to our sensors, this has not been done.

KIRK

It's being taken care of now, Commodore.

He glances at Scott, who discreetly nods 'okay', and leaves the bridge.

HUNTER

Very well, captain. From here on I'm handing you over to one of Starfleet's chief science advisers, Lang Caradon. You will receive all further orders from him, until otherwise informed. Please ensure your ship's full cooperation.

Hunter's image is replaced by that of a faintly Slavic-looking man with a high-domed forehead and utterly cold, dark eyes. His manner is impersonal, a facade behind which all feelings remain a mystery. This is LANG CARADON.

CARADON

Captain Kirk, please see that all viewers are operative. I wish to address the whole crew.

We NOTICE McCOY watching. Something about this man disturbs him.

11 INT. ENTERPRISE - RECREATION ROOM

11

Crew Members watching...

CARADON

(on viewer)

What I require from you is very simple. You will all remain on board ship for a certain time. It may be hours, or days, or longer.

12 INT. ENTERPRISE - DINING ROOM

12

Crew Members watching...

CARADON

(on viewer)

During this period you will have none of your normal duties. You will, however, be required from time to time to participate in certain games.

13 INT. ENTERPRISE - BRIDGE

13

All watching...

CARADON

(on viewer)

We shall wish to observe your reactions to these.

Kirk sees McCoy frown.

CARADON

(continuing)

Therefore please keep all communication channels open.

The bridge viewer goes blank. McCoy remains troubled. Kirk approaches to speak privately.

KIRK

What is it, Doctor?

McCOY

Jim, a few things are beginning to add up here. First, they fake a distress signal and order us to ignore it. That's a classic disorientation technique. Then they put us in the hands of Lang Caradon.

KIRK

You know him?

McCOY

I know of him. He's been researching for years into natural response and behaviour control. It's said he's had amazing results.

(CONTINUED)

13 CONTINUED:

13

KIRK

(getting it)

You mean this 'exercise' is some kind of experiment in behaviour control?

McCOY

The old-fashioned term was 'brain-washing'.

KIRK

(after a moment)

What was the term for our part in it? Guinea-pigs?

He exchanges an uneasy look with McCoy.

14 INT. ENTERPRISE - RECREATION ROOM

14

On the viewer gentle psychedelic patterns are beginning to fluctuate, like a series of colored Rorschach blots, pulsing and changing kaleidoscopically. ELECTRONIC SOUNDS undulate. Crew Members watch with half-amused interest and curiosity. Periodically a number is flashed across the patterns, apparently in random sequence.

Then Caradon's VOICE fills the room, carefully modulated, its rhythms corresponding hypnotically with the patterns on the viewer.

CARADON'S VOICE

Watch... do not analyze...  
random images... random numbers  
... but now...

The patterns continue, but the numbers stop.

CARADON'S VOICE

(continuing)

... guess... the next number  
you will see... just a guess...  
and hold it in your mind... was  
this your number...?

The number "8" is flashed on the viewer.

CARADON'S VOICE

Those of you who guessed the  
number '8', please raise one  
hand...

(CONTINUED)

14 CONTINUED:

14

Amused and faintly embarrassed, the Crew Members look at one another. Then TWO of them raise a hand, like children in a classroom, clearly feeling pretty silly, but taking it good-naturedly.

CARADON'S VOICE

Now, let's try again... how many  
this time...

15 INT. ENTERPRISE - DINING ROOM

15

The same patterns of SOUNDS and numbers on the viewer, Crew Members watching.

CARADON'S VOICE

Once more... your guess...

A moment. Then "7" flashes on the viewer. More hands are raised than in the last scene, and with less self-consciousness.

16 INT. ENTERPRISE - BRIDGE

16

All watching.

CARADON'S VOICE

And this time...

Kirk and McCoy exchange a look.

17 INT. ENTERPRISE - RECREATION ROOM

17

The number "3" is flashed onto the screen. Almost all hands are raised.

18 INT. ENTERPRISE - DINING ROOM

18

Here, too, almost all hands are raised. As they lower them...

CARADON'S VOICE

And now... just watch...

19 INT. ENTERPRISE - BRIDGE

19

The patterns on the viewer change into variations on a spiral, drawing the watcher ever deeper into it. Again we NOTICE the distrust in Kirk's face.

- 20 INT. ENTERPRISE - RECREATION ROOM 20  
Crew Members watch, perfectly still and unblinking.  
The ELECTRONIC SOUNDS grow louder.
- 21 INT. ENTERPRISE - DINING ROOM 21  
Colors and SOUNDS increase. Crew Members are beginning  
to watch with the intense stillness of hypnosis.
- 22 INT. ENTERPRISE - BRIDGE 22  
Kirk and McCoy seem as much gripped as anyone by the  
pulsating colors and SOUNDS. Kirk makes an effort to  
turn his head, as though trying to break the hold on  
him, but he cannot. Xon has more resistance. He  
watches the viewer, but his hands are rapidly punching  
data onto the computer.
- 23 INT. ENTERPRISE - RECREATION ROOM 23  
Suddenly, the viewer goes blank. In the silence people  
react by blinking eyelids, exchanging puzzled looks,  
a nervous laugh or two.
- 24 INT. ENTERPRISE - DINING ROOM 24  
The same reactions.
- 25 INT. ENTERPRISE - BRIDGE 25  
Kirk approaches McCoy.

KIRK

Hypnosis?

McCOY

A mild form.

Lt. ILIA suddenly gasps as though hurt. Kirk turns  
quickly, and sees her eyes tightly closed. She opens  
them slowly and looks at Xon, disturbed.

Xon stands over the computer console, deep in thought.  
After a moment he becomes aware of Ilia's gaze and  
returns it. Then he sees Kirk and McCoy watching.

(CONTINUED)

25 CONTINUED:

25

XON

As you know, Captain, both  
Vulcans and Deltans have limited  
telepathic powers. I think I  
just unwittingly conveyed to  
Lt. Ilia's mind a rather  
disturbing image which had  
arisen in my own.

KIRK

Image -- of what?

XON

Of captivity, sir.

Xon punches a code into the computer.

XON

(continuing)

I was analyzing the mathematical  
progression by which that simple  
hypnosis pattern worked.

A playback of the patterns, plus SOUND, appears on the  
small computer viewer.

XON

(continuing)

There is an irregularity -- here.

He stops the picture. The ELECTRONIC SOUNDS too are  
"frozen" in a high-pitched BUZZ.

XON

(continuing)

What you're hearing now is a  
separate signal sent under cover  
of the other one, and from a  
different source on the base.  
Scanning the possible hidden  
frequencies, I discovered this...

He presses a switch, and we HEAR --

WOMAN'S VOICE

Enterprise, you must escape!  
Report to Starfleet... A plot  
-- Caradon is...

The VOICE gags as though in sudden pain, then only the  
silence of STATIC.

Kirk, shaken looks into Xon's impassive face.

END OF ACT ONE

ACT TWO

FADE IN:

26 INT. ENTERPRISE - BRIDGE

26

Kirk confronts the image of Caradon on the main viewer.

CARADON

Captain Kirk, your orders  
are clear. You are to remain  
on board the Enterprise.

KIRK

I am formally requesting  
permission to beam over to  
Starbase.

CARADON

Request denied.

KIRK

Then I must ask to speak  
with Commodore Hunter  
directly.

CARADON

Captain, if you remember, you  
are under my orders until  
further notice.

KIRK

If you wish my continued  
cooperation, I must see for  
myself what is going on  
over there.

Caradon gives a sigh of exaggerated patience.

CARADON

If you are set upon making  
difficulties, Captain Kirk,  
there is little I can do, except  
perhaps warn you that --

KIRK

(cuts in)

Perhaps you'd care to explain  
this!

He nods to Uhura to play back the tape, and we HEAR --

(CONTINUED)



26 CONTINUED:

26

WOMAN'S VOICE

(as before)

Enterprise, you must escape!  
Report to Starfleet... A plot --  
Caradon is...

Again the VOICE gags as though in pain, and the recording is switched off.

Kirk confronts Caradon's image.

KIRK

I'm waiting, Caradon.

A moment. Then Caradon leans forward as though to make a note.

CARADON

Your reaction timed at twenty  
four minutes, seventeen seconds --  
well within the time prescribed.  
My congratulations, Captain.

He looks out from the viewer at Kirk's uneasy, skeptical expression.

CARADON

(continuing)

We hid that message there  
ourselves. Do not forget:  
the purpose of our exercise  
is to determine your responses  
to whatever you may encounter.

(pause)

I remind you again, your  
continued cooperation is  
required.

Viewer blank.

McCoy stands by Kirk.

McCOY

Of course, it is feasible.  
We're being put under  
pressure. Our judgements  
tested. That could be a  
legitimate part of any  
official Starfleet exercise.

Xon is busy at the computer.

(CONTINUED)

26 CONTINUED: (2)

26

XON

Captain...

Kirk approaches, followed by McCoy.

Xon indicates a print-out on the small computer viewer.

XON

(continuing)

A check of our most recent data, Captain: Lang Caradon's research in the Mars laboratories was discontinued three months ago. No reason given.

Kirk looks at McCoy.

KIRK

So, what is this? An unofficial exercise?

27 INT. ENTERPRISE - TRANSPORTER ROOM - CLOSEUP - A  
COMPUTER CONSOLE

27

On the viewer is a detailed and complex cross-section plan labelled "Starbase 7." Scott is studying it with Kirk. Xon and Decker nearby.

SCOTT

There should be no more than a hundred personnel on that base, and most of them technicians.

XON

Our sensors indicate activity consistent with that, Captain.

SCOTT

The woman was transmitting from this area here.

He points.

KIRK

All right, Scotty, put me as close to that source as you can.

A Crewman hands him a communicator and phaser which he attaches to his waistband. Then he turns to Decker.

(CONTINUED)

27 CONTINUED:

27

KIRK

Mr. Decker, if you have not  
heard from me within an hour,  
you are to board and occupy  
the base -- by force if necessary.

He steps onto the transporter platform. Scott throws  
a switch, and transportation begins.

28 EXT. SPACE - ENTERPRISE AND BASE

28

Favouring the base...

29 INT. BASE - STORAGE ROOM

29 .

Only a single dim safety light illuminates the dark-  
ness around Kirk as he materializes. He peers into  
the shadows.

Then a thin shaft of light falls across the floor and  
begins to widen as a door is opened slowly. Kirk turns  
towards it, and we go in CLOSE ON his face as he con-  
fronts whatever is there...

30 INT. ENTERPRISE - BRIDGE

30

An atmosphere of tension. All senior officers present,  
waiting. At a glance from Decker --

XON

Ten minutes to go,  
Commander.

Decker hesitates only a moment more, then gets to his  
feet.

DECKER

Mr. Chekov, order the boarding  
party into the transporter rooms  
now.

UHURA

Commander... a signal coming in.

The main viewer comes alive. On it we SEE Kirk,  
relaxed and at ease.

(CONTINUED)

KIRK

Mr. Decker, you'll be relieved to hear that I'm countermanding my last order: no boarding party, and no further transportations to this base. I am now satisfied that this is an official Starfleet exercise. I would only add...

Glances off, as though being prompted, then continues --

KIRK

(continuing)

In fact, I...

(hesitates)

... I would add nothing. Except that your continued cooperation is essential. Carry on.

Uncertain looks are exchanged on the bridge.

DECKER

Will you be beaming back to the Enterprise, Captain?

KIRK

Not until the exercise is complete.

DECKER

Can you tell us when that will be, sir?

KIRK

I'm afraid not. Just continue as before. There is no cause for concern.

The signal ends and the viewer blacks out. Decker approaches McCoy, who looks uneasy.

DECKER

What are you thinking, Doctor?

McCOY

That I'd feel a lot easier seeing him face to face than on that thing.

Meaning the viewer.

(CONTINUED)

30 CONTINUED: (2)

30

We notice Xon's reaction to this. It has planted the seed of an idea in his mind.

DECKER

(to McCoy)

Why d'you say that?

McCOY

You noticed the hesitation -- almost as though he was being prompted what to say.

DECKER

I find it hard to believe the Captain would respond to pressure very easily.

McCOY

Sometimes you're given no choice. We've already had one demonstration of hypnosis. Aside from that there are various drugs.

DECKER

In other words we know no more now about what's going on over there than we did before the Captain beamed across.

McCoy shrugs regretfully. It is the truth.

Meanwhile we are aware of Xon in the b.g. working with intense concentration at the computer.

31 EXT. SPACE - ENTERPRISE AND BASE

31

Silently confronting one another.

32 INT. BASE - ISOLATION UNIT (CONTROL BOOTH)

32

Through the window, in the unit itself, we can see Kirk lying unconscious on a surgical table. Scanning instruments hover over him.

In the booth itself, operating them, are a WOMAN DOCTOR and a MALE ORDERLY.

ORDERLY

Shall I continue scanning, Doctor?

(CONTINUED)

32 CONTINUED:

32

DOCTOR  
No. There's nothing.

Now we SEE that there is a third person in the booth, watching Kirk intently. He is a youngish man, stern-faced and solemn, wearing the uniform of a Lieutenant Commander of Starfleet. This is LT. CDR. ANDERSON. The Doctor turns to him.

DOCTOR  
(continuing)  
Physically normal, Commander.  
If you want to speak with him,  
we'll revive him.

Anderson nods, then turns and goes into --

33 INT. BASE - ISOLATION UNIT

33

Bare, stark and white. Kirk lies at one end, Anderson enters by the door at the other.

Kirk stirs, opens his eyes and sits up, struggling to gather his thoughts.

ANDERSON  
You have suffered a light phaser  
stun, Captain Kirk, nothing more.  
We needed to examine you fully.

Kirk gets down from the bed and stands a little unsteadily.

KIRK  
Who are you?

ANDERSON  
Lieutenant Commander Martin  
Anderson, presently in command  
of this base.

KIRK  
Where's Commodore Hunter?

ANDERSON  
Attending a conference at  
Starfleet Headquarters. He  
won't be here for another  
week.

(CONTINUED)

33 CONTINUED:

33

Kirk half-stumbles a step or two forward.

KIRK

But I don't understand...

Kirk jumps as he hits the edge of a force field -- It crackles and flares. He is under confinement.

ANDERSON

I regret that it is necessary to keep you under restraint, Captain.

KIRK

(outraged)

What is going on here?

ANDERSON

I wish I could tell you, Captain. We know something happened to you and your crew in Galaxy section zero-one-nine, though we do not know what. We have only the evidence of your behavior.

Kirk absorbs this a moment or two.

KIRK

Is this another of Caradon's crazy games?

ANDERSON

(puzzled)

Who?

KIRK

Lang Caradon! He's making you all do this, isn't he?

ANDERSON

You are not making sense, Captain.

Kirk confronts Anderson through the invisible wall.

KIRK

Commander, I have been under Commodore Hunter's direct orders to cooperate in a Starfleet exercise.

(CONTINUED)

33 CONTINUED: (2)

33

ANDERSON

Captain, if there were a  
Starfleet exercise going  
on, I think I would have  
been informed, don't you?

Kirk stares at him helplessly.

ANDERSON

(continuing)

Five days ago we received  
an emergency signal from the  
Enterprise. You informed us  
that you had just entered  
unexplored territory zero-one-  
nine, and had encountered a  
mysterious radiation which had  
affected your entire crew.  
You requested permission to  
return here for assistance.

KIRK

We were ordered back!

ANDERSON

Captain, I have all your signals  
on record!

He has crossed to the Computer/viewer console in one  
corner and punches in a code. On the viewer:

34 INT. ENTERPRISE BRIDGE

34

We SEE Kirk's image, looking tired and strained. He  
speaks like a man in fever, fighting to control and  
direct his thoughts.

KIRK'S IMAGE

Commander... getting worse...  
there's nothing you can do...  
can't handle it...

(urgent)

Don't let anyone from base  
make contact with us... It's  
trying to spread...

We SEE Kirk's image seized and dragged off by Decker  
and another Crewman. The screen blacks out.



35 INT. ISOLATION UNIT

35

And we SEE the real Kirk, staring at the image incredulously.

KIRK

That never happened! Anderson,  
you've got to believe me.

ANDERSON

(impassive)

One hour later we received  
the following signal --

Again Kirk's Image appears on the viewer, but this time  
he is calm, self-possessed and apparently normal.  
CAMERA MOVES IN until viewer almost FILLS FRAME.

We see:

36 INT. ENTERPRISE BRIDGE

36

KIRK'S IMAGE

Commander, after that last  
signal, I think I owe you an  
apology. But we've got this  
thing under control now, and  
we're all pretty much back to  
normal. With your permission,  
I'd like to beam over and --

He -- the image -- is interrupted by a dreadful  
SCREAM (O.S.) from a woman, terrified and in pain.  
Kirk's Image whirls around, erupting in fury.

KIRK'S IMAGE

(continuing;  
calling off)

Will you keep her quiet! I'm  
trying to persuade them we're --

The viewer blanks out.

Anderson turns to the astonished Kirk, awaiting his  
reaction.

KIRK

You... believe that?

ANDERSON

Can you give me any good reason  
why I should not, Captain Kirk?

(CONTINUED)

23.

36 CONTINUED: 36

Kirk has nothing to say. Anderson turns and goes out.

37 EXT. SPACE - ENTERPRISE AND BASE 37

The ship silently orbiting.

38 INT. ENTERPRISE - BRIDGE 38

Xon at the computer.

XON

Commander...?

Decker approaches.

XON

(continuing)

I believe I have a possible  
explanation to the Captain's  
abrupt change of attitude  
on the viewer.

On the small computer viewer we SEE the tape of Kirk's  
last signal, but overlaid now with shifting patterns  
of rectangular dots.

XON

(continuing)

These signal patterns I've exposed  
suggest an electronic source.  
Possibly a link-up between transmitter  
and central computer, re-programming  
stored data.

DECKER

Is that possible?

XON

With sufficient skill. I have  
prepared a demonstration.

He presses a switch and indicates the main BRIDGE VIEWER.  
On it appears a direct MIRROR IMAGE of the bridge --  
except that the IMAGE CREW are moving differently from  
the REAL CREW. The image quality is somewhat fuzzy  
and shifts distortedly.

(CONTINUED)

38 CONTINUED:

38

On the bridge the REAL CREW look on amazed, as --

On the viewer we SEE the IMAGE KIRK furtively enter the bridge, phaser in hand, and blast the IMAGE DECKER and XON.

On the bridge the REAL CREW react with shock.

McCOY

Xon, if you find that amusing...

XON

On the contrary, Doctor.  
I am alarmed at how easily  
we can be misled by our own  
inventions.

(pause)

Of course, if this is a  
Starfleet exercise, this  
would be a most useful lesson  
to have emerged.

39 INT. ENTERPRISE - TRANSPORTER ROOM

39

Decker and Xon are preparing to transprot.

McCOY

(worried)

Wouldn't you be wiser to  
board now with a full party?

DECKER

We still need proof, Doctor.  
I intend to get it; or to  
prove it.

(to Scott)

Mr. Scott, if neither the  
Captain nor myself nor  
Mr. Xon is back on board this  
ship in one-half hour, you  
will take control of the base.

SCOTT

Ay, sir.

DECKER

Above all, don't trust any  
communication received over the  
viewer. Accept personal contact  
only.

(CONTINUED)

39 CONTINUED:

39

SCOTT

Understood.

Xon is studying on the computer viewer the plan of Starbase 7.

XON

Mr. Scott, if the Captain is a prisoner, I imagine he will be held on level 15...

(pointing)

... in which case you should beam us to this point, and create decoy activity over here.

SCOTT

Don't worry, they won't know if they're coming or going.

40 INT. BASE - CONTROL ROOM

40

The DUTY OFFICER is sitting at his console as a warning light starts to flash.

DUTY OFFICER

Commander... something happening!

He throws a switch, and on the viewer appears a skeletal plan which we recognize as the same as that being studied a moment ago by Scott and Xon: a plan of Starbase 7. On it various LIGHTS are beginning to flash and face at random intervals and locations.

Anderson is already at his shoulder, watching.

ANDERSON

What is it?

DUTY OFFICER

They're beaming over... eight, ten of them... more.

Anderson swings around, presses another switch.

ANDERSON

Red alert! Security intercept and detain boarders.

41 INT. ENTERPRISE - TRANSPORTER ROOM

41

At the transporter controls Scott is pulling switches in swift rotation. As he does so the various ceiling and floor panels on the transporter platform are lighting and fading, although nothing is being transported. Decker and Xon stand to one side, watching.

42 INT. BASE - CONTROL ROOM

42

A SECOND OFFICER is reading off locations of boarders into intercom.

SECOND OFFICER

Level 9, coordinates 7 - 3...  
Level 12, 16 - 2... Level 2,  
8 - 14...

Anderson watches a moment more, than --

ANDERSON

It's a full attack. Arm phasers!

DUTY OFFICER

Phasers armed.

43 INT. BASE - CORRIDOR

43

SECOND OFFICER'S VOICE

(on intercom)

Level 14, 19 - 7... Level 3,  
12 - 2... Level 20, 13 - 6...  
(etc. - AD LIB)

During this GUARDS, phasers at the ready, rush down the corridor and gather what appears to be a materializing figure, but which only glows formlessly for a few moments, then disappears again. The Guards exchange puzzled looks.

44 INT. ENTERPRISE - TRANSPORTER ROOM

44

Scott manipulating as before.

45 INT. BASE - CONTROL ROOM

45

The viewer flashing as before.

ANDERSON

(grim)

Prepare to fire warning shot --  
3.02! Deflectors ready.

(CONTINUED)

45 CONTINUED: 45

We SEE the suppressed alarm on the Duty Officer's face.

46 INT. BASE - STORAGE ROOM 46

Another "materialization" glows. The door bursts open and Guards pour in. But yet again the light fades and disappears.

One Guard flips open his communicator.

GUARD

(breathless)

Patrol to Commander Anderson...  
they're just running us in  
circles...

47 INT. BASE - CONTROL ROOM 47

GUARD'S VOICE

We'd need a hundred more  
men -- just to cover the  
decoys!

DUTY OFFICER

(to Anderson)

Sir, they're all decoys!  
Sensors indicate no one  
beamed over.

ANDERSON

Hold fire!

He slams down his fist in anger and frustration.

ANDERSON

(continuing)

What kind of game are they  
playing?

48 INT. ENTERPRISE - TRANSPORTER ROOM. 48

The floor and ceiling panels on the transporter platform are still lighting and fading in rotation -- except for two which now remain unlighted. Scott nods Decker and Xon towards them, and their dematerialization begins.

49 INT. BASE - CONTROL ROOM

49

ANDERSON  
Deflectors in position!

DUTY OFFICER  
(switches)  
In position.

ANDERSON  
As of now, the Enterprise is  
designated 'hostile vessel.'

The grimness in his tone and the faces of the others  
present underline the gravity of this step.

FADE OUT.

END OF ACT TWO

ACT THREE

FADE IN:

50 EXT. SPACE - ENTERPRISE AND STARBASE

50

SCOTT (V.O.)

Ship's log, stardate ( ),  
Commander Montgomery Scott  
reporting. We continue to maintain  
our position over Starbase Seven.  
The Starbase has activated  
deflector screens, making it  
impossible for Captain Kirk,  
Commander Decker and Lieutenant  
Xon to beam back to the ship...  
and I am under orders to attack  
the base if they are not back  
on board within another twenty-  
four minutes.

51 INT. BASE - CORRIDOR

51

Deserted except for Decker and Xon. They start along  
the corridor, suddenly hear FOOTSTEPS APPROACHING at  
a run, and duck into a smaller corridor off. Three  
guards run past without seeing them. Decker and Xon  
check their location and proceed cautiously.

52 INT. ENTERPRISE - BRIDGE

52

SCOTT

Enterprise deflectors in position.

CREWMAN

Aye, sir.

McCOY

(frustrated)

Their deflectors are up; our  
deflectors are up and in twenty  
minutes we attack one of our own  
Starbases. What in blazes is  
going on here?

SCOTT

I don't know... no one knows.  
In fact, I think that's what  
we're fighting about -- not  
knowing.



53 INT. BASE - ISOLATION ROOM

53

Kirk sits slumped forward, head on hands. Until suddenly he is aware of movement beyond the force-field wall.

He sees Decker and Xon enter. Decker gestures to Kirk to remain silent and do nothing.

DECKER

(to Xon -- a whisper)

The force-field unit...?

XON

(looking about)

Must be in the control room.

DECKER

Can you do anything?

XON

Wait.

Xon sets to work swiftly and silently. He takes his PHASER and places it on the floor some yards from the force-field wall and aims directly at it. He switches it on to a constant slim blue beam, which makes no impression on the wall.

Then he retreats some yards and takes out his COMMUNICATOR. He adjusts it until it emits a high, near-inaudible whine, then directs it towards the phaser's beam.

XON

(continuing)

Captain, Commander -- your eyes.

Both understand, and turn away to shield their eyes from what they know is going to happen.

Xon, however, obviously has no need to fear. He continues to watch the phaser beam as he adjusts the sound from the communicator to a higher frequency.

Suddenly there is a blinding but almost silent EXPLOSION, as though the whole force-field has been drawn back along the phaser beam and into the phaser itself, which is now only a pool of molten metal on the floor.

Kirk and Decker turn... and already Xon is beckoning them to run.

54 INT. BASE - CONTROL ROOM

54

A red light flashes insistently on the Duty Officer's console.

(CONTINUED)

54 CONTINUED:

54

DUTY OFFICER  
Commander! Force-field break,  
level 15, coordinates 9 - 4.

ANDERSON  
Kirk!  
(lunges for intercom)  
All patrols -- priority! Level  
15, 9 - 4. Surround and isolate.

55 INT. BASE - CORRIDOR

55

Kirk, Decker and Xon running. At intervals along the walls red alarm lights flash, accompanied by a SIREN's deafening wail.

56 INT. BASE - JUNCTION OF CORRIDORS AND ELEVATOR STATION 56

Elevator doors open and six armed Guards pour out and fan out in twos along different corridors.

Six more Guards emerge from a second elevator.

57 INT. BASE - CORRIDOR

57

Kirk, Decker and Xon freeze, pressed against the wall, which has a slight curve, as they hear FOOTSTEPS running towards them.

Decker takes out his phaser, the only one they have between them.

KIRK  
Set to stun.

Decker does so, then gives the phaser into Kirk's outstretched hand.

Xon is crouched to spring as four Guards appear. He launches into a low-level flying tackle. Before they can react he has brought two of them down, and Kirk has stunned the other two with his phaser.

Xon now leaps to his feet, snatching up two phasers for himself and Decker. Then all three run down the corridor, leaving the four unconscious Guards behind them.

58 INT. BASE - ELEVATOR STATION

58

Kirk, Xon and Decker emerge, check they are unobserved, and dash into one of the elevators. The doors close.

59 INT. BASE - ELEVATOR

59

Kirk and Decker still somewhat breathless, Xon unruffled.

XON

Any interception of base to ship communications must be coming from the central computer relay station.

KIRK

Can we get into that?

XON

I memorized a plan of the base before beaming over.

He reaches for the elevator control panel.

XON

(continuing)

We can get in. But we may have some trouble getting out.

He punches in a code.

60 INT. BASE - CONTROL ROOM

60

Anderson stands over the Duty Officer, both intently watching the viewer on which we recognize again the plan of the base. A single light has been moving vertically down a shaft. Now it alters course and travels horizontally.

DUTY OFFICER

They're making for the computer relay station.

Anderson swings around and snaps out an order to another OFFICER at his console --

ANDERSON

Stop that elevator!

The Officer's hand slams down on a switch. But simultaneously --

DUTY OFFICER

Too late, sir.

On the viewer we SEE that the light showing the elevator's position has stopped at the edge of an area labelled: "CENTRAL COMPUTER RELAY STATION."

61 INT. BASE - CENTRAL COMPUTER RELAY STATION

61

Seemingly bank upon bank of computer circuits stretching in all directions, gleaming and buzzing with a ceaseless inner life of their own.

KIRK

Find the other entrances and  
seal them!

Decker and Xon run off. Kirk turns and aims his phaser at the elevator they have just stepped out of. Two blasts of power, and it has been welded immovably into the surrounding wall.

Briefly we SEE Decker and Xon doing the same with the other doors.

Xon then turns and calls across:

XON

They can burn their way in, Captain,  
but it will take time.

KIRK

Let's hope it's time enough  
to find out what's been happening  
here.

He looks around in the silence, broken only by the constant hum of the vast and complex machines.

Then suddenly --

HUNTER'S VOICE

You already have, Jim.

Kirk whirls around -- to see Hunter descending steps from a gallery above. He smiles down on them benignly.

HUNTER

(continuing)

I congratulate you all on your  
initiative. Exemplary.

And suddenly from another direction --

CARADON'S VOICE

May I join you in that, Commodore?

Kirk and the others turn -- to see Caradon emerging from between banks of computers.

(CONTINUED)

61 CONTINUED:

61

CARADON

(continuing)

You have got a great deal further  
than we anticipated.

A long moment, in which the shock is absorbed. Then  
Kirk very deliberately raises his phaser to cover  
Hunter.

KIRK

Stay where you are -- both of  
you.

Decker looks shaken by Kirk's action, but Xon is already  
covering Caradon. Now Decker, too, steps back, his  
phaser at the ready.

HUNTER

(coolly)

Captain Kirk, are you quite aware  
what you are doing?

62 INT. BASE - CONTROL ROOM

62

Anderson listens to the urgent Guard's voice on the  
intercom.

GUARD'S VOICE

All entrances to central computer  
station have been sealed from  
inside, sir.

ANDERSON

Burn you way in!

(to Duty Officer)

They're trying to sabotage our  
weapons systems. Switch to  
manual override while there's  
time.

The Duty Officer, presses a switch.

63 INT. BASE - CENTRAL COMPUTER RELAY STATION

63

As before.

KIRK

I think you're insane. Both of  
you!

(CONTINUED)

63 CONTINUED:

63

HUNTER

On the contrary, Captain, our purpose is to establish your sanity -- or absence of it. All of you.

Caradon takes a step forward... and smiles when Kirk makes to check him with a movement of his phaser.

KIRK

I'll use this if I have to.

CARADON

I'm afraid you will have to, Captain.

He continues moving steadily towards Kirk. Kirk FIRES -- but the phaser's blast passes through Caradon, harmlessly.

CARADON

(continuing)

Set to 'stun,' Captain? You do surprise me.

He continues moving towards Kirk. Decker and Xon look on in amazement as Kirk re-sets the phaser.

KIRK

I'm warning you, Caradon.

CARADON

On 'kill' now? Let me see.

Calmly reaches out to take the phaser from Kirk's hand. Kirk pulls back, hesitates, but has no option. He FIRES. Again the blast has no effect on Caradon, but passes through him to take a chunk out of a wall.

Decker's eyes are wide with amazement. Suddenly Hunter turns to him with a gaze which burns unnaturally and hypnotically. Decker's eyes glaze over and he stumbles back. The phaser falls from his hand.

At the same time Hunter's eyes focus on Kirk's, and Caradon's on Xon. Both fight against the influence, but helplessly. The phasers drop from their hands, too.

KIRK

Who are you?

(CONTINUED)

63 CONTINUED: (2)

63

As they watch an extraordinary transformation begins to take place in both "Hunter" and "Caradon." Their glowing eyes remain constant and unblinking, but their bodies dissolve and rearrange themselves into a new and alien shape. Semi-transparent beings, without legs, who seem to float a few inches off the ground up to a height of five or six feet.

Kirk faces the ALIENS.

ALIEN WITH HUNTER'S VOICE

We are from the territory you know as Zero-one-nine. We have been for some time observing your progress towards us, and are troubled by it.

KIRK

What have you done with Commodore Hunter and Caradon?

ALIEN WITH CARADON'S VOICE

They are unharmed, and far from here. We merely adopted their forms in their absence.

KIRK

But why? What do you want from us?

ALIEN WITH HUNTER'S VOICE

Precisely what we're getting from you, Captain Kirk.

64 INT. BASE - CORRIDOR

64

Guards working with their phasers, making slow progress through the solid metal doors of the computer station.

65 INT. BASE - COMPUTER STATION

65

As before.

KIRK

What are you getting from us?

ALIEN WITH HUNTER'S VOICE

Hostilities -- amongst yourselves.

(CONTINUED)

ALIEN WITH CARADON'S VOICE

And riddance of your infectious  
presence from this region of the  
galaxy.

ALIEN WITH HUNTER'S VOICE

Reflect -- your own capacity for  
violence has been our only weapon.

XON

Captain, I believe they are  
leading this base and the  
Enterprise into armed combat --  
and mutual destruction.

Silence. Eventually --

KIRK

Why? Have we done you harm?

ALIEN WITH CARADON'S VOICE

Your presence itself constitutes  
a threat to us. We are a  
chameleon-like race. We have  
powers that you have not yet  
dreamed of, yet we cannot avoid  
being influenced both physically  
and mentally by all that is in  
close proximity to us.

ALIEN WITH HUNTER'S VOICE

Therefore we must be extremely  
careful about who we allow ourselves  
to be in contact with.

KIRK

But we haven't been in contact  
with you...

ALIEN WITH CARADON'S VOICE

Not physically, but already there  
have been isolated cases of our  
people who have fallen under the  
influence of primitive, violent  
emotions and thought emanations  
from your race.

DECKER

But we are peaceful people.  
We control these aspects of our  
personality with our reason.

(CONTINUED)



ALIEN WITH CARADON'S VOICE

That is of no consequence to us.  
We experience your baser aspects  
more strongly than your control  
because you are yet a primitive  
race, and your control over your  
violent natures remains very  
tenuous.

KIRK

Is yours any better? You came  
here to destroy us!

ALIEN WITH HUNTER'S VOICE

We will not destroy you. We will  
allow you to destroy yourselves  
through your own violent devices.

KIRK

Then... you have your own code  
of behavior?

(no response)

A code which prevents you from  
murdering us, but lets you trick  
us into turning on ourselves?

(still no response)

Is that your morality?

(bitterly)

Is that what makes you so superior  
to us?

Again no reply. But suddenly, as we WATCH them, the  
two Aliens touch devices on their chests and begin  
to de-materialize, slowly vanishing into thin air.

ALIEN WITH HUNTER'S VOICE

Your fate is in your own hands.  
You may prove or disprove our  
judgments of you... by your  
actions.

They are gone. After a moment.

XON

I suspect, Captain, a device  
similar to our own transporter  
system, but more powerful, and  
undetactable by our sensors.

CARADON'S VOICE

Correct, Mr. Xon. By the  
same means we shall continue to  
observe you.

(CONTINUED)

65 CONTINUED: (3)

65

Decker has noticed a new light flashing on one of the computers.

DECKER

Xon -- something happened here!

Xon goes to investigate, quickly traces a few circuits. Then turns to Kirk.

XON

Captain, ship to base communications systems now appear to be working normally.

DECKER

(elated)

You mean base control can talk to the ship direct?

XON

It would appear so.

Pause. Kirk thoughtful.

KIRK

Yes, but the damage has already been done. Scotty won't believe any communication is genuine and the base Commander won't believe that the earlier communications were false.

Decker's face clouds as he realizes the implications of this.

66 INT. BASE - CORRIDOR

66

The Guards have burned their way through a considerable part of the doors.

67 INT. BASE - COMPUTER STATION

67

Decker checks the timepiece on his communicator.

DECKER

Captain, Mr. Scott will try to occupy the base by force if we're not back on board the ship within another eleven minutes.

(CONTINUED)

40.

67 CONTINUED:

67

KIRK

And the base will retaliate.  
Which will lead us straight into  
the trap that's been set for us.

FADE OUT.

END OF ACT THREE

ACT -FOUR

68 INT. ENTERPRISE - BRIDGE - CLOSEUP - CHEKOV 68  
at the Science Officer's console.

CHEKOV  
Ten minutes, Mr. Scott.

Scott is in the command chair.

UHURA  
Mr. Scott...!

He turns.

KIRK'S VOICE  
Kirk to Enterprise... Kirk to  
Enterprise... Come in Enterprise...

69 INT. BASE - CONTROL ROOM 69

DUTY OFFICER  
(at console)  
Sir -- Kirk attempting to contact  
the Enterprise.

ANDERSON  
Jam them!

The Duty Officer presses a switch.

70 INT. BASE - COMPUTER STATION 70

A SHRILL BUZZING SOUND comes from the communicator.

KIRK  
No good.

He flips the communicator shut.

KIRK  
(continuing)  
We'll have to disconnect the  
base phaser banks from here.  
(to Xon)  
Can you do that?

XON  
Given time, Captain, I can  
try.

71 INT. BASE - CORRIDOR 71  
Guards burning the doors.

72 INT. ENTERPRISE - BRIDGE 72

SCOTT

(to Chekov)

Before we land a boarding party  
we'll have to take out their  
deflectors.

CHEKOV

Phasers set at point-two should  
achieve that with no loss of  
life, sir.

SCOTT

Unless they open fire on us.  
We can't keep our own deflectors  
up indefinitely.

CHEKOV

If we move to a distance of  
20,000 kilometers, we'll be in  
position to take evasive action,  
but still within transporter range.

Scott thinks a moment, then crosses to the science  
officer's computer console.

SCOTT

(into intercom)

Bridge to engineering deck.  
Commence emergency reactivation  
of motors, booster formula now  
on viewer...

He has punched in the formula earlier worked out with  
Xon, which appears on the small viewer before him.  
(NOTE: for later reference, Ilia is at this point  
either off the bridge or at her post some way off. It  
is important that she does not see the formula at this  
stage).

Scott turns back to Chekov.

SCOTT

(continuing)

Let's hope they give us time  
enough to make this work.

73 INT. BASE - CONTROL ROOM

73

DUTY OFFICER

Commander, sensors indicate the Enterprise preparing to leave orbit.

ANDERSON

They'll be trying to hit and run.  
Activate tractor beams.

The Duty Officer throws a switch.

74 INT. BASE - COMPUTER STATION

74

Xon has removed a panel from a computer and is tracing a circuit. Kirk and Decker watch anxiously.

XON

It will take some minutes to trace the full circuit.

75 INT. ENTERPRISE - BRIDGE

75

CHEKOV

Sir, they're trying to hold us with tractor beams.

SCOTT

Not these engines, they won't.  
(to intercom)  
Bridge to engineering deck.  
Continue build-up to maximum power.

76 INT. BASE - CONTROL ROOM

76

DUTY OFFICER

Enterprise showing major power build-up.

ANDERSON

(ice-cold)

Arm phasers.

The Duty Officer presses a switch, and a button by Anderson's hand begins flashing red.

77 INT. BASE - CORRIDOR

77

The Guards still burning their way through the sealed doors. Finally a large panel gives way and falls inwards.

78 INT. BASE - COMPUTER STATION

78

Before Kirk and the others have time to react, Guards have poured in and surrounded them, phasers at the ready.

Xon slowly turns from the incriminatingly open computer.

79 INT. BASE - CONTROL ROOM

79

GUARD'S VOICE

(on intercom)

Patrol to bridge. We've got them! No damage to defense systems.

We ARE AWARE of the still blinking red light by Anderson's hand, and SEE the relief on his face.

80 INT. ENTERPRISE - BRIDGE

80

SCOTT

Begin countdown, Mr. Chekov.

(into intercom)

Engineering deck, report status.

VOICE

Sequence complete. Awaiting engagement.

81 INT. BASE - CONTROL ROOM

81

Kirk confronts Anderson, while an uneasy Guard stands back. Decker and Xon are also held under guard some way off.

ANDERSON

Captain Kirk, you and your men stand condemned by your own actions! You even admit you were attempting to sabotage this base's weapons systems....!

KIRK

I'm trying to explain --

ANDERSON

Some garbled nonsense about invisible men from Zero-one-nine! What do you think I am?

(CONTINUED)

81 CONTINUED:

81

KIRK

I think you're the man about to  
be responsible for the biggest  
disaster in Starfleet history!

(pause)

They want us to destroy ourselves!

(pause)

Are we going to, Commander?

82 INT. ENTERPRISE - BRIDGE

82

CHEKOV

Thirty seconds, Mr. Scott.

SCOTT

(into intercom)

Engineering deck, stand by to  
engage.

CHEKOV

(counting down)

29 -- 28 -- 27 -- 26 --

83 INT. BASE - CONTROL ROOM

83

As before.

DUTY OFFICER

Enterprise power build-up  
continuing, Commander.

Anderson still faces Kirk, his resolution wavering.

KIRK

Commander, if there were time,  
we could show you how our  
communications have been falsified!

84 INT. ENTERPRISE - BRIDGE

84

CHEKOV

(continuing countdown)

24 -- 23 -- 22 -- 21 --

85 INT. BASE - CONTROL ROOM

85

KIRK

At least let me talk to Mr. Scott!

(CONTINUED)



85 CONTINUED:

85

Silence. We SEE --

Anderson's hand, steady over the flashing red button.

The Duty Officer's face, tense, beads of perspiration.

A Chronometer -- ZOOM INTO BIG CLOSEUP at the ticking seconds (not synchronized with the Enterprise countdown, but reflecting the passage of vital seconds).

Anderson's face.

Finally --

ANDERSON

All right.

86 INT. ENTERPRISE - BRIDGE

86

CHEKOV

Deflectors in position, Mr. Scott.  
We can hold for seven minutes with  
full power.

(continues countdown)

16 -- 15 -- 14 -- 13 -- 12 -- 11

SCOTT

(into intercom)

Engineering deck...

UHURA

(urgently)

Mr. Scott -- ! It's the Captain!  
Main viewer.

Kirk's image appears on the bridge viewer.

SCOTT

(into intercom)

Engineering deck -- hold!

Scott frowns as he sees the harassed expression on  
Kirk's face.

KIRK'S IMAGE

Mr. Scott -- ! Do not attempt  
to move the Enterprise! If you  
do the base will open fire. You  
hear me?

SCOTT

(uneasy)

I hear you...

86 CONTINUED:

86

He regards the image on the viewer with deep distrust.

KIRK'S IMAGE

Scotty, there's no trick here,  
not any more. Believe me!

87 INT. BASE - CONTROL ROOM

87

All eyes on Scott's image on the viewer.

SCOTT'S IMAGE

I had clear orders -- unless one  
or all of you was back on this ship  
inside a half-hour...

KIRK

Scotty, let me beam over now.  
I'll prove what I'm saying.

88 INT. ENTERPRISE - BRIDGE

88

SCOTT

(suspicion deepening)

Your time's past, and before I  
can beam you over I have to lower  
our deflector shields.

(pause)

I don't intend to lead this ship  
into a trap.

KIRK'S IMAGE

Mr. Scott, that's exactly what  
you are doing!

89 INT. BASE - CONTROL ROOM

89

Anderson's own suspicions have again got the better of  
him.

ANDERSON

All right, Kirk, that's enough.  
(to his Duty  
Officer)

They're just trying to persuade  
us their ship isn't planning to  
attack.

KIRK

Do you think we would plan an  
aggressive attack with me, my  
first officer and my science  
officer still on the base?

(CONTINUED)

89 CONTINUED:

89

ANDERSON

Once your phasers broke through our deflectors, you could be beamed up. It would be the kind of trick one might expect from the fabled Captain Kirk.

SCOTT'S IMAGE

(to Kirk)

If you want to prove to me this is on the level, get yon maniac behind you --

(he means Anderson)

-- to take his tractor beams off this ship. Otherwise, we'll tow them right out of their orbit!

90 INT. ENTERPRISE - BRIDGE

90

ANDERSON'S IMAGE

Enterprise, I warn you, any attempt to move and I shall be forced to take action.

SCOTT

Yon man's insane!

He turns to McCoy as though for confirmation, but gets only an uncertain frown.

91 INT. BASE - CONTROL ROOM

91

Anderson's hand over the flashing red button, at the ready.

On the MAIN VIEWER we can SEE a section of the ENTERPRISE BRIDGE where Lt. Ilia enters and takes over from someone else who was temporarily at her post. Her anxious upturned gaze peers out of the viewer...

Suddenly Xon sees her, and reacts. With his immense, easy strength, he shakes off the Guards holding him and steps forward.

XON

(quickly)

Commander, I think I can persuade the Enterprise to lower her deflectors. Would you accept such an action as proof of peaceful intent?

Anderson hesitates... and gestures the Guards to hold back.

92 INT. ENTERPRISE - BRIDGE

92

Scott watching this scene on the viewer with immense suspicion.

ANDERSON'S IMAGE

(to Xon)

How d'you intend to do that?

In reply, Xon's gaze turns and looks straight out of the viewer.

McCoy has noticed something. He steps forward and taps Scott's arm to draw his attention also -- to Lt. Ilia, who is meeting Xon's gaze and returning it with equal intensity.

XON'S IMAGE

Lieutenant Ilia... you understand  
what to do... We may not succeed  
... but we must try...

Scott, McCoy and the others watch as Ilia gets to her feet and approaches the bridge viewer...

93 INT. BASE - CONTROL ROOM

93

All eyes on Xon, as he concentrates on Ilia's image.

XON

Lieutenant... Please, try to put  
your mind... under my control...

He concentrates hard.

94 INT. ENTERPRISE - BRIDGE

94

Ilia closes her eyes in intense concentration. Scott and McCoy exchange a look -- skeptical, but fascinated.

XON'S IMAGE

Concentrate, Lieutenant... your  
mind blank now... and accept...

Ilia's brow knits, almost in pain from the mental effort, and so far apparently without success.

95 INT. BASE - CONTROL ROOM

95

Xon concentrates on ILIA'S IMAGE on the viewer.

(CONTINUED)

95 CONTINUED:

95

And we SEE her begin to respond, a hand goes to her forehead, then she turns and starts towards the main computer console.

96 INT. ENTERPRISE - BRIDGE

96

XON'S IMAGE gazes out from the main viewer as Ilia, moving like a sleepwalker, makes for the computer. Crew Members step out of her way. Her hand hovers over the keyboard, eyes still closed, concentrating on some internal picture.

On the viewer we SEE XON'S EYES; and at the computer Ilia's hand, which suddenly, like a demonstration of automatic writing, begins to punch out a code.

Scott watches as on the small blank viewer the formula we have seen before begins to be spelled out.

97 INT. BASE - CONTROL ROOM

97

XON'S EYES -- unblinking concentration...

98 INT. ENTERPRISE - BRIDGE

98

Ilia completes the formula, and only then -- and with immense relief -- opens her eyes. Scott, astonished, turns to McCoy.

SCOTT

It's Xon's formula. There's no way she could have known it.

KIRK'S IMAGE looks out earnestly from the main viewer.

KIRK'S IMAGE

It's true, Scotty. You've got to believe us. Lower the deflectors and let me over.

Scott wrestles with unease and indecision, faced with Kirk's intense gaze from the viewer, and Ilia's equally intent face before him. He looks to McCoy for help.

McCoy shrugs, uncertain.

McCOY

Telepathy. It used to be called witchcraft. Probably it's a lot more reliable than some of these machines we take for granted now.

(CONTINUED)

98 CONTINUED:

98

A moment more... then Scott sighs, and makes his decision.

SCOTT  
(to Chekov)  
Lower deflectors.

CHEKOV  
(beams with relief)  
Aye-aye, sir.

99 INT. BASE - CONTROL ROOM

99

DUTY OFFICER  
(at console)  
Sensors indicate deflectors off,  
sir.

ANDERSON  
Disarm phasers.

DUTY OFFICER  
Phasers disarmed, sir.

The red flashing button by Anderson's hand stops flashing. Suddenly weary, and with undisguised relief in his face, he turns to Xon.

ANDERSON  
I don't know how you did that --  
but I'm glad you did.

The sense of relief shows now on all faces, including Kirk. He gives Xon's arm a grateful, almost affectionate pat.

KIRK  
We all are.  
(to Anderson)  
Commander, I'm inviting you to  
beam aboard the Enterprise --  
as my guest.

100 EXT. SPACE - ENTERPRISE TRAVELLING

100

KIRK'S VOICE  
Captain's Log, star date ( ).  
I recommend that no further passage  
be attempted in region zero-one-  
nine until we have received a  
formal invitation from the  
inhabitants there.

101 INT. ENTERPRISE - BRIDGE

101

Everything normal. On the main viewer we SEE space, stars and planets hurtling by.

KIRK'S VOICE

I can only hope that whatever influence they continue to feel from us will be felt in a more positive light as a result of our demonstrated, if somewhat tenuous, self control.

102 EXT. SPACE - ENTERPRISE TRAVELLING

102

The ENTERPRISE hurtles AWAY FROM CAMERA and on through space.

THE END