



'STAR TREK - Section 31'

TEASER

EXT. SPACE

Enterprise drifts in a cloud of its own plasma.

Hundreds of little pods drift about outside the green mist as a Flyer whisks past.

INT. FLYER

Adrian, Monica in seats, McKinney and Miriam crowding to watch the spectacle.

ADRIAN

Any luck yet?

MIRIAM SCOTT

All I'm gettin' is static.

DOCTOR MCKINNEY

The plasma probably is getting into other vital systems besides communications and shorting them out.

MONICA

It's Schrodinger's Enterprise.

ADRIAN

I prefer to think of them as all alive.

MIRIAM SCOTT

Even if they're stripped to their skeletal remains?

DOCTOR MCKINNEY

And that's why you'll die alone.

MIRIAM SCOTT

Shut yer geggie.

DOCTOR MCKINNEY

(staring out the window,  
amazed)

I thought it was the seals but I didn't think it was this bad.

MIRIAM SCOTT

Bloody seal cascade. The feekin' grease monkeys nearly destroyed her before her engines warmed up.

DOCTOR MCKINNEY

Check for hull breaches.

ADRIAN

Can you still fix it?

MIRIAM SCOTT

Eits gonna tak'a effaat.

DOCTOR MCKINNEY

If it's what I think it is, we may not want any part of it.

ADRIAN

I'm picking up tiny hull breaches on the port side.

DOCTOR MCKINNEY

(urgent)

This is bad, really bad. Captain, raise the shields.

ADRIAN

Why am I raising shields?

MONICA

Dark matter micro meteorites.

DOCTOR MCKINNEY

It's more than likely we're safe. Enterprise may have dropped out of warp and passed through a narrow belt

MIRIAM SCOTT

The seals started it and the asteroids finished it.

DOCTOR MCKINNEY

If they were still in the belt, the ship would have been torn in half by now.

MIRIAM SCOTT

It's gonna take a really big effort then.

DOCTOR MCKINNEY

That's her way of saying this is gonna cost you.

ADRIAN

What do you need and how long?

MIRIAM SCOTT

Doh ye staat pullin' that sheit. It's doon when it's doon, boot, yeah. I can fix it fer a job. The wee lad needs ta kip eis ands busy.

ADRIAN

Translate?

DOCTOR MCKINNEY

Don't you start pulling that shit. It's done when it's --

ADRIAN

I get the gist now.

DOCTOR MCKINNEY

(to Miriam)

You want this ship, you know you do.

MIRIAM SCOTT

Na like thees!

DOCTOR MCKINNEY

Not lie this.

ADRIAN

I'm getting it. We have holograms on board to do the cleaning and dirty work.

MIRIAM SCOTT

(to Adrian)

Ye drive a ard baargin, boot, I caan sey nuu ta Chief engineer.

She walks away.

ADRIAN

Wait, I have --

MIRIAM SCOTT

Now git me thar whilst we still ga a ship!

ADRIAN

But I outrank --

DOCTOR MCKINNEY

Rank just pisses her off. She used  
to be a sweet girl.

MIRIAM SCOTT

Shut ye geggie

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**END OF TEASER**

ACT I

INT. SHUTTLE BAY

The Flyer touches down on a pad in the center of the bay. Door pops open. As they get out, they're met by people with hazard suits.

CREWMAN 1

Put these on. They'll protect you for a while from the plasma.

CREWMAN 2, a bit solemn, hurries through the door.

CREWMAN 2

Captain, it's good to see you. I got bad news.

PEREGRINE

What is it?

CREWMAN 1

Dante was working on a conduit seal when it blew. There wasn't anything left of him when we got there.

ADRIAN

Shit. What's our status?

A tall crewman, nervously hands Adrian a plasma haz mat suit.

CREWMAN 1

Eighty per cent of the ship is inundated, we have opened the hatches to vent the plasma, but the leaks are still increasing. We can't get to the bridge from here unless we wear these.

ADRIAN

This is Miriam Scott. I think she's our new chief.

PEREGRINE

Really?

MIRIAM SCOTT

(to Crewman 1)

Lad, the first thing I need ye to do is activate as many ologrums as pussible and get da boxes and dat big cannista oot'ta the Flyer.

(MORE)

MIRIAM SCOTT (CONT'D)

Staat wit deck twenty seven and get that stabilized.

PEREGRINE

Huh?

DOCTOR MCKINNEY

Activate as many holograms as possible. I'll getg the boxes and cannister out of the Flyer. We need to --

PEREGRINE

Got it.

ADRIAN

We need to save as much plasma as we can.

MIRIAM SCOTT

As soon as we get deck twenty seven repaired, reroute da plasma there and seal it off and blow dat can inna dacondooit system. As we get the other decks sealed, we'll let da plasma out little by little to check if it werks.

ADRIAN

You don't know if --

MIRIAM SCOTT

It's experimental. We were having a problem with our own seals in the cave ole McKinn hea came up with a expandin' foom spray dat fixed ha up.

DOCTOR MCKINNEY

I don't know how long it'll last but I took it from the idea of that stuff you shoot in tires to plug leaks, then I modified it by added a neutralizing agent to counteract the corrosive effects of the plasma and added a little scent to neutralize the smell of, frog's farts. It really stinks.

MIRIAM SCOTT

I need jawl oota hea! It's just gonna be me, McKinney, and...

(to Adrian)

You, if you like'ta stay on.

PEREGRINE

What if --

MIRIAM SCOTT

No wha' if! We need ta save da bloody ship, unless ya got other plaans? Maybe make it a floatin' taco baa?

ADRIAN

I don't think we're going anywhere.

DOCTOR MCKINNEY

You didn't understand --

ADRIAN

Not a word.

PEREGRINE

Make it so. We gotta get her into an English as a sixth language class.

ADRIAN

In case it doesn't work, I'll have pilots man the Flyers to pick up the crew and transport them to the M class planet Hayden found.

PEREGRINE

Make sure they find a place away from the population centers. Should be short stay, or a permanent one.

MIRIAM SCOTT

Do I hear ye sayin' ye doon trust me?

ADRIAN

I didn't say --

MIRIAM SCOTT

Aye, boot ye implied.

She strolls away.

PEREGRINE

She's a handful.

MIRIAM SCOTT

(turns back)  
I'm watchin' ye, flyboy.



EXT. ENTERPRISE

Bulky boots CLUNK along metal, slowly shuffling along until they come to a ruffled sheet. A knee rests just short of the field of tiny holes. A glove brushes across the holes.

JIMMY

Removes a tricorder from his space suit and scans the field. Reads it.

ADRIAN  
Yeah. You were right.

MIRIAM SCOTT  
Can ye folla da damage, maybe find exit holes?

THE FIELD OF HOLES

Runs along the metal sheet for a hundred feet following a line from Adrian's position on the

SIDE OF THE MAIN SECTION

Up the side.

ADRIAN  
Wow. You think they went all the way through? The holes are all so tiny.

ADRIAN

Holsters his tricorder.

MIRIAM SCOTT (V.O.)  
Even sand travelling at seventy five thousand miles an hour can go straight through a ship this size.

ADRIAN  
I'm gonna follow the damage and let you know.

He hits a couple buttons on his sleeve and a burst gives him a push off the ship. Another burst sends him upward along the seemingly minor damage until more serious damage is seen, a little scruffier appearance on the surface of the metal.

ADRIAN (CONT'D)  
I see what you mean. The exit damage looks scruffier, but I think we may have dodged a bullet.

MIRIAM

Wearing a hazard suit, surrounded by green mist, hooks up hose from a large cannister to a plasma conduit.

MIRIAM SCOTT

It pro'bly affected a small area considering the crew is still pretty much alive.

She turns a valve with a SWISH of gas.

MIRIAM SCOTT (CONT'D)

How's the weather out there?

ADRIAN

Pushes along separating from the main section toward the bottom of the port nacelle.

ADRIAN

I stepped out for a little air and found out, there wasn't any.

MIRIAM SCOTT (V.O.)

I like a man who uses humor to distract himself from certain death.

ADRIAN

That was suddenly understandable. Personally, I left my red shirt and home this morning so not worried.  
(he takes a look into space)

I got the best seat in the planetarium. It's a little green smoggy but I still got some great views through the breaks in the clouds.

MIRIAM SCOTT (V.O.)

Those space suits weren't meant to spend a lot of time in that plasma smog so ye betta git yer arse in gear.

ADRIAN

I'm flying toward the nacelle. The direction of the dark matter took the little peas close to it so I need to take a look.

MIRIAM SCOTT

Ye goot anotha five minutes.

ADRIAN

I hear ya. I think I got my answer  
anyway.

He approaches the

NACELLE

Etched with a patch of craters.

ADRIAN (CONT'D)

Not a huge area, but I see --

The ship's running lights all go out as on

DECK 27

As well leaving

MIRIAM

In the dark, rustling up and turning on a flashlight.

ADRIAN (V.O.)

What happened?

MIRIAM SCOTT

Not a problem. I've already  
rerouted the plasma to deck twenty  
seven, so it's not a biggie.

ADRIAN

Without life support, it's going to  
get cold really fast.

MIRIAM SCOTT

Stup flaggin' yer geggie! I'm  
movin' as faast as ei kin!  
Captain!

PEREGRINE

In the dark, switches on a flashlight.

PEREGRINE

Here Miss Scott.

MIRIAM SCOTT

Could I get'cha ta find da soorce  
of dat outage oonless ye loov da  
weenie shrinkin' coold.

PEREGRINE

I'm on it. Doctor McKinney is doing a diagnostic.

MIRIAM SCOTT

Ye might need to replace a gel pack in Engineering. Rob one from the non functioning decks. I'll go find sum bunned relays and meet'cha baak ere.

PEREGRINE

Right, huh?

INT. DECK 8 CORRIDOR - NIGHT

Total darkness. The only evidence of life is an occasional SNIFF and FOOTSTEPS, until a maze of numbers start popping up.

HAYDEN (V.O.)

Oh man. This is deck eight and I need to get to twenty seven and I've got thirty five minutes before my air runs out, but the corrosive values of this plasma will begin to create breaches in the suit in twenty six minutes, and when I get nervous, everything in my body turns to liquid, so I'm gonna have to find a bathroom in forty seconds, which means a negative minus ten minutes for gross stuff, eight if I hurry, and another six to find the bathroom, then another minute to find the boy's bathroom, add time, ten minutes, nine twenty longer than my sphincter can contain, ugh, because it's dark on a space ship I've never been on before, shit, and communications is out. Sounds like the opening scene of a horror movie! Wait.

A moment passes with FOOTSTEPS and the numbers fade out.

HAYDEN

(checks a lighted gauge on his wrist.)

No air. Can't take my suit off to...

The speed of the FOOTSTEPS become more brisk.

HAYDEN (CONT'D)  
(urgently)  
Aw, man! I'm running out of --

Another moment of FASTER FOOTSTEPS, then FART.

HAYDEN (CONT'D)  
Oh, oh.

INT. ENGINEERING (DECK 27)

Peregrine enters the lighted room, pops off his helmet, heads to a compartment door, opens it, exposing the

GEL PACK

PEREGRINE  
(to combadge)  
I'm in. Scott?

Gurgling away.

PEREGRINE

PEREGRINE (CONT'D)  
(into badge)  
Miriam.

Shakes his head as he unscrews a couple joints and removes it, places it in a box, closes it.

PEREGRINE (CONT'D)  
(into badge)  
Does anybody hear me?

He starts to pick it up, but stops, sours.

PEREGRINE (CONT'D)  
What is that smell?

Hayden crosses behind him in a hurry, stripping off his helmet and unzipping the suit.

HAYDEN  
That would be me!

Hayden makes a pained, mad dash for the bathroom and disappears in.

PEREGRINE

Covers his nose.

PEREGRINE

Don't take your suit off. There's  
no air!

HAYDEN (O.S.)

Ah!

SCREAMS.

HAYDEN (CONT'D)

Not funny!

Peregrine smiles.

PEREGRINE

Good job finding that planet!

HAYDEN

On the pot.

HAYDEN

I just computed any planet within  
the Goldilocks zone with the type  
of star and --

PEREGRINE (O.S.)

Don't have to tell me.

HAYDEN

(nods)

Compensating for gamma radi -- Got  
it.

He grosses out.

PEREGRIN

Carries the box as a loud nasty FART jolts him.

HAYDEN (O.S.) (CONT'D)

We need to throw this suit away!

He flinches.

PEREGRINE

(sotto)

Don't ask why.

(to Hayden)

How did you find me all the way up  
here?

HAYDEN (O.S.)

I started down a Jeffrey's tube and noticed some ambient light being emitted from above me and had to check it out to see if there was a closer bathroom.

PEREGRINE

You're lucky the plasma didn't make it here yet, otherwise Scott would'a purged this whole deck.

HAYDEN (O.S.)

I was already aware this deck was not in the plasma zone and knew Miss Scott would not go to the trouble of purging an uninundated level.

He slowly emerges from the bathroom.

HAYDEN (CONT'D)

It would be nice to have communications.

PEREGRINE

Can't have everything, but I'm restoring it as we speak.

HAYDEN

I really need to stick this suit in an airlock and hit the red button.

PEREGRINE

At the earliest possible time.

HAYDEN

Are we gonna get this thing fixed?

PEREGRINE

We got the best engineer in the fleet working on it.

HAYDEN

Yeah, but are we gonna get this thing fixed?

PEREGRINE

Either that or live on the planet you found for us.

HAYDEN

Hmmm. I hope they find it to their liking.

EXT. HAYDEN'S PLANET

A shuttle sets down in an Earthlike setting near a large lake.

The doors open to several CREW MEMBER ready to disembark. They suddenly are surprised, wilt as they see

SEVERAL GORN

Armed and stern, emerging from the forest.

**END OF ACT I**



ACT II

EXT. JEFFREYS TUBE

Miriam crawls through, stopping at a spot with many tiny exit and entry holes. She sprays a can on the holes, sealing them.

MIRIAM SCOTT  
Captain, caan ye heer me?

PEREGRINE (V.O.)  
Yes. McKinney got this thing fixed, at least in part.

MCKINNEY

In another tube, plugs in a connection.

DOCTOR MCKINNEY  
We should have external communication restored. Try calling the pods.

PEREGRINE

Tries a console

PEREGRINE  
All pods, this is the captain.  
What is your status?

Nothing.

PEREGRINE (CONT'D)  
Acknowledge.

YOUNG FEMALE VOICE (V.O.)  
Sir, I think our people have been kidnapped by, big lizards.

PEREGRINE  
Who is this? Say again?

PENNY ROBINSON

An 11 year old girl, frightened but aware, stares out the window at the crew being led away by the Gorn at gunpoint.

PENNY  
This is Penny Robinson. My mom stuffed me into a cargo locker and now I'm watching them being taken away by big lizards with guns.

PEREGRINE

Concerned.

PEREGRINE

How are you?

PENNY

Scared.

PEREGRINE

Normal reaction. Are there any lizards close by?

PENNY

I don't see any.

PEREGRINE

Are you in an escape pod?

PENNY

I'm on a shuttle.

PEREGRINE

Where did you come from? I didn't know we had kids on this ship.

PENNY

My mother is a linguistics specialist. She couldn't get anybody to take me and brought me with her.

PEREGRINE

Okay, we have to keep you safe so do as I say. You know how to work anything?

PENNY

My mom showed me how to work the radio before she hid me, but that's it.

PEREGRINE

Keep the radio on. That way I can hear everything that goes on, but it's going to be awhile before we can get down there.

PENNY

They're gonna hurt my mom.

PEREGRINE

Sometimes, these new creatures are just as scared of us as we are of them.

PENNY

They look hungry.

PEREGRINE

My fourth grade teacher had big ugly horse teeth.

PENNY

I don't think they go to school and it doesn't look like they have teeth.

PEREGRINE

Stay low. I'll tell you how to activate the scanners and create a force field so they can't get in.

PENNY

What's a force field?

He nods.

ADRIAN

And Monica in suits, spray a substance onto the holes of the nacelle resembling toothpaste from a tube, then take a broomlike tool to spread it.

MONICA

This stuff is gross.

ADRIAN

I bet it smells worse.

MONICA

The advantage of being in space.

ADRIAN

We're gonna need to hurry. We only have another six minutes before we have to head back.

MONICA

How many suits do we have left?

ADRIAN

So far we only have six, but we've managed to get six decks cleared and the lights on so we should find more once we get to ten and four.

MONICA

It looks like it's working.

ADRIAN

If it does we can hand this job off to the holograms.

PEREGRINE (V.O.)

Commander?

ADRIAN

(into combadge)  
Yes sir.

PEREGRINE (V.O.)

I need you back in here. We need to take a trip to Hayden's planet. They're in trouble.

ADRIAN

On my way.

INT. SHUTTLE BAY

Adrian, Peregrine and McKinney stand at the door of Flyer.

PEREGRINE

We may need some diplomacy on this trip.

ADRIAN

We didn't do much diplomacy in Black Ops.

DOCTOR MCKINNEY

I'm a science geek.

besides, I gotta stay and work out a synthetic warp plasma formula.

PEREGRINE

We'll bring all the plasma tanks we can and stop by the star for to fill ours.

DOCTOR MCKINNEY

We bled out a considerable amount.

HAYDEN (O.S.)

We can always transfer the plasma  
in the shuttles and Flyers when we  
get them all back.

DOCTOR MCKINNEY

Just the fuel we have in them'll  
get us most of the way there.

ADRIAN

That still doesn't get our people  
back.

PEREGRINE

Got any suggestions?

HAYDEN (O.S.)

Victoria Hall!

They look into the Flyer as

HAYDEN

Pops his head out.

HAYDEN (CONT'D)

I heard everything, now ya gotta  
kill me, but before you do,  
Victoria drives vendors to tears.

PEREGRINE

She drives me to tears.

HAYDEN

They cave just to get rid of her.  
I've seen her magic in action.

PEREGRINE

It's nice to have a tear jerker on  
our team.

HAYDEN

Just a suggestion, but she's still  
trying to rehab from her blood and  
guts encounter, but, she might be  
willing for a price. If you want a  
negotiator that'll make a snake go  
all Ouroboros on itself just to get  
away from her, it's her.

PEREGRINE

Are we sure she's not part Ferengi?

HAYDEN

So what is going on with my planet?

ADRIAN

Gorn.

HAYDEN

They exist too? Geez! I checked for -- oh.

ADRIAN

You didn't scan for sentient reptilian life signs.

HAYDEN

I did not. It was the only planet I could find within range of our escape pods and what's the chance the planet's infested with lizards who can do math?

ADRIAN

At least you found some place, but would'a been nice to know.

HAYDEN

(defensive)

And I suppose they could'a scanned before they landed?

PEREGRINE

That's a topic for our next senior staff meeting. Right now, we need to get Miss Hall down here so we can get our people.

(into badge)

Miss Hall?

VICTORIA (V.O.)

Do we have batteries on this ship?

PEREGRINE

I don't know. We need you to come with us on an away mission.

The lights go out.

ADRIAN (O.S.)

Crap!

VICTORIA

In her quarters, very annoyed.

VICTORIA

When, now?

PEREGRINE (V.O.)

Yes. We need you, but the lights are out again, so, get down here while we figure this out.

VICTORIA

(smirks)

Lights are out in the corridors here too. I coming as quick as I can, that's why I need the batteries.

THE GROUP

All get it except Hayden.

HAYDEN

I've got some in my quarters but it's in the no fly zone yet. Can you wait?

VICTORIA (O.S.)

Not really. If I want to get there in a good mood, I need the batteries.

The group attempts to conceal their exuberance.

PEREGRINE

Get down here, anyway.

VICTORIA

Annoyed further, picks up a vibrator off her nightstand.

VICTORIA

I need batteries, now!

HAYDEN (V.O.)

Did ya look in your vibrator?

VICTORIA

(defensive)

Why, young man, I don't have a, one of those?

HAYDEN

Rubs shoulder.

HAYDEN

Everyone should have one. I may be a teenager but I get really stiff when I'm messing with your junk all day.

The group walks away in different direction, losing containment.

VICTORIA

Smiles.

VICTORIA

I'll make a note to look one up at my first convenience.

HAYDEN

You won't regret it.

VICTORIA

Looks at her vibrator, nods, and dumps the batteries out.

VICTORIA

Excellent idea little man.

She picks up a small Mag Lite, dumps the old ones and fills it with the new ones, flips the flashlight on and barely gets light.

VICTORIA (CONT'D)

(fondly)

You puppies have done some fine work. Times are tough, we all must sacrifice. I shall miss you greatly.

She flips the light off.

VICTORIA (CONT'D)

But walking in the dark is not an option.

THE GROUP

Stops their revelry and sobers somewhat, a little disappointed as Hayden looks at them, puzzled.

HAYDEN

Whaaat?

**END OF ACT II**



ACT III

EXT. GORN PRISON CAMP

The crew, all wrapped in sheets and wet, are huddled together guarded by several Gorn with particle weapons.

The Gorn stand seven feet with the head and bodies of a Komodo Dragon, drooling smelly, bacteria laced saliva. They walk as if they have only recently learned how on their back legs but go to all fours to rest and seem to forget occasionally. Their tongues flick out constantly, especially when their nervous and they don't seem to like each other much with little conversation among themselves except to exchange orders and smack talk.

A male wet and naked, is dragged by one foot from a cave to the prison gate entrance. The gate is opened by another Gorn and the man is brutally tossed into the open gate.

ASTRID FARNSWORTH, 20's, a tiny girl with curly hair. Very diminutive and humble but bursts out of her shell when provoked, yells at the guards.

ASTRID

We don't know anything!

CREWMAN 2

Castillo, what did they do to you in there?

RICHARD CASTILLO, 30's, a fair skinned Hispanic with a baby face, irrationally crawls to a nearby wall to get away from everyone.

CASTILLO

They washed me!

ASTRID

Then they dragged you in the dirt?!

The guard stares at him, utters a few clicks and hisses, flicking his skinny forked tongue out barely missing Astrid's face as she ducks it and moves quickly away in fear. He looks over the group, grabs the WOMAN next to her and drags her off, SCREAMING.

THE OTHERS

Are appalled, attempt to assist her but are pushed back by the much more powerful reptiles, easily quashint the effort, and are flattened against the fence as the

SCREAMING WOMAN

Is dragged to the back door of a building that looks somewhat like a restaurant.

THE PRISONERS

Watch in fright.

ASTRID (CONT'D)  
Where are you taking her?!

Of course there is no response.

NATIMA LANG, a tall slender black woman with salt and pepper hair and a thick African accent steps in.

ASTRID (CONT'D)  
(to Natima)  
Who was that?

NATIMA LANG  
She wasn't with us. She must know something they want.

MAN'S VOICE (O.S.)  
They're not looking for information.

A chute coming from the building opens in the compound and out comes a pile of cheesburgers, attracting several residents.

DREAM WALKER

An old 50ish unshaven man who looks like a drunk, drugged, washed up hippie, stands unsteadily near a strikingly beautiful dark skinned female. He looks like he stinks but underneath, he's very intelligent with a drug habit and a love for ratty denim.

DREAM WALKER  
This is a feedlot.

He snares a cheesburger along with a skeptical Natima and Astrid.

ASTRID  
(skeptically)  
Who are you?

DREAM WALKER  
Translated into your language, I'm the DREAM WALKER.

ASTRID

Astrid Farnsworth. That's a strange name.

DREAM WALKER

I can say the same.

ASTRID

It means divinely beautiful in Norwegian, so it's not my fault.

DREAM WALKER

They were prophetic. We are named later in our lives when we display the gift we were given.

NATIMA LANG

You're not one of us.

DREAM WALKER

I'm a trader. I deal in commodities that are somewhat intangible, but are quite rewarding when developed with care.

ASTRID

Does it have anything to do with your gift?

DREAM WALKER

It has everything to do with it.

ASTRID

Can you get us out'ta here?

DREAM WALKER

I've been trying for a week. I need more time, but as you can see, the pickings here were getting thin and I was next on the menu until you arrived.

NATIMA LANG

Our crew is being eaten by these lizards?

DREAM WALKER

They're Gorn, but this isn't like the Gorn I've ever seen before. Gorn are non senescent reptiles who move on all fours. These have been enhanced.

NATIMA LANG

How?

DREAM WALKER

These creatures were not evolved naturally. Most creatures who have achieved faster than light capability have much better developed brains, but these guys here evolved too quickly for their brains to catch up. They have technology that isn't possible with such a mentally underdeveloped brained race but only five years ago they were crawling around in swamps eating frogs and laying in the sun.

NATIMA LANG

Don't make me play the race card.

DREAM WALKER

We're not playing cards, are we?

ASTRID

Is it some Eugenics experiment?

DREAM WALKER

I'm not a genetics expert, but, it's what it looks like.

ASTRID

To what end?

DREAM WALKER

Your people are paranoid about those with my ability.

ASTRID

You said your name has something to do with a gift?

DREAM WALKER

I can catch and become a part of a person's dreams, but these aren't senescent creatures. They do not dream like you and I. Their sleeping state contains no thought whatsoever, just a blind pursuit of food and sex.

ASTRID

I had dogs and cats when I was a kid and later got a job with animals and that's pretty much what any animal thinks about, isn't it?

DREAM WALKER

Your canine is capable of much more. They have more complex brain function than a reptile. That, I can work with, but these Gorn, I can get into their dreams with some effort but once I'm there, all I am is food to them.

ASTRID

You need to train them.

DREAM WALKER

How? I change their thinking through manipulating the way they think, not brute training.

ASTRID

You need to gain their trust.

DREAM WALKER

The first rule of manipulation. After that? I just need to get them into that position.

ASTRID

Tempt them with something they like better than you.

DREAM WALKER

Go on.

ASTRID

Can you conjure up anything in your dream world?

DREAM WALKER

Oneiric Constructs. Yes. I can create anything uncomplicated including weaponry, restraints, even small buildings.

ASTRID

I'm assuming you can Inception my dreams.

DREAM WALKER

Not without your permission. I've learned unwanted visitations created somewhat, hard feelings and defense mechanisms.

ASTRID

I was wondering if you can enter mine and take me with you into a Gorn's.

DREAM WALKER

I think I should be able to. Why would you want to?

ASTRID

I used to train service animals before my planet was attacked. I might be able to train them to carry out simple tasks like opening the gates and letting us out, but unlike a simple animal, they need to be convinced in their dream state and hold that thought into their awake state.

DREAM WALKER

We're going to have to hurry to save your crew. Our captors may start making jerky which means, they will be needing large quantities of meat.

(thinking)

I've noticed they often dream of, cheese burgers. Gigantic cheeseburgers.

ASTRID

(uneasy)

Okay. We can work with that.

They watch the guards snarling at each other, pulling out a dried human hand, biting off a finger, devouring it and sticking the hand back in a sack.

ASTRID

Is visibly shaken.

ASTRID (CONT'D)

So this is what happens when Jurassic Park evolves.

She nervously folds her hands together.

EXT. STINKYTOWN - DAY

The pink clad consortium ventures along the streets, passing Carlyle's, heading toward Furburgers.

MADDIE

What good are we?

MADDISON

Not sure.

LAUREN COAKLEY

We have a mission, to find Victoria.

BAILEY

She's not even on this planet.

MADDISON

Ship.

MALI CUNNINGHAM

I can try to find one but we need a pilot.

LAUREN COAKLEY

It's space travel. How hard can it be to fly in space? It's not like you can crash into anything.

EMMA

You can crash into all sorts of stuff. Just because there's a vast distance between stars doesn't mean it's completely devoid of junk floating around out there.

LAUREN COAKLEY

Okay, we'll hire a pilot. What's next?

MALI CUNNINGHAM

We need everything for a long trip.

BAILEY

A nice dress.

LAUREN COAKLEY

Really? Why?

BAILEY

Can't tell when we will need to mingle to attain information.

MALI CUNNINGHAM

Which dress?

BAILEY

The blue one that changes to white  
at night.

MALI CUNNINGHAM

Remember, two pairs of shoes.

BAILEY

I'll just bring 'em all.

MALI CUNNINGHAM

I'll try getting a freighter.

LAUREN COAKLEY

We need to stay light on our feet.

BAILEY

I'm not wearing tennis shoes with  
that blue dress.

MADDISON

That dress see through?

BAILEY

A little --

MALI CUNNINGHAM

A lot.

BAILEY

Don't be judgy.

EMMA

You got the bod for it.

MADDISON

Bring it.

LAUREN COAKLEY

I knew you had a lez streak.

MADDISON

Ugh! See through means loose lips.

MALI CUNNINGHAM

We need Victoria.



VALERIE

Pops out of Furburger's, stops cold at what he sees and immediately turns and bolts back in, nearly running down the couple behind him.

MADDISON  
(notices)  
Didn't I just see that Section  
thirty one dude?

MADDIE  
We're in a fashion discussion.

LAUREN COAKLEY  
We can do this without her.

MALI CUNNINGHAM  
But she could tell us what to wear.

EMMA  
She's always so spot on.

MADDIE  
I'll bet she's on some exotic  
planet right now laying out,  
catching the rays of a binary star  
system --

MALI CUNNINGHAM  
Or shopping --

EMMA  
Or scoping out an alien stud.

MALI CUNNINGHAM  
She's so all about conquest.

MADDISON  
You idiots need to get laid.

Maddison departs and heads for Furburgers as the girls let out a big sigh.

INT. ENTERPRISE - NIGHT

Complete darkness. A METALLIC POUNDING and the flash of a light breaks the blackness for a fleeting moment.

VICTORIA (O.S.)  
Shit! Little help!?

FOOTSTEPS.

VICTORIA (O.S.) (CONT'D)

Please?

The flashlight pops on exposing Victoria, only inches away from falling down a lift shaft.

She draws a frightened sigh, but before she can back away, the door closes with a metallic CLUNK. As the lights in the corridor turn on,

THE DOOR

Runs red with blood just as in her experience on the Krakatoa. The blood oozes down to the

FLOOR

dripping into a puddle and spreading toward her feet

VICTORIA (CONT'D)

Ah!

VICTORIA

lets out a SCREAM, backing herself hard against the wall, falling to the floor.

She struggles to regain her senses. A bright light makes her squint. Her

FLASHLIGHT

is stuck between the sliding lift doors, pointing directly toward her.

The ambient light reveals no blood on the door or floor.

VICTORIA

Confused, crawls to the door, attempts to snare the flashlight, accidentally touches the bloody floor, but finds no blood... only the flashlight, stuck in the door above her head.

She tugs at it to no avail, stands, tugs again then, the flashlight goes out.

VICTORIA (O.S.) (CONT'D)

Now you're just screwing with me!

INT. JEFFREYS TUBE

LOUD ROCK MUSIC and METALLIC POUNDING.

MIRIAM SCOTT (O.S.)  
Bloody hell!

Cruising down the tube, the frame stops at a pair of feet poking out an open compartment with one foot tapping to the beat.

MIRIAM

Inside the compartment struggles to remove a blackened relay, pulls it out, inspects, snarling.

MIRIAM SCOTT (CONT'D)  
(taps badge)  
I foond ye, ya lil baastad!  
Capt'n! We're in business!

PEREGRINE

Stripping off his suit.

PEREGRINE  
Can you fix it?

MIRIAM SCOTT (V.O.)  
If ya goot a spare standad O'Brien  
transducer.

PEREGRINE  
I wouldn't know. Call engineering.

MIRIAM SCOTT  
I am engineering.

PEREGRINE  
Call yourself and take care of it,  
then. Foster out.

MIRIAM'S LEGS

Poking out into the Jeffrey's tube, start bouncing, then kicks the side of the opening

MIRIAM SCOTT  
Da! Bloody hell!

EXT. GORN PRISON CAMP - NIGHT

The high fence seems to be confining no one, but a stirring under a large tarp says otherwise as a dark figure quietly crawls from its confines followed by two women.

NATIMA LANG

Being on the menu takes away my joy  
of discovery.

ASTRID

Wish we could'a saved that poor  
guy.

NATIMA LANG

He's been long, digested now. We  
gotta save ourselves.

DREAM WALKER

We need to find a comfortable place  
where we can get into a lucid  
state.

ASTRID

Here? It's a cage.

DREAM WALKER

That's where I can help. I can  
easily place you both under  
hypnotic suggestion.

NATIMA LANG

Another gift?

DREAM WALKER

I learned from an Orion slave  
trader. He was very persuasive and  
successful at his practice, then I  
figured out how and made him teach  
me.

ASTRID

Lets get this started. I'd like to  
keep my meat on my bones.

DREAM WALKER

Our friends eat bone and all. Very  
efficient.

NATIMA LANG

You're really giving me the creeps.

DREAM WALKER

Let's go behind that rock.

ASTRID

Didn't help.

He ignores them.

CREWMAN 2

First we need to get out of here.

CREWMAN 3

We're Starfleet officers. We should be able to figure this out.

ASTRID

We're naked under wet sheets in a pen guarded by dinosaurs.

CREWMAN 3

Jimmy Kirk really would'a loved this.

JIMMY KIRK

Inside a small cockpit, images of sky all around him with instrumentation like a real plane.

JIMMY

I really hate this!

TED (O.S.)

Don't lose it now.

JIMMY

I don't play video games. When I told 'em I wanted to fly, I didn't think they'd stick me in the cyber air force.

TED

In the same situation, looks as if he's enjoying it more.

TED

I think I see a nudist fat farm down there.

JIMMY

We're supposedly eight thousand feet up. How can you make anything out?

TED

My bad. It's was just a herd of buffalo. Thought they needed some serious bikini waxing.

JIMMY

We need to actually be in a cockpit.

TED

You want to fly one of those  
zeppelin things?

JIMMY

No. Yeah. I don't know. Why  
can't they make a drone big enough  
for a person?

TED

If they did, we'd be dead eight  
times by now.

JIMMY

It's just different when you're  
actually in a battle. You see  
differently.

Jimmy is alerted by something he sees.

TED

If the goddess had wanted men to  
fly like that, she would'a gave us  
better drugs.

JIMMY

(into headset)

Green leader, six bogies twenty two  
kilometers out bearing zero three  
seven mark two at ten thousand.

TED

(looking to the right,  
straining)

Where?

JIMMY

I just told you.

TED

I don't know that heading crap,  
unless...

He touches the canopy glass, expands the image with his  
fingers.

TED (CONT'D)

Oh, yeah. I thought it was sea  
gulls.

JIMMY

You gotta get your eyes checked.

TED

That's what the zoom function is for.

GREEN LEADER (V.O.)

(on comms)

Intercept formation, on my mark.

JIMMY

Here we go.

TED

Looks like they got the same idea.

THE ENEMY PLANES

Correct course, heading straight for our boys.

JIMMY

So much for the element of surprise.

TED

I wasn't surprised at all. I knew they knew we were coming.

JIMMY

We need better plans.

TED

We need the press not to leak our plans before the mission.

JIMMY

That would be a violation of our first amendment.

TED

I'm a rancher, not a constitutional lawyer. We need less transparency.

JIMMY

You're not a woman. You can't be a constitutional lawyer.

TED

I never wanted to be a constitutional lawyer. Isn't that what you wife was?

JIMMY

She was until she changed her mind and went into the organic baby food business.

TED

Isn't she only twenty four?

JIMMY

Good thing she found out early.  
(into comms)  
Three kilometers and closing.

TED

Ready for the big bonzai?

JIMMY

Ready.

TED

Today is a good day to die!

JIMMY

What? That's a bad attitude.

TED

It's what we do.

#### THE SQUADS

Come closer. The Russians begin shooting.

TED (CONT'D)

What are they doing?

JIMMY

Something's coming out of --

#### HIS PLAN

Is hit be several bullets.

TED

You have holes in your wing.

JIMMY

What the hell, that's not fair!  
How'd they do that?

TED

These guys suck!

#### THE TWO SQUADS

Near each other, the Russians now causing several American planes to explode or fall away.

JIMMY (V.O.)

What happened?



TED (V.O.)  
I saw you blow up.

JIMMY (V.O.)  
Shit.

TED (V.O.)  
Geronimo?

#### TED'S PLANE

Does some dips and jukes, avoiding the bullets, then WHOP!  
The plane flies straight into a Russian.

TED

Raises his arms in triumph.

TED  
And that's how you do it!

JIMMY  
Way to die my friend!

TED  
It's only a job.

JIMMY  
Green leader, how many did we get?

GREEN LEADER (V.O.)  
Two. We need to rethink this.

JIMMY  
Second wave status.

GREEN LEADER (V.O.)  
Aborted.

JIMMY  
I'm out'ta here.

He raised the canopy and jumps out, trotting with Ted into a

#### WAREHOSE

Filled with canopies, popping open, men getting out,  
depressed and defeated.

JIMMY (CONT'D)  
Don't look so down! It's only one  
battle.

## THE GREEN CANOPY

Opens and out pops McCoy.

MCCOY

I had a feeling this was gonna happen.

TED

I hope they have strip joints for my wife when the Russians take over.

The three head for the back.

MCCOY

It's the damn Chicoms we gotta watch out for. They love our white American skin to crunch down on in that white rice dish, what is it?

TED

Crispy critters.

MCCOY

That's it. General Feinstein's gonna be pissed.

TED

Careful, don't let a female hear you spew boy talk.

MCCOY

We're all dead anyway.

FEMALE VOICE (O.S.)

(on comms)

Captain Teddy, the General wants to see you.

TED

On my way.

JIMMY

That was fast.

TED

Don't wait up.

He sprays a shot of Binaca as he departs.

EXT. PRISON CAMP - NIGHT

A small group is huddled up behind a large boulder near the back of the enclosure.

DREAM SEQUENCE

Astrid is playing chess with Einstein in a New York City park. They are completely alone, but a blue unicorn races past chased by a pink one.

ASTRID  
We don't have all day old man.

EINSTEIN  
You're asleep. Time does not exist here.

ASTRID  
Then why does it seem like you've taken forever to move?

EINSTEIN  
What was my last move?

ASTRID  
(puzzled)  
Can't remember.

EINSTEIN  
See. We only just arrived here and yet, we've always been here.

He moves his pawn a space ahead.

ASTRID  
That was it?

EINSTEIN  
Am I a disappointment to you?

ASTRID  
Your move was.

EINSTEIN  
You have a question for me.

ASTRID  
What would happen if all time was reset in the universe?

EINSTEIN  
A, do over?

ASTRID

Would it end up the same, or would everything follow a different path?

EINSTEIN

If Chaos Theory is plausible, it would have to follow it's own peculiar series of events, like a river on flat ground or a water drop perched perfectly on top of a round object. Sometimes it will run to the left when other times, it will run to the right, but I'm beginning to believe, environmental variables can influence the outcome much like gravitational pull can be diminished by some Earth elements --

ASTRID

I only gave you two possible answers. I'm a little disappointed.

EINSTEIN

If I had a nickel for every time --

ASTRID

This is a dream and I still feel bad for being rude.

EINSTEIN

Not every answer is the one you want to hear.

ASTRID

We're in trouble and I can't figure out a way to get out of it.

EINSTEIN

The most troubling things in a mathematical equation are the variables. You have to replace one with a constant or cancel them out before you can find your solution.

Astrid moves her bishop.

ASTRID

Check.

EINSTEIN

Bitch!

ASTRID

Now you're talking my language.

EINSTEIN

It's your dream, not mine. Your friend is coming and he looks like he's in a hurry.

She darts her eyes to

DREAM WALKER

Trotting across a meadow, avoiding the dashing unicorns who barely miss him.

ASTRID

Rises.

ASTRID

Gotta go.

EINSTEIN

I'm not going anywhere.

ASTRID

Cool.

She starts toward Dream Walker.

DREAM WALKER

You have an extremely detailed construct here.

ASTRID

I didn't make it.

DREAM WALKER

Probably from a memory.

ASTRID

I do have an eidetic memory.

DREAM WALKER

That explains it. Down to the blades of grass and the beetle crawling on top.

ASTRID

I notice a lot. I wish I could forget most of it.

They come together in the meadow.

DREAM WALKER

Now you have to submit to my suggestions in order to come with me.

ASTRID

Fire away.

He takes her hands.

DREAM WALKER

Close your eyes and picture us in a complete void. There is nothingness all around us.

EXT. NOTHINGNESS

They are surrounded by a black void.

DREAM WALKER

Good. Now open your mind to the void and allow it to speak to you. Take it in.

ASTRID

How will I know --

She takes a sudden deep breath and poof.

DREAM WALKER

We're here.

Her eyes pop open to see

EXT. PRISON COMPOUND - NIGHT

They are outside the confines of the enclosure.

DREAM WALKER

Now we need to find a Gorn and get him to do what we want him to.

ASTRID

Cool. That was easy.

DREAM WALKER

You are a good subject. You need to create a much smaller initial scenario so I can find you quicker.

ASTRID

Hopefully we wont need to do this anymore.

DREAM WALKER  
I see a sleeping Gorn.

ASTRID  
How do we get into his dream?

DREAM WALKER  
We coax him into ours by simply --

He kicks the Gorn. It wakes.

ASTRID  
A smart dude told to eliminate the variables.

DREAM WALKER  
That's why I brought this.

He pulls out a huge piece of meat, tosses it to the awakening Gorn.