

STAR TREK II

"THE SAVAGE SYNDROME"

Written by

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UNREVISED FINAL DRAFT

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STAR TREK II

"The Savage Syndrome"

TEASER

FADE IN:

1 EXT. SPACE - THE ENTERPRISE 1

in orbit around a SMALL PLANET. ESTABLISH, then:

2 INT. ENTERPRISE - BRIDGE - ANGLE ON THE VIEWER 2

KIRK in the command chair. ILIA, McCOY, and DECKER positioned nearby. UHURA, XON, SULU, and CHEKOV at their stations. Xon is intent on his hooded computer. Everyone else watches the main viewer, where the small PLANET is seen.

XON

(from the start)

... no indications of life,  
sentient or otherwise, Captain.  
The planet is completely barren,  
and has been for centuries...

KIRK

Mineral content?

XON

Basic earth type.

KIRK

Chart it, Mr. Xon, and insert  
the topographical profile into  
the memory banks.

XON

Yes, sir.

3 ANOTHER ANGLE - CHEKOV 3

busily engaged at his weapons systems console, which  
is partially disassembled.

KIRK

How much longer, Mr. Chekov?

CHEKOV

The weapons systems will be  
operable by the time we leave  
orbit, Captain.

(CONTINUED)

2.

3 CONTINUED:

3

KIRK

Very good.

4 XON

4

who is punching in data, then suddenly reacts, looks up from his hooded computer with:

XON

Captain, sensors indicate another vessel in orbit around the planet!

KIRK

Put it on the viewer!...

5 FULL SHOT OF THE MAIN VIEWING SCREEN

5

as a SPACE VESSEL of advanced battle craft design and proportions APPEARS on the screen. Its hull shows numerous METEOR ROCKS.

6 BACK TO SCENE

6

as everyone reacts.

DECKER

It's a derelict.

KIRK

Sensor readings, Mr. Xon.

XON

(consulting computer)

No life forms, no major energy source... It's incredibly old, sir. Pre-dates any known civilization in this sector.

McCOY

It looks too advanced for that!

XON

I agree, Doctor, but the sensors are functioning perfectly.

McCOY

(sourly)

So are my eyes...

(CONTINUED)

6 CONTINUED:

6

KIRK

We'd better have a look...

(to Decker)

Commander, take a party and board her.

DECKER

I'd like to go over in the shuttlecraft, sir: to examine the derelict exterior before we go inside.

KIRK

(nodding approval)

Bones, you and Lieutenant Ilia accompany the Commander.

7 EXT. SPACE - THE ENTERPRISE

7

still orbiting the planet as the SHUTTLECRAFT pulls away from her and moves off at a slight angle. HOLD briefly, then GO TO:

8 INT. ENTERPRISE BRIDGE - ANGLE ON THE VIEWER

8

Kirk, CHIEF RAND, Sulu, Uhura, and Xon looking toward the viewing screen. (Decker, Ilia, and McCoy no longer present.) SCOTTY and ANOTHER ENGINEER working with Chekov now. On the viewer the shuttlecraft is approaching the strange derelict, maneuvering outside to examine the hull, and now moving toward the air lock.

9 INT. SHUTTLECRAFT

9

as Decker maneuvers it toward the derelict's air lock. Ilia is co-pilot.

DECKER

(to Ilia)

Adjust air seal configuration  
to conform with the alien hull.

Ilia punches some buttons. Decker then noses the craft into contact with the derelict. Ilia punches more buttons until:

ILIA

Air seal pressurized.

## 10 INT. DERELICT - AIR LOCK

10

as Decker EMERGES from it, followed by McCoy and Ilia -- all appropriately dressed, phasers at their belts. McCoy and Ilia carrying tricorders. They look around. The corridor before them is eerily silent and deserted.

McCoy

(sniffs distastefully)

I've smelled fresher air in the sulphur caves of Deneb.

Decker

After so many centuries, it's a wonder there's any air.

Suddenly Ilia stiffens, indicating something O.S.

Ilia

(tersely)

Commander...!

All look in the indicated direction:

## 11 WHAT THEY SEE - A HUMANOID SKELETON

11

It is sprawled in an alcove. It wears a typical space officer's UNIFORM and highly advanced METAL ACCOUTREMENTS, but a crudely improvised SPEAR protrudes from its rib cage.

## 12 BACK TO SCENE

12

as Decker and the others cross to the skeleton, examine it.

McCoy

The uniform is a product of a highly advanced technology...

(picking up spear)

But this...?

HOLD on their puzzled faces a moment.

## 13 INT. ENTERPRISE BRIDGE - ANGLE ON MAIN VIEWING SCREEN 13

A small, metallic SPHERE with protruding PODS occupies the center of the screen and is approaching rapidly.

Kirk's Voice

(sharply)

Composition, Mr. Xon...?

(CONTINUED)

13 CONTINUED:

13

CAMERA PULLS BACK to SHOW Xon at his computer, Kirk and the others in their accustomed positions.

XON  
Insufficient data, Captain. It's  
extremely ancient...

14 ON THE VIEWING SCREEN

14

As Xon speaks, the sphere begins to GLOW with a blinding, pulsing LIGHT.

15 BACK TO SCENE

15

Xon looks up from his computer urgently with:

XON  
It appears to be a weapon, sir! --

C- As the others react, the PULSING LIGHT streams into the bridge and envelopes the head of each person present. SHRIEKING with agony, clutching their temples, everyone falls, writhing, to the floor. Long moment as the LIGHT SLOWLY FADES and the pain subsides...

16 ANGLES TO SUIT

16

as the various crew members rise slowly to a half-crouched, feral position. They back away from each other, SNARLING like wild animals as we --

FADE OUT.

END OF TEASER

ACT ONE

FADE IN:

17 EXT. SPACE - THE DERELICT (SAME)

17

positioned as before, the shuttlecraft still against her hull. As CAMERA HOLDS to ESTABLISH:

DECKER'S VOICE

(narrating for log)

Captain's log, star date 7420.5.  
Commander Decker reporting...  
Charting an unexplored sector of  
the galaxy, we have encountered a  
mysterious, derelict battle craft  
in orbit around a dead planet...  
Lieutenant Ilia, Doctor McCoy, and  
myself have boarded the vessel to  
investigate.

18 INT. DERELICT BRIDGE - LOW ANGLE

18

as CAMERA PANS SLOWLY ACROSS the deck, REVEALING numerous UNIFORMED SKELETONS sprawled in various positions of death -- each with a crudely-fashioned WEAPON near it -- makeshift KNIVES, WAR CLUBS, SPEARS, AXES, ET AL. CAMERA HOLDS ON a last SKELETON clothed in the uniform of a Commanding Officer. It lies at the foot of a strangely-shaped COMMAND CHAIR, its bony hand clutching the seat. A crude KNIFE protrudes from its back. Moment, then CAMERA ANGLES UP to REVEAL Decker, Ilia, and McCoy standing at the entrance to the bridge, appalled.

DECKER

The whole crew -- !

ILIA

How...? Why...?

McCOY

Obviously, they reverted to the  
primitive; they killed each  
other off...

Decker crosses to a WALL PANEL containing a VIEWING  
SCREEN and a number of DIALS.

DECKER

This must be the main computer.

He begins punching buttons and turning DIALS. Moment,  
then the screen LIGHTS abruptly.

(CONTINUED)

18 CONTINUED:

18

DECKER  
(continuing;  
punching more  
buttons)  
If we can find the last entry...

Another moment, then an IMAGE forms on the screen.

19 THEIR POV - THE IMAGE

19

It is a small, metallic SPHERE resembling the one on the Enterprise screen in the previous scene. It is growing larger, obviously approaching the ship. Now the screen shows the image GLOWING into sudden, blinding light which fills the whole frame for a moment.

DECKER'S VOICE  
A space mine?!...

20 BACK TO SCENE

20

McCOY  
(indicating image)  
It's still intact!

21 POV - VIEWING SCREEN

21

to SHOW the LIGHT FADING slowly; the sphere still intact.

22 BACK TO SCENE

22

DECKER  
Intact, but obviously it  
damaged this ship.

McCOY  
That burst of radiation: it hit  
the crew. It must've wiped out  
all civilized instincts.

ILIA  
(slowly, shocked)  
The civilization on this planet  
must have been highly advanced;  
any attackers detonating the  
mines would immediately revert  
to savagery -- destroy themselves.

(CONTINUED)



22 CONTINUED:

22

McCOY

Mines: plural. There might be  
dozens of them still in orbit....!

They look at each other, digesting his words. Consternation floods McCoy's face. The others' faces reflect his fear. Decker whips out his communicator, speaks into it:

DECKER

(urgently)

Decker to Enterprise.

(increased urgency)

Enterprise! Come in!... This is  
urgent...

No reply. Long moment as terrible apprehension builds on their faces, then:

McCOY

Let's get back there!

23 INT. ENTERPRISE BRIDGE - WIDE ANGLE

23

Uhuru, Chekov, Xon and the others whom we last saw on the Bridge crouch in a ragged semi-circle, watching tensely as Kirk and Scotty circle each other warily, competing for the Command Chair. Kirk is armed with a PIPE. Scotty with a WRENCH. Both weapons obviously appropriated from the tools and materials which were being used to overhaul the weapons control panel. They feint at each other, the blows narrowly missing. Over this:

KIRK

(indicates Command  
Chair)

I sit here. I am the leader.

SCOTTY

(ferocious scowl)

No! I am the leader!

24 ANGLES TO SUIT

24

as Kirk charges him, weapon uplifted. Scotty parries the blow, backing away, darting around behind Kirk. Kirk whirls. There's a rapid exchange of blows during which Kirk forces Scotty away from the Command Chair in the direction of the turbo-lift. A final blow almost disarms Scotty.

(CONTINUED)

24 CONTINUED:

24

Crouching at bay, Scotty looks around for help... spots the GREEN Engineering Uniform of his assistant, which matches the color of his own uniform. It is in sharp contrast to the RED uniforms of the Bridge Personnel. He yells to his assistant urgently:

SCOTTY  
(indicating Kirk)  
Kill him!

As the other engineer hesitates, eyeing Kirk and the other red uniformed personnel warily:

SCOTTY  
(continuing;  
sharper)  
I said kill!

The Engineer, hammer raised, rushes to Scotty's side. Together, they ward off a fresh rain of Kirk's blows, and force him back for a moment. Then a skillful blow from Kirk disarms the younger Engineer. Following up the advantage with a furious flurry of blows, Kirk drives both men into the open turbo-lift. As he starts to close in for the kill, the turbo-lift doors close automatically.

25 INT. TURBO-LIFT - ON SCOTT AND ASSISTANT

25

as the doors close and they look around bewilderedly. Realizing they're caged, they try to force the doors open. Nothing happens. As they increase their efforts frantically:

26 INT. BRIDGE - ANGLE FAVORING KIRK

26

staring at the closed doors for an instant, completely nonplussed. Then he whirls to face the crouching, red-clad crew members behind him. Moment of suspense, then Kirk strides to the Command Chair, thrusting everyone in his path aside roughly, and seats himself. He eyes the others narrowly, daring each one to challenge his authority.

KIRK  
I am the leader...!

27 ANGLES TO SUIT

27

as his fierce glance scans the group, and one man after another wilts beneath it... until Kirk's eyes reach:

28 XON

28

He returns Kirk's stare defiantly, his fingers tightening on the length of PIPE he holds. Moment, then he turns away sullenly.

29 ANGLE FAVORING KIRK

29

He relaxes in the Command Chair triumphantly. And now Uhura creeps forward seductively, and seats herself at Kirk's feet, leaning her cheek against his knee.

30 REACTION - CHIEF RAND

30

She scowls, then creeps to Kirk's side and sinks seductively down against his other knee. Both women eye each other, raising clawed fingers. Kirk smiles smugly, drops a proprietary hand on each of their shoulders. The women relax, satisfied.

Suddenly DECKER'S VOICE calls urgently from the console near the Command Chair.

DECKER'S VOICE

Decker to Enterprise... Decker to Enterprise... Shuttlecraft approaching hangar deck...

The sound startles everyone. Kirk leaps to his feet as completely bewildered as the others.

DECKER'S VOICE

(continuing;  
increased urgency)

Captain Kirk, come in please...

Kirk looks around, scowling, trying to locate the source of the voice.

KIRK

(shouting)

Who calls Kirk?

Now Uhura SHRIEKS in fright and points toward the O.S. viewing screen. Everyone looks in the indicated direction.

31 THEIR POV - THE VIEWING SCREEN

31

It shows the approaching shuttlecraft nearing the Enterprise.

32 BACK TO SCENE

32

As the others cower in bewildered fear, Kirk moves warily to the screen, stares at it quizzically... a disturbed frown on his face, obviously troubled by a dim stirring of memory. Over this:

DECKER'S VOICE  
... Shuttlecraft moving into  
docking position...

33 INT. ENTERPRISE HANGAR DECK

33

Several CREW MEMBERS wearing BLUE uniforms are fighting with several OTHERS wearing YELLOW uniforms. All YELLING savagely as they wield improvised WEAPONS such as CHAIR LEGS, BROKEN BOTTLES, BROKEN FIXTURES and whatever else they could utilize. They shout such AD LIBS as: "Yellows out!" "Kill Blues!" etc., but mostly just repeat the color of their own uniforms as if it were a rallying cry.

34 EXT. SPACE - ENTERPRISE AND SHUTTLECRAFT

34

as the shuttlecraft glides smoothly through the open bay doors of the mother ship's hangar deck. As the bay doors close behind it:

35 INT. HANGAR DECK AIR LOCK - VARIOUS ANGLES

35

as the bay doors finish closing. The shuttlecraft comes to rest on a free-floating (anti-grav) platform while we HEAR the WHOOSH of AIR repressurizing the room. Then the WHOOSH CEASES and the inner air lock doors slide open swiftly and smoothly, revealing the:

36 MAIN HANGAR DECK

36

where fights between "blues" and "yellows" stop in mid swing at the sight of the mammoth doors opening.

37 INT. SHUTTLECRAFT - ANGLE FROM BEHIND ILIA, MCCOY AND DECKER LOOKING THROUGH SHUTTLECRAFT WINDOW 37

as the shuttlecraft now begins to automatically move into the main hangar deck to its appropriate parking space. The "savages," holding their obviously make-shift weapons, flee before it and hide behind anything big enough to offer cover.

Decker, McCoy and Ilia watch all this in silence until:

(CONTINUED)

37 CONTINUED:

37

McCOY

I'm afraid everyone on the ship  
is affected...

DECKER

There must be an antidote...

McCOY

No way of knowing till I can  
examine someone to determine  
exactly what happened to them.

Decker begins moving to the door. The others follow.

DECKER

All right then, we'd better try  
and get to sickbay first. Head  
for the turbo-lift.

(he draws his phaser  
and checks setting)

And have these ready -- on stun.

38 INT. HANGAR DECK - ANGLE TOWARD SHUTTLECRAFT

38

as the door opens and Decker, McCoy and Ilia emerge,  
very cautiously. They stay tightly grouped, back to  
back, and begin crossing the room toward the turbo-  
lift.

When they are about halfway across, the "savages"  
spring at them, shrieking wildly and swinging their  
weapons.

(NOTE: Decker, McCoy and Ilia must all be wearing  
different color shirts. This will insure that  
"savages" of any shirt color will have someone to  
attack within the trio. This will obviate the possi-  
bility of "savages" assuming alliance with the trio  
on the basis of similarly colored shirts.)

For just an instant Decker, McCoy and Ilia are taken  
aback by the intensity of the attack. It is also plain  
that they hesitate to shoot fellow crew members, but as  
the "savages" converge on them, they have little  
choice.

McCOY

Good God!...

DECKER

Fire phasers!

39 ANGLES TO SUIT

39

Ilia, Decker and McCoy level their weapons and FIRE. Several of the attackers fall. The others scurry OFF, terrified.

The three continue on to the turbo-lift, on guard all the while.

When they reach the elevator, they push the call button and stand with their backs to the doors, continuing to guard themselves from further attack by the remaining savages.

The turbo-lift doors open and Scotty and the Assistant Engineer spring on Decker and McCoy from behind. McCoy and Decker lose their phasers in the attack. There is a fierce struggle as Ilia cannot shoot for fear of hitting one of her comrades.

During this, the other "savages" begin to reemerge but Ilia is able to keep them at bay with her phaser. Eventually, the more disciplined fighting techniques of Decker and McCoy overcome their assailants.

Decker and McCoy hastily retrieve their phasers and the three retreat into the turbo-lift. HOLD ON the lift doors as they close behind them, then --

CUT TO:

40 INT. CORRIDOR - SICKBAY LEVEL - ANGLE ON TURBO-LIFT DOORS 40

as they open and Ilia, McCoy and Decker EMERGE. They look around, see that the corridor is clear, then hurry along it in the direction of sickbay. CAMERA FOLLOWS ACTION as they arrive at an intersecting corridor and a young FEMALE CREW MEMBER, her PURPLE uniform torn, flees past them frantically, leaving them to confront her pursuers. They are three MALE CREW MEMBERS wearing GRAY uniforms. There are several other "purples" and "grays" lying in bloody heaps on the floor. The obvious result of a recent battle.

41 ANGLE FAVORING MALE CREW MEMBERS 41

as they skid to a halt facing Decker and the others. Moment, then they raise their crude WEAPONS. Bellowing frustrated WAR CRIES, they lunge.

42 ANGLES TO SUIT

42

As Decker and McCoy FIRE, stunning two of them, the third seizes Ilia.

(CONTINUED)

42 CONTINUED:

42

Unable to use his phaser without hitting her, Decker fells the man with a blow. McCoy quickly examines some of the wounded crewmen.

McCoy

These people need care.

DECKER

Unless they're critical, we have to concentrate on reversing the effects of the mine, Doctor. Otherwise, we'll just be patching them up to fight again.

McCoy hesitates, troubled by the thought of leaving the injured behind.

DECKER

(continuing)

McCoy! Move out!

Once more, the three hurry on toward sickbay.

43 INT. CORRIDOR AT SICKBAY DOOR - ANGLE - DECKER, ILIA AND McCoy 43

as they ENTER to the door hurriedly, their phasers still drawn. Decker motions them to stand clear, then activates the door warily and looks through it.

44 INT. SICKBAY - DECKER'S POV 44

It appears peaceful and deserted.

45 INT. SICKBAY - ANGLES TO SUIT 45

Decker enters, relieved. The others following. The door closes behind them. McCoy crosses quickly and glances through the entrance to the adjoining room. As he turns back, satisfied:

McCoy

We should be safe here for a while.

DECKER

Let's see what your computer says, Doctor.

He crosses toward the medical computer, McCoy following.

(CONTINUED)

45 CONTINUED:

45

Suddenly DR. CHAPEL leaps from concealment behind a STORAGE CABINET brandishing a pair of MEDICAL SCISSORS. She lunges at Decker. He tries to sidestep but the scissors slash his chest. As he staggers, and Chapel lunges again, SHRIEKING triumphantly, Ilia FIRES and stuns her. Chapel crumples to the floor, unconscious.

46 ANGLE ON DECKER

46

Clutching his bleeding chest, he too sinks slowly to the deck, as we --

FADE OUT.

END OF ACT ONE



ACT TWO

FADE IN:

47 EXT. SPACE - THE ENTERPRISE 47

Still in orbit around the planet we saw earlier.

48 INT. ENTERPRISE BRIDGE - WIDE ANGLE 48

Kirk in the Command Chair surveying his "tribe." Each member is busily fashioning some kind of crude weapon. Sulu and Chekov have pulled a console stool apart. They are rummaging through the debris and squabbling as they search for pieces which will make suitable clubs. Xon, seated cross-legged on the deck, is constructing an axe from metal scavenged from the disassembled weapons control console. Uhura sits at Kirk's feet binding a jagged piece of metal to a pipe to fashion a spear. Janice Rand stands behind Kirk. She is messaging his shoulders seductively.

49 CLOSER ANGLE - KIRK 49

He thrusts Rand away restlessly, and announces loudly:

KIRK

Find food!...

50 ANGLES TO SUIT 50

as everyone drops what he's doing and scurries to obey. They look in every nook and crevice they can find, open and close panels, etc. Suddenly Uhura, exploring a far corner, finds a small HATCH.

51 FAVORING UHURA 51

The hatch puzzles her for an instant, then she pulls on it experimentally. It opens, and she emits a surprised CRY as she sees stairs descending into empty darkness beyond it.

UHURA

(of the hatch)

A passage...!

52 WIDER ANGLE 52

as Kirk crosses to her and peers through the hatch.

- 53 KIRK'S POV - THE OPEN HATCH 53  
A narrow, circular staircase of metal descends into blackness.
- 54 BACK TO SCENE - FAVORING KIRK 54  
His face disturbed by dim memories again.
- 55 WIDER ANGLE 55  
Xon ENTERS to them, declares challengingly:  
  
XON  
There is no food.  
  
KIRK  
(angry scowl)  
There must be!  
  
XON  
(increased challenge)  
Then you find it!  
  
Kirk's scowl increases, and after a moment, taking his pipe-club from his belt, he thrusts past Xon and begins to descend the circular stairs below the hatch. Xon hesitates, then follows, his own weapon held ready. Slowly and warily, the other "reds" follow.
- 56 INT. CIRCULAR STAIRCASE -- SHOOTING UP THE STAIRS 56  
TOWARD Kirk as he descends cautiously. The silence on the stairs is as eerie as the dim illumination. The only SOUND is the ECHO of the tribe's DESCENDING FOOTSTEPS. CAMERA HOLDS as each "red" files slowly and nervously past.
- 57 INT. LOWER SECTION OF STAIRS - ANGLE - KIRK 57  
as he reaches a narrow LANDING with a hermetically sealed HATCH in the bulkhead. It bears the legend: Danger - Airlock - Do not open. Kirk peers at the legend, struggling futilely to comprehend its meaning, then moves to it and tries to open it as the descending "reds" gather behind him. When the door won't budge, Kirk pounds on it furiously.
- 58 ANGLE - XON 58  
watching. Suddenly he turns his head and sniffs the air.

(CONTINUED)

58 CONTINUED:

58

XON

Xon smells food!

Points down the stairway.

59 FULLER ANGLE

59

as Kirk moves to Xon's side and sniffs deeply. He smells food, too. He hurries downward, the others following.

60 INT. CORRIDOR - RECREATION LEVEL - ANGLE - AN OPEN DOOR PANEL

60

Above it is the legend: Emergency Staircase. Kirk EMERGES through the panel followed by the other "reds." They pause, looking around, and HEAR the SHRIEKS and YELLS of a desperate fight, O.S. Kirk hurries toward the SOUND, motioning the others to accompany.

61 INT. RECREATION ROOM - COMMISSARY - FULL SHOT

61

A frantic group of FOUR or FIVE CREW MEMBERS in contrastingly colored uniforms is struggling viciously over the remains of a meal that was left on the various tables. They hold abruptly as Kirk and his party APPEAR in the open doorway.

62 ANGLE FAVORING KIRK AND HIS PARTY

62

Raising his weapon, Kirk springs into the room with a bloodcurdling YELL, and begins laying about him. The others follow and do the same. Over the savage struggle:

KIRK

Get out! The food is for us!

63 ANGLES TO SUIT

63

As Kirk knocks an attacking "yellow" unconscious, and turns on a "purple." As he does, Xon drives a "white" out the door, wielding his axe skillfully, to open a nasty wound on the man's shoulder. Near him, Uhura drives a female "yellow" OUT at spear point. Sulu, Rand, and Chekov are equally effective and soon only Kirk and his party remain. They pounce eagerly on the scraps of FOOD scattered on the tables and floor, devouring them rapidly.

64 INT. SICK BAY - CLOSE ANGLE - CHAPEL

64

She is strapped to an examination table, struggling fiercely to free herself. Her features contorted with savage rage. As she screams with animal-like fury, CAMERA PULLS BACK to SHOW McCoy ENTERING to her with a hypo-gun. Quickly, he presses it against her arm. She sinks into unconsciousness.

65 WIDER ANGLE

65

as McCoy turns toward the other examination table, and we SEE Decker, his chest swathed in medi-skin. He is just rousing from unconsciousness. Ilia stands beside him anxiously.

ILIA

He's coming around, Doctor.

As Decker's eyes open, and he tries to orient himself.

McCOY

You'll be all right, Will.

DECKER

(remembering;  
worriedly)

How long have I been out?

McCOY

Just long enough for me to clean up your wound...

As Decker starts to elbow up, McCoy pushes him down gently.

McCOY

(continuing)

Take it easy. You've lost a lot of blood.

DECKER

(sinks back weakly)

What about your computer? Can we reverse the effects of the space mine?

McCOY

Insufficient data. I've been examining Dr. Chapel. Her brain scan shows that the intellectual lobes of her mind were immobilized by the emanations.

(CONTINUED)

DECKER

(show of impatience)

We just can't sit here and do nothing.

McCOY

I'm running another series of tests on Chapel now -- to see if I can find a counter-stimulae...

DECKER

There's no time for that. People are killing each other all over this ship!

McCOY

I can't tranquilize all four hundred of them, one at a time.

ILIA

If we could reach the Bridge, we could tranquilize all of them at once.

DECKER

You're right! We could use the ship's defense system to flood all decks except here and the Bridge with tranquilizer gas!

McCOY

How do you suggest we get to the Bridge?

DECKER

The same way we got here: fight our way up.

He tries to elbow up again, sinks back with a groan.

McCOY

You're in no shape to fight anything.

DECKER

(frustrated)

Then it's up to you and Lieutenant Ilia.

ILIA

(to McCoy)

We can't leave him alone here...

(MORE)

(CONTINUED)

65 CONTINUED: (2)

65

ILIA (CONT'D)  
(of the savages)  
Suppose they break in?...

DECKER  
I have a phaser.

ILIA  
(to McCoy)  
Tranquillizer gas is only a  
temporary solution. I think  
you should stay here and work  
on the antidote.

Decker is losing strength, fighting to remain conscious.

DECKER  
Lieutenant, stop arguing.  
Go with her, Doctor.

He passes out. McCoy examines him hastily.

McCOY  
(straightens,  
relieved)  
He's all right.

66 ANGLE FAVORING ILIA

66

She looks at McCoy coldly.

ILIA  
Doctor, I'm rescinding the  
Commander's last order. I'm  
going to the Bridge alone.

McCOY  
No, you're not! I'm going  
with you.

67 TWO SHOT

67

ILIA  
(icily)  
My judgement is that you can  
do more good here.

McCOY  
I don't give a damn about your  
judgement!

(MORE)

(CONTINUED)

67 CONTINUED:

67

McCOY (CONT'D)

An antidote won't resurrect the dead. And that's what we'll be, if you don't make it to the Bridge!

ILIA

Doctor, you may be my superior but let me remind you that medical officers lack jurisdiction. I'm in command now. And I've given you an order.

As McCoy sputters, she checks her phaser and strides off to the outer section of Sick Bay.

68 ANGLE ON McCOY

68

looking after her, still fuming.

McCOY

(sarcastically)

Aye, aye, sir...

69 INT. CORRIDOR NEAR SICK BAY DOOR (SAME)

69

as the door panel opens and Ilia, phaser drawn, EMERGES cautiously. Seeing that the corridor is empty, she dashes along it in the direction of the turbo-lift.

70 INT. CORRIDOR NEAR TURBO-LIFT - HANGAR - DECK LEVEL

70

Scotty and his assistant still lie where they fell when they were stunned by Decker and his party earlier. They are beginning to regain consciousness. Scotty elbows up and looks around blankly for an instant. Then, grabbing his wrench, which lies on the deck nearby, he leaps to his feet and glares around for a challenger. The other "green" rises and assumes a fighting position, also. Seeing no challengers, they relax. Moment, then:

SCOTTY

Food...!

CAMERA FOLLOWS as they move along the corridor a short distance. Suddenly Scott holds, noticing an open ENTRANCE PANEL. A sign above it says: Emergency Staircase - Hangar Deck. Cautiously, Scott leads the way through the panel.

71 INT. EMERGENCY STAIRCASE - HANGAR DECK LEVEL 71

as Scotty and his companion complete their entrance, hesitate a moment, then, Scotty leading, they begin to climb warily.

72 INT. ANOTHER SECTION OF CORRIDOR - SICK BAY LEVEL 72

The turbo-lift is halfway down the corridor. Ilia APPEARS, hurrying from an intersection corridor and starts toward the lift. Suddenly she HEARS FOOTSTEPS and VOICES approaching from an intersecting corridor ahead. She darts back into concealment in the corridor she just left. Now a roving BAND of four or five "grays" APPEAR from the corridor ahead and move along the turbo-lift corridor toward Ilia.

73 ANGLE - ILIA 73

She peers around the corridor corner... realizes her way is blocked and that the band will discover her if she remains where she is. She glances around quickly, sees a nearby Emergency Stairway entrance. Darting to it, she opens the panel and DISAPPEARS through it. The panel closes behind her.

74 INT. RECREATION ROOM - WIDE ANGLE 74

Kirk's group has devoured the last of the scraps of food. Still hungry, they are licking plates, gnawing bones, even searching the floor for crumbs.

75 ANGLE ON KIRK 75

He stands before a food dispenser, sniffing the opening curiously. Uhura ENTERS to him with:

UHURA  
(plaintively)  
I am still hungry.

Still intent on the food dispenser, Kirk thrusts her aside. Now Xon ENTERS with:

XON  
(challengingly)  
Where is more food?

Kirk whirls on him angrily.

(CONTINUED)



75 CONTINUED:

75

KIRK

Get out!

He shoves Xon roughly.

XON

(shoving back)

I want more food!

Xon's shove catches Kirk off-balance, pushing him against the food dispenser control panel and activating several buttons. Suddenly STEAMING DISHES OF FOOD pop from the dispenser.

76 FULLER ANGLE

76

as everyone reacts, startled and frightened. Then Kirk sniffs one of the dishes suspiciously. Encouraged, he shoves a finger into the dish, licks the finger experimentally. A smug smile lights his face.

KIRK

(to others,  
triumphantly)

Here is more food!

As the others AD LIB excitedly, Xon grabs for a dish. Kirk knocks him away.

KIRK

(continuing)

I say who eats first!

Kirk gives the dish to Uhura who runs off with it happily. Now Kirk passes out the remaining dishes to various eagerly waiting "reds," and turns back to the panel.

77 ANGLE FAVORING KIRK

77

as he pushes buttons wildly, using both hands. One STEAMING DISH after another ARRIVES. The waiting "reds" AD LIB awed approval.

78 WIDER ANGLE

78

as Kirk beams royally.

(CONTINUED)

78 CONTINUED:

78

KIRK  
Food for all...!

As the FOOD continues to ARRIVE:

79 INT. EMERGENCY STAIRCASE - ANGLE ON ILIA

79

She is ascending quickly, phaser drawn. She halts abruptly, as she HEARS FOOTSTEPS ASCENDING the stairs below. Moment, as she listens. The FOOTSTEPS GROW LOUDER. Ilia resumes her ascent, increasing her speed. CAMERA MOVES WITH her as she reaches the narrow landing above and activates the sliding door panel. She EXITS through it, CAMERA HOLDING ON the door as it closes behind her. A moment later, Scotty and his assistant APPEAR. Unaware that a door exists, they continue climbing.

80 INT. SECTION OF CORRIDOR NEAR EMERGENCY STAIRWAY -  
ON ILIA

80

She moves along it cautiously to the turbo-lift and summons it. Moment, as she waits nervously. Then the lift panels OPEN and she EXITS into it hurriedly. As the panels close behind her:

81 INT. EMERGENCY STAIRWAY - ANGLE SCOTTY AND ASSISTANT

81

Still ascending the stairs. Scotty holds, sniffing the air, looking up toward the next landing, O.S.

SCOTTY  
(indicating O.S.)  
Food...

The assistant looks eagerly in the indicated direction.

82 THEIR POV - THE LANDING ABOVE

82

The door panel on it is open. It is the same door Kirk and his people used to reach the Recreation Room.

83 BACK TO SCENE

83

Scotty gestures the Assistant to follow, and they climb eagerly upward.

84 INT. CORRIDOR NEAR RECREATION ROOM/COMMISSARY (SAME) 84

Kirk and his people are EMERGING from the Recreation Room, all in great good spirits. Kirk leads. He is accompanied by Uhura and Rand, and has an arm around each one. The two girls snuggling against him. The other "reds" follow. Xon still chewing on a BONE, several others finishing tasty morsels, also. They are heading for the staircase entrance.

85 ANGLES TO SUIT 85

As the party nears the entrance. Suddenly Scotty and his Assistant EMERGE cautiously. They hold sharply, reacting to Kirk and the others. The "reds" hold, also.

KIRK

Kill them...!

Drawing his weapon, he charges forward, the YELLING "reds" accompanying.

86 ON SCOTTY AND HIS ASSISTANT 86

Panicked, they whirl and race back into the stairwell.

87 ON THE ATTACKING "REDS" 87

They pursue, SHOUTING their war cries.

88 INT. ENTERPRISE BRIDGE - MED. FULL SHOT - ANGLE TOWARD TURBO-LIFT 88

as the doors open and Ilia EMERGES warily, her phaser drawn. She holds, looking around.

89 HER POV - THE BRIDGE - PANNING 89

It is silent and deserted.

90 BACK TO SCENE 90

Relieved, Ilia crosses quickly to the Weapons Control station. Dismay floods her face as she sees that it is totally dismantled and inoperable -- its pieces scattered. She crosses to a nearby wall communicator, and activates it.

(CONTINUED)

90 CONTINUED:

90

ILIA  
(grimly)  
Lieutenant Ilia to Dr. McCoy...  
I'm on the Bridge.

McCOY'S VOICE  
(on communicator)  
Are you all right?

ILIA  
(grimly)  
Yes... no one is here.

(NOTE: INTERCUT McCOY AND ILIA CONVERSATION)

ILIA'S VOICE  
(oncommunicator)  
But the weapons control station is  
totally dismantled. I can't flood  
the ship with tranquilizer.

As McCoy REACTS, CONTINUE INTERCUTS:

ILIA  
Your antidote's our only hope.

McCOY  
(wryly)  
A very faint hope, I'm afraid.  
My medical computer is too limited...  
(sudden idea)  
Look -- you can patch it into  
the main computer from up there.  
Then I'll have full access to  
all available information.

ILIA  
(dubiously)  
My computer knowledge is far  
from complete.

McCOY  
Then this is the time to perfect  
it.

ILIA  
I'll do my best.

She snaps off the communicator and crosses to Xon's  
station. Placing her phaser on the console, she puts  
her eyes to the computer hood and starts working.

91 INT. EMERGENCY STAIRCASE - ANGLES TO SUIT 91

Kirk and his "reds" have overtaken Scotty and his Assistant, and a skirmish is in progress. Positioned above the "reds" on the narrow stairs, Scotty and his companion have a slight advantage in that only two adversaries can exchange blows with them. Kirk and Sulu confront them, wielding their weapons. The other "reds" crowded below them uselessly. The fighting continues -- Scotty and the other "green" backing slowly up the stairs to a landing with an open ENTRANCE PANEL. With two last, vicious blows, they turn and dart through the panel. SHOUTING angrily, Kirk leads the "reds" in pursuit.

92 INT. A SECTION OF ENGINEERING - FULL SHOT 92

As the two "greens," pursued by the SHOUTING "reds," EMERGE through the open panel. Everyone halts sharply as they see:

93 SEVERAL ADDITIONAL "GREENS" 93

They are armed, wandering around the section aimlessly. They look up sharply, reacting to the arrival of the newcomers.

94 ANGLE FAVORING SCOTTY 94

SCOTTY  
(commanding shout)  
I am the leader...!! I will  
find you food!

95 ANGLES TO SUIT 95

as the "greens" raise their crude weapons and join Scotty, who has wheeled to confront Kirk and his party belligerantly.

SCOTTY  
Give us the food!

Echoing his cry, the "greens" attack. A wild, savage fight ensues during which Kirk and his tribe get the worst of it -- several disarmed, two knocked down. As the "greens" drive them toward a nearby corridor, Kirk lunges at Scotty, ducking under his flailing wrench, and hurls him backwards.

96 ON SCOTTY

96

as he lands against a control console and knocks a CONTROL LEVER forward. SPARKS fly from the console, CRACKLING explosively as circuits become hopelessly fused. A red WARNING LIGHT begins to flash.

## COMPUTER VOICE

Anti-matter energy converters are now on overload... anti-matter energy converters are now on overload... detonation in sixty one minutes...

97 REACTION SHOTS - THE SAVAGES

97

terrified by the display of fireworks, they flee in all directions. Kirk and his "reds" crowding back through the entrance to the Emergency Staircase.

98 ON THE EMPTY ENGINEERING SECTION

98

The sparks DIE but the WARNING LIGHT continues flashing. Over this:

## COMPUTER VOICE

Anti-matter energy converters are now on overload... detonation in sixty one... anti-matter energy converters are now on overload... detonation in sixty one minutes.

The flat, emotionless VOICE of the computer emphasizes the deadliness of the situation as we --

FADE OUT.

END OF ACT TWO

ACT THREE

FADE IN:

99 EXT. SPACE - THE ENTERPRISE 99  
ESTABLISHING in orbit around the planet as before.

100 INT. SICK BAY (SAME) - MED. SHOT - FAVORING McCOY 100  
He stands beside the still-unconscious Chapel, frozen in the act of examining her eyes with a futuristic version of an ophthalmoscope... reacting to the O.S.  
COMPUTER VOICE.

COMPUTER VOICE  
(as if continuing)  
... now on overload. Detonation  
in sixty minutes...

McCoy strides to the nearby wall communicator, activates it quickly.

McCOY  
(urgently)  
McCoy to Bridge. Ilia...

ILIA'S VOICE  
(on communicator;  
overlapping)  
I heard it, Doctor!...

INTERCUT:

101 INT. ENTERPRISE BRIDGE (SAME) - ON ILIA 101  
at the wall communicator, her face stunned.

McCOY'S VOICE  
What could've happened...?

ILIA  
Whatever it was, an hour doesn't  
give us much time to find and  
fix it.

In Sick Bay, INCLUDE Decker, standing in the doorway, weak, but obviously just having overheard the exchange. McCoy reacts seeing Decker, but says nothing, as Decker steps unsteadily to the intercom, speaks into it:

(CONTINUED)

101 CONTINUED:

DECKER  
(into intercom)  
Lieutenant, can you shut down  
the generators from up there...?

Hearing Decker's voice, Ilia reacts with pleased surprise, replies:

ILIA  
Yes... if all the circuits are  
still operative.

DECKER  
Then get to it!

McCOY'S VOICE  
Am I patched into the main  
computer yet?

ILIA  
I think so.

102 SICK BAY

102

as McCoy switches off the communicator to step over to Decker, who has sagged suddenly. McCoy props him up, starts helping him back toward the bed area.

McCOY  
Commander, you're in no condition --

Decker pushes McCoy away, stands facing him, the effort straining Decker's face.

DECKER  
What about your antidote?

McCOY  
I'm about to start feeding data  
into the main computer.

DECKER  
Give me a stimulant so I won't  
pass out again.

As McCoy hesitates.

DECKER  
(continuing)  
That's an order, Doctor. I'll  
recuperate later...

McCoy reaches for a hypo-gun.



103 INT. ENTERPRISE BRIDGE - ILIA

103

She stands at one of the consoles punching buttons. Nothing happens. She opens the console, studies the maze of wiring inside, concern growing on her face. Moment, then she makes an adjustment, closes the console and punches buttons again. Still nothing happens. She opens the panel a second time, bends closer, totally engrossed.

104 ANGLE TOWARD THE EMERGENCY STAIRCASE HATCH

104

It is still open as Kirk and his party left it. Kirk APPEARS, ascending from below. He sees Ilia -- motions sharply to his companions for silence. CAMERA FOLLOWS ACTION as Kirk moves silently toward Ilia. The other "reds" ENTERING SCENE and following.

105 ANGLE - ILIA

105

as Kirk APPEARS behind her. She senses a presence and whirls. Kirk lunges for her, but she dodges and darts toward the hooded computer where her phaser lies.

106 ANGLES TO SUIT

106

as Chekov and Rand block her path. Realizing the phaser is lost to her, she races for the turbo-lift. As she activates it, Uhura lunges for her. Ilia straight-arms her and darts into the lift as it opens. The doors begin to close. As they do, Kirk springs over the railing and darts into the turbo-lift also.

107 INT. TURBO-LIFT

107

as the doors close behind them, and Kirk confronts her belligerently.

KIRK  
(indicating Ilia's  
uniform)

'Red.' All 'reds' are mine!

He grips her arm, starts pulling her toward the door.

ILIA  
(urgently)  
Captain, I'm trying to help you!

KIRK  
I will give you food.

(CONTINUED)

107 CONTINUED:

107

He pulls her toward the doors. Deliberately, she jerks back with:

ILIA  
(quickly; to  
turbo-lift)  
Sixteenth level!

Abruptly, the lift glides into motion. Kirk releases Ilia, crouches, disoriented and frightened. As he looks around for an unseen enemy, Ilia activates the wall communicator.

ILIA  
(continuing; into  
communicator)  
Dr. McCoy... Dr. McCoy...

McCOY'S VOICE  
(on communicator)  
McCoy...

ILIA  
Doctor, I can't correct the  
overload. The main circuits  
must be fused.

INTERCUT:

108 INT. SICK BAY - McCOY AND DECKER

108

at wall communicator.

DECKER  
(taking over  
authoritatively)  
Can you make it back here,  
Lieutenant?

109 INTERCUT ILIA AND KIRK (AS BEFORE)

109

The unseen voices adding to Kirk's confusion.

ILIA  
(surprised to hear  
Decker's voice)  
Negative, sir. I'm in the turbo-  
lift with Captain Kirk. He  
doesn't comprehend what's  
happening. I'm his captive.

110 CONTINUE INTERCUTS

110

as McCoy and Decker react.

DECKER

Use your phaser.

ILIA

I can't. It's on the bridge.  
I couldn't get to it in time.

DECKER

Stall. Give us some time and  
we'll meet you.

ILIA

Understood...

She clicks off the communicator, addresses the lift  
and tightly grips a hand-hold.

ILIA

(continuing)

Emergency speed -- Bridge.

The turbo-lift lurches, throwing Kirk to the floor.  
The beginnings of comprehension dawn on Kirk's face.  
He grabs Ilia's arm.

KIRK

No!

Moment, as they confront each other. Kirk begins to  
rise and threaten her.

ILIA

Countermand previous order.  
Twenty-second level, emergency  
speed.

Again the car lurches, screeching to reverse. Kirk is  
again knocked down.

111 ANGLE FAVORING KIRK

111

confused and infuriated. He again begins to get to  
his feet, this time maintaining a secure hand-hold.

112 INT. CORRIDOR NEAR TURBO-LIFT - WIDE ANGLE

112

A SIGN near the turbo-lift door reads: Sixteenth  
Level. McCoy races INTO SCENE with drawn phaser.  
He activates the wall communicator.

(CONTINUED)

112 CONTINUED:

112

McCOY  
(into communicator)  
I'm ready, Ilia!

CUT TO:

113 INT. TURBO-LIFT - ANGLE - KIRK AND ILIA 113

as Kirk moves, now carefully, and menacingly, toward her. Ilia responding as she HEARS McCoy's O.S. voice.

ILIA  
Countermand -- sixteenth level...

Kirk holds on and keeps his feet this time, but his advance toward her is cut off by the fresh change of direction.

114 INT. CORRIDOR NEAR TURBO-LIFT (SAME) - ANGLE - McCOY 114

He stands with phaser ready. Moment, then the lift doors open.

115 ANGLE TO INCLUDE KIRK AND ILIA 115

As the doors open, Kirk whirls. As his amazed eyes meet McCoy's:

McCOY  
Sorry, Jim...

And he FIRES. Kirk crumples to the floor of the turbo-lift, unconscious. As Ilia emerges quickly to McCoy's side, he closes the lift doors, sealing Kirk safely within.

116 ON McCOY AND ILIA 116

as they turn and run in the direction of Sick Bay.

117 INT. SICK BAY - ANGLE ON LOUDSPEAKER 117

Its flat VOICE is announcing emotionlessly.

COMPUTER VOICE  
Detonation in fifty-two minutes.  
Detonation in fifty-two minutes...

(CONTINUED)

117 CONTINUED:

117

As it repeats its warning, CAMERA PULLS BACK to SHOW McCoy, Decker and Ilia grouped about the medical computer. What it tells them is bad news, and now McCoy indicates the computer screen (with various symbols, numbers, codes, etc.), grimly addresses the others:

McCOY

Well, there's your answer: no  
antidote possible.

DECKER

(studying the  
screen; a beat)

There is a way...

(as they react)

We snare one of those mines, get  
into it, reverse the frequency  
the radiations emanated from --  
and detonate it.

ILIA

(reacting)

Detonate it...?!

DECKER

(indicating screen)

The savage syndrome was caused  
by pulsed light and electro-  
magnetic radiations on a specific  
frequency. The effect can be  
reversed by altering that  
frequency, and generating it  
from a similar power source.

McCOY

(dryly)

That's a fine theory, Commander.  
Now how do you propose to 'snare'  
the mine?

DECKER

I'll go out in the shuttlecraft  
and get it.

118 ACROSS DECKER TO McCOY AND ILIA

118

as they react incredulously, and now Ilia taps her  
fingers on the computer screen.

(CONTINUED)

118 CONTINUED:

118

ILIA

This also tells you that the mines are detonated by energy emanations from an approaching object: a ship.

DECKER

The shuttlecraft's emanations might be below the triggering frequency.

McCOY

(aghast)

'Might' be...?!

DECKER

Yes, Doctor, 'might be' -- it's a gamble I'll have to take...

(quickly)

And it has to be me... unless either of you has enough demolition experience to tackle it.

McCoy and Ilia glance at each other helplessly.

McCOY

Even if you reach a mine, you won't have enough strength to dismantle it.

Decker is not about to waste time debating the point. He brings out his phaser, starts checking it as he moves toward the door.

DECKER

I'll need your help to get to the shuttle.

(NOTE: THROUGHOUT THIS, AND ALL FOLLOWING SEQUENCES, CONTINUE THE COMPUTER VOICE ENUNCIATING THE DETONATION COUNT-DOWN.)

119 INT. TURBO-LIFT - ANGLE - KIRK

119

He lies as we last saw him. He is just beginning to regain consciousness. As he elbows up, struggles to rise, the turbo-lift doors begin to open. Quickly, he drops back to the floor, feigning unconsciousness.

120 ANGLE AT TURBO-LIFT DOORS 120

as they complete opening and Ilia, Decker and McCoy ENTER quickly, their phasers still drawn. All glance at Kirk, and then Decker speaks to the lift:

DECKER  
(commandingly; to  
lift)  
Hangar Level...

121 CLOSE ANGLE - KIRK 121

He's listening --- fully aware that the lift has begun to move.

122 INT. SECTION OF CORRIDOR - HANGAR DECK LEVEL - ANGLE 122  
TOWARD TURBO-LIFT DOORS

They open. Ilia, Decker and McCoy EMERGE, glancing around warily. Satisfied that the corridor is deserted, they move cautiously in the direction of the Hangar.

123 ON THE TURBO-LIFT DOORS 123

as they close.

124 INT. TURBO-LIFT - ON KIRK 124

He rises slowly, frowns thoughtfully for an instant, then:

KIRK  
(to lift)  
Up...! Go up!

Nothing happens. He scowls, concentrates again -- struggling to remember Ilia's exact command. Moment, then:

KIRK  
(continuing; louder)  
Lift to Bridge.

He smiles triumphantly as the lift begins to move.

125 INT. ENTERPRISE BRIDGE - WIDE ANGLE - FAVORING XON 125

He lounges proprietarily in the Command Chair, Uhura and Rand seated adoringly at his feet.

(CONTINUED)

- 125 CONTINUED: 125
- Chekov squats a short distance away glowering at him sullenly. Chekov, bruised and tattered, obviously the loser in a struggle for power. The other "reds" are scattered around the bridge in various positions of ease. In b.g., the turbo-lift doors suddenly open. As everyone looks toward them, startled:
- 126 ANGLE FAVORING KIRK 126
- He swaggers confidently from the lift with:
- KIRK  
I am the leader!
- 127 ANGLE FAVORING THE OTHERS 127
- They look toward Xon expectantly, nobody moving.
- 128 ANGLES TO SUIT 128
- as Xon rises and meets Kirk's eyes coldly.
- XON  
Xon is the leader.
- With a bellow or rage, Kirk hurls himself at the Vulcan. They close, struggling fiercely for a moment. Slowly, Xon, with his superior Vulcan strength, forces Kirk to the deck. On his back, Kirk suddenly kicks out with both feet, hurling Xon backwards.
- 129 ON XON 129
- as he lands against the hooded console. Moment, then he recovers and lunges for Kirk again. CAMERA STAYS ON the console, TIGHTENS to SHOW Ilia's phaser on the top of it, where she left it in a previous scene. HOLD FOR EMPHASIS, then:
- 130 ANGLES - KIRK AND XON 130
- as their struggle continues, Kirk getting the worst of it. Finally, Xon knocks him back against the hooded computer.
- 131 ON KIRK 131
- clinging to the computer, shaking his head to clear it.

(CONTINUED)



131 CONTINUED:

131

Accidentally his fingers brush the phaser. He looks at it, his eyes sharpening with recollection... Instant, then he picks it up.

132 ANGLE TO INCLUDE XON

132

Moving in for the kill -- a raised spear in his hand. Kirk levels the phaser and pulls the trigger. The tribe GASPS as the weapon FIRES. Xon crumples slowly to the deck.

133 FRESH ANGLE

133

as Kirk looks at the phaser wonderingly for an instant, then shoves it into his belt smugly. He looks around challengingly at the others. They MURMUR admiringly, AD LIBBING such things as "Kirk is leader"; "Kirk is back," etc. Uhura and Rand move seductively to Kirk's side as before. He ignores them, addresses everyone.

KIRK

Kirk will lead all tribes!

As the others YELL enthusiastic accord:

KIRK

(continuing)

Follow Kirk!

Kirk leading, they crowd into the turbo-lift. The doors close behind them.

134 INT. HANGAR DECK - THE SHUTTLECRAFT

134

Decker is aboard the shuttle, ready to seal it off, Ilia and McCoy are standing outside.

McCOY

(grimly)

Well, you have your choice of six live mines... all on the lee side of the derelict.

DECKER

(wry)

I'll pick the one that looks easiest...

(MORE)

(CONTINUED)

134 CONTINUED:

134

DECKER (CONT'D)

(fast)

Now look, you two get to Engineering,  
see what you can do about those  
fused circuits. Maybe we'll all  
get lucky --

And with this, quickly, he seals the shuttlecraft,  
signals for ejection. Ilia moves to a nearby LEVER,  
activates it. The shuttle disengages and begins MOVING  
OFF.

135 EXT. SPACE - THE ENTERPRISE

135

showing the shuttlecraft angling away from the ship,  
heading out into space.

136 INT. ENGINEERING SECTION - FULL SHOT

136

Kirk and his "reds" confront Scotty and a number of  
"greens." Kirk swaggering and confident, the phaser  
in his belt.

SCOTTY

(as if continuing;  
defiantly)

... 'greens' will not follow  
Kirk. I am their leader!

The other "greens" AD LIB agreement. They crouch,  
ready to fight. Kirk regards them contemptuously.

KIRK

Then all 'greens' will die!

SCOTTY

(enraged bellow)

No! 'Reds' will die!...

Raising the wrench, Scotty runs at Kirk. The other  
"greens" spring at the various "reds." For a moment  
the "reds" fall back. Then, as Scotty closes in on  
him, Kirk raises his phaser and FIRES. As Scotty  
crumples to the floor, unconscious:

137 ANGLE ON ENGINEERING DOOR

137

as Ilia and McCoy APPEAR and hold, startled.

138 THEIR POV - THE MELEE - FAVORING KIRK

138

as he whirls and FIRES the phaser at another "green."  
The man falls. As Kirk levels the phaser again:

139 BACK TO ILIA AND McCOY

139

reacting with stunned dismay. McCoy pulls her away  
so the others will not see them.

McCOY

We'll never get in there now...

ILIA

How long would it take to make  
a tranquilizer bomb?

McCOY

A half hour. If I have all  
the parts, a little less.

COMPUTER VOICE

Anti-matter energy converters  
are on overload. Detonation in  
twenty-seven minutes.

FADE OUT.

END OF ACT THREE

ACT FOUR

FADE IN:

140 EXT. SPACE - THE SHUTTLECRAFT 140

It is moving toward an orbiting SPACE MINE like the one we saw earlier. The mine is still some distance away. Over this:

DECKER'S VOICE  
(narrating for log)  
... Captain's log, star date  
7420.5. Commander Willard Decker  
reporting...

141 INT. SHUTTLECRAFT - MED. SHOT - DECKER 141

He is at the controls, his eyes on something ahead. We see that he is unsteady, fighting weakness. He sways dizzily and shakes his head to clear it. Over this:

DECKER'S VOICE  
... I have located a live mine.  
If the shuttlecraft detonates it,  
I will become a victim of the  
savage syndrome, too...

142 EXT. SPACE - ON THE SHUTTLECRAFT 142

as it slowly approaches the mine -- getting closer and closer.

143 INT. SHUTTLECRAFT - DECKER 143

maneuvering the craft carefully, perspiration glistening on his whole face.

144 HIS POV - THE MINE 144

as it grows LARGER and LARGER until it is only a few feet away.

145 BACK TO SCENE 145

Decker pauses, marshalling his strength, wiping the perspiration. He hesitates a moment, then steels himself and reaches toward a BUTTON.

146 CLOSE SHOT - THE BUTTON 146

It is designated: Tractor beam.

147 BACK TO SCENE 147

as Decker presses the button, waits tensely.

148 EXT. SHUTTLECRAFT 148

to SHOW a port opening in its side. A BEAM of LIGHT reaches out of the port and draws the mine slowly into the shuttle. Play for suspense as the mine approaches and enters the craft.

149 INT. SHUTTLECRAFT - REACTION SHOT - DECKER 149

relief on his face. Moment, then he rises from the control position and moves toward the cargo bay behind him where the space mine now rests.

150 EXT. SPACE - THE ENTERPRISE 150

in orbit as before. Over this:

COMPUTER VOICE

(tonelessly)

Anti-matter-energy converters on  
overload... detonation in twenty-  
two minutes.

The Computer Voice continues the announcement, the  
VOICE LAPPING OVER to:

151 INT. SICKBAY - ILIA AND MCCOY 151

McCoy busily engaged constructing the tranquilizer bomb from various materials on the work bench. Ilia stands nearby helping him. But the frustration is evident on McCoy's face. He slams a section of metal down on the counter.

MCCOY

I need a dispersant...!

(to Ilia,

hopelessly)

They're all in the main stores;  
there isn't time enough to get  
one, and get back here with it.

ILIA

(grim)

Then, Doctor, we'll just have to  
fight our way into Engineering.

(CONTINUED)

151 CONTINUED:

151

McCOY  
Kirk has a phaser.

ILIA  
(nods)  
Yes.

And they look at each other an instant, then Ilia starts out -- McCoy follows.

152 EXT. SPACE - THE SHUTTLECRAFT

152

Positioned as before.

153 INT. SHUTTLECRAFT - CLOSE SHOT - SPACE MINE

153

Using a small, laser-like DEVICE, Decker's hand is completing cutting a hole in the mine casing. As the hand carefully withdraws the plug, CAMERA PULLS BACK to SHOW Decker bending over the mine. He completes withdrawing the plug and straightens unsteadily. Looking down at his hand, he sees it's trembling. With an effort, he steadies it, mops his sweating forehead. Picking up several INSTRUMENTS, he bends to the mine again and begins to probe its circuits cautiously.

154 INT. CORRIDOR OUTSIDE ENGINEERING SECTION

154

SHOWING McCoy and Ilia carefully approaching, phasers ready.

155 INT. ENGINEERING SECTION

155

Scotty and two other "greens" lie unconscious as we last saw them. Kirk, his "reds" grouped around him, is receiving homage from the "greens" who remain conscious. They file past him, touching his shoulder and bowing slightly to signify allegiance.

VARIOUS GREENS  
(over action)  
Kirk is our leader...

Kirk nods to each, satisfied. As the ceremony ends:

KIRK  
(to all; royally)  
Now Kirk will give food. 'Reds'  
and 'greens' will feast together...

Everybody AD LIBS an eager cheer. Kirk leading, they troup OUT.

156 INT. CORRIDOR (OUTSIDE ENGINEERING)

156

as Ilia and McCoy cautiously approach and then have to duck quickly out of sight as Kirk and the others emerge from Engineering. They wait for the entourage to pass before advancing again. While they wait:

COMPUTER VOICE  
(tonelessly)  
Anti-matter energy converters now  
on overload... Detonation in  
twenty minutes.

157 ANGLE - ENTRANCE TO ENGINEERING

157

to SHOW Ilia and McCoy ARRIVING. They enter cautiously, phasers ready.

158 WIDER ANGLE

158

as they realize the section is secured, exchange a relieved glance and hurry to the control panels, examine the circuits.

McCOY  
(of the circuits)  
I don't know where to begin...

ILIA  
The computer can tell us.

She crosses to a nearby console, and begins punching in her requests quickly. Moment, then:

ILIA  
(continuing; calling;  
eyes on console)  
Punch up circuit five 'A'...

McCOY  
(punching buttons)  
Affirmative...

ILIA  
Fourteen 'B'...

McCOY  
(a beat)  
Negative. No response...

ILIA  
(frowning)  
Try sixteen 'B'...

(CONTINUED)

158 CONTINUED:

158

McCOY

... Negative...

ILIA

(increased concern)

I'll ask for a by-pass program.

As she continues working, CAMERA MOVES to SHOW Scotty and the two "greens" beginning to regain consciousness. As Scotty raises his head, looks around:

159 ANGLE FAVORING McCOY

159

He flips open his communicator.

McCOY

(into communicator)

McCoy to shuttlecraft... McCoy  
to shuttlecraft. Come in,  
Commander...

Moment, then Decker's VOICE answers on the communicator.

DECKER'S VOICE

(unsteadily)

Shuttlecraft. Decker...

INTERCUT:

160 INT. SHUTTLECRAFT - ON DECKER

160

He bends over the space mine's circuitry as before. Now disconnected WIRES hang from it. Decker is a wreck, hands shaking, sweat pouring down his face, fighting not to pass out.

DECKER

(into intercom)

I'm working on the mine...

(a beat; forced)

I think I've found the right  
circuit. I'm hooking in the  
tricorder now...

McCOY

(worried by his  
voice)

Are you all right?...

DECKER

A little dizzy...



161 INT. ENGINEERING SECTION - FULLER ANGLE 161

as Ilia looks up from the computer urgently with:

ILIA

Doctor! We can't correct the  
overload without manual help!  
The readout indicates an hour  
and twenty minutes to master  
the program!

162 ANGLE FAVORING McCOY 162

reacting, stricken.

McCOY

(into communicator;  
terrible urgency)

Will, we can't shut down the  
converters in time. We don't have  
the knowledge. We need Scotty...  
Start the shuttlecraft back toward  
the ship and complete the wiring  
on the way. We'll need every  
second we can get.

INTERCUT:

163 INT. SHUTTLECRAFT - ON DECKER 163

still near the space mine. He is swaying dizzily.

McCOY'S VOICE (O.S.)

(on communicator)

Will? Do you read me...?

Decker shakes his head to clear it, steadies himself  
by sheer guts.

DECKER

(groggily)

I'm blacking out...

INTERCUT:

164 INT. ENGINEERING - ANGLE ON McCOY 164

McCOY

(into communicator)

Fight it, man! Fight it!...

Suddenly a brawny green-clad ARM encircles McCoy's  
neck from behind, choking off his wind.

(CONTINUED)

164 CONTINUED:

164

As he gasps and drops the communicator, CAMERA PULLS BACK and WIDENS ANGLE to SHOW Scotty holding him captive. In b.g., the other two greens hold Ilia helpless, one with his hand across her mouth. Now Scotty takes McCoy's phaser from his belt. Leveling it at the doctor, he releases him, crosses quickly to Ilia and takes her phaser also. With a leveled phaser in each hand, he announces:

SCOTTY  
(triumphantly)  
Now Scott is strongest of all!

Over this:

COMPUTER VOICE  
(tonelessly)  
Detonation in twelve minutes...

165 EXT. SPACE - THE SHUTTLECRAFT

165

to ESTABLISH. It turns and begins moving back in the direction it came.

166 INT. SHUTTLECRAFT - DECKER

166

He moves agonizedly from the pilot controls back to the mine and the tricorder. Most of the circuits have been completed, but the last two, deeper into the mine, require a deft, steady hand. Decker pauses, engulfed by a sudden wave of dizziness. He sways for an instant, then sinks to the deck, unconscious. HOLD ON his motionless form, then:

167 INT. ENGINEERING SECTION

167

McCoy and Ilia are Scotty's prisoners -- positioned much as we last saw them. McCoy is trying desperately to reason with Scotty. Scotty listening, bewildered and annoyed.

McCOY  
(as if continuing)  
... Scotty, try to remember! The anti-matter converters -- they're on overload! Overload, Scotty! You must help us!

Scotty glowers at him.

(CONTINUED)

167 CONTINUED:

167

McCOY  
(continuing)  
Damn it, man! When those  
converters blow, you'll be  
killed!

SCOTTY  
(holds up phasers)  
Nobody kills Scott! Nobody!  
Scott is the strongest!

McCoy takes an exasperated step toward him.

McCOY  
Listen, you highland heathen...!

Scott FIRES one of the phasers, cutting him off. McCoy  
falls to the deck, stunned.

168 REACTION SHOT - ILIA

168

dismayed. Over this:

COMPUTER VOICE  
Anti-matter energy converters on  
overload. Detonation in six  
minutes...

A new determination flickers across Ilia's face for an  
instant, then her features melt into soft seductiveness.

169 FULLER ANGLE

169

as Ilia moves slowly and seductively toward Scotty,  
ignoring the phasers which he holds leveled at her.

ILIA  
(voice like satin)  
Ilia likes you. You're so brave,  
so strong... so clever...

She caresses his face with soft fingers. Scott mes-  
merized by her Deltan charms.

ILIA  
(continuing)  
Clever enough to remember whatever  
pleases Ilia... Ilia will be very  
pleased if you shut down the  
anti-matter converters...

(CONTINUED)

169 CONTINUED:

169

Scotty frowns, disturbed by vague recollections which he can't comprehend.

ILIA  
(continuing;  
caressing him  
again)  
You can remember how to do it...  
try, darling...

Scotty's frown deepens. He touches his head as if in pain.

ILIA  
(continuing; drawing  
him toward control  
console)  
Try harder, darling. Ilia will  
be very grateful...

Suddenly Scotty thrusts her away.

SCOTTY  
No!

COMPUTER VOICE  
Anti-matter converters on overload.  
Detonation in five minutes.  
Detonation in five minutes.

Numerous RED LIGHTS on various panels around the room begin to FLASH and an insistent BEEP begins to be HEARD continuously. Scotty and the "greens" crouch, frightened and bewildered.

170 ANGLE FAVORING ILIA

170

She scoops McCoy's communicator from the deck beside him, flips it open.

ILIA  
(into communicator;  
desperately)  
Commander Decker! Five minutes  
to detonation!

171 INT. SHUTTLECRAFT - ON DECKER

171

He is half-conscious, trying groggily to orient himself.

ILIA'S VOICE  
Commander Decker! Are you  
receiving?

(CONTINUED)

171 CONTINUED:

171

Decker reacts, struggles painfully to his feet and goes back to work. Shakily, he makes the final connection. As he turns toward a control panel:

ILIA'S VOICE "...  
(continuing)  
Commander Decker, acknowledge!...  
Acknowledge!...

Decker stumbles, drops to his knees. Moment, then he forces himself to crawl forward to within reach of the panel. With his last, remaining strength he reaches for a switch and throws it.

172 FULLER ANGLE

172

as the space mine FLARES into the pulsing, blinding LIGHT we saw earlier. As its GLARE FILLS THE WHOLE FRAME:

SMASH CUT TO:

173 INT. ENTERPRISE - SERIES OF QUICK SHOTS

173

The PULSING LIGHT engulfs the entire ship, enveloping the head of each crew member as before.

174 ON THE BRIDGE

174

Kirk, Uhura, Xon and the others clutching their temples, SHRIEKING with agony.

175 A SECTION OF CORRIDOR

175

Numerous crew members clutching their heads and SHRIEKING also.

176 INT. SICKBAY - ANGLE - CHAPEL

176

Still strapped to the table, she writhes in agony as the LIGHT PULSES around her head.

177 INT. ENGINEERING - ANGLE - SCOTTY

177

kneeling on the floor clutching his head, which is also bathed in PULSING LIGHT. Long moment as the LIGHT SLOWLY FADES, and the pain subsides.

(CONTINUED)

177 CONTINUED:

177

Scotty looks around, his eyes sharp with their old awareness. O.S., the ALARM BEEPER still SOUNDS insistently. (NOTE: Continue BEEPER ALARM throughout scene.)

COMPUTER VOICE

Anti-matter energy converters on overload. Detonation in fifty-eight seconds.

As the VOICE REPEATS its message, Scotty leaps to his feet.

SCOTTY

What the devil is happening?!

Now Scotty races for the main console, and begins frantically hitting buttons. Ilia crosses to him, hoping to assist.

SCOTTY

(continuing)

Out of the way, woman!

His two green-clad assistants have rushed to their control consoles. Scotty shouts instructions to them.

SCOTTY

(continuing)

By-pass circuit 2-A to twelve-B!  
Life support systems on emergency power...

As they continue working feverishly:

COMPUTER VOICE

Detonation in twenty-nine seconds...

178 ANGLES TO SUIT

178

as more green-clad ENGINEERS rush INTO SCENE and go to work. Over this:

SCOTTY

Open all relays in the power banks! Shunt load factor four to load seven!... Full refrigeration on ballast coils!...

COMPUTER VOICE

Detonation in fifteen seconds...

Kirk RUSHES INTO SCENE. Xon accompanies him.

(CONTINUED)

178 CONTINUED:

178

KIRK

We're at your disposal, Mr.  
Scott!

SCOTTY

(busy at console)  
Stand by, Captain...

COMPUTER VOICE

Detonation in ten seconds...

CAMERA PANS from one troubled face to another. Ilia,  
Xon and Kirk waiting tensely; the various engineers  
working against time, their faces perspiring.

COMPUTER VOICE

(continuing)  
Detonation in five seconds...

The ship begins to SHUDDER. Scotty works faster...  
jamming one button after another. Over this:

COMPUTER VOICE

(continuing)  
Three seconds, two seconds...

179 CLOSE SHOT - SCOTTY

179

His hand shaking as he presses the last button. Over  
this:

COMPUTER VOICE

One second...

180 FULL SHOT

180

Abruptly, the ship grows silent... the BEEPER SHUTTING  
OFF, the red lights going OUT. Gradually the SHUDDER-  
ING STOPS and the ship steadies. Moment, then:

COMPUTER VOICE

Overload cancelled... overload  
cancelled...

As the VOICE CONTINUES repeating its announcement, the  
whole section breaks into loud, relieved CHEERS...  
other CHEERS ECHOING from all sections of the ship.

DISSOLVE TO:

181 EXT. SPACE - THE ENTERPRISE

181

It is still orbiting the dead planet.

(CONTINUED)

181 CONTINUED:

181

We SEE the shuttlecraft attached to its tractor beam. It is being slowly drawn into the mother ship. HOLD to ESTABLISH, then GO TO:

182 INT. ENTERPRISE BRIDGE

182

Kirk is in the Command Chair. Chekov, Sulu, Xon, Uhura, etc. at their various positions. Scotty and Ilia stand near Kirk.

ILIA

(as if continuing;  
to Kirk)

... and you and Commander Scott  
were the most formidable of all...

SCOTTY

I can't believe I'd ever revert  
to savagery...

KIRK

(amused)

I don't find it hard to believe,  
Mr. Scott. I've heard you play  
the bagpipes!

As Scotty reacts, a haggard McCoy ENTERS and crosses  
to them.

McCOY

No fatalities, Captain, but I've  
never seen so many broken bones,  
cuts and bruises in my life.  
I've given Decker a sedative.  
He'll be all right...

(smiles)

I'm not so sure about Doctor  
Chapel.

KIRK

Chapel? What's wrong with her?

McCOY

She can't adjust to the idea that  
she attacked her commanding  
officer like a tigress.

There are smiles all around.

KIRK

(wryly)

'Shame we can't remember anything.

(CONTINUED)



182 CONTINUED:

182

ILIA  
(huskily)  
It is, Captain...  
(runs her fingers  
through his hair)  
You were a magnificent savage...

Kirk gives her a cool look, suppresses a smile.

KIRK  
Thank you, Lieutenant... Mr.  
Sulu, take us out of orbit...

SULU  
Aye, sir...

He begins pressing buttons as we --

CUT TO:

183 EXT. SPACE - THE ENTERPRISE

183

It pulls away from the dead planet and MOVES OFF into  
deep space.

FADE OUT.

THE END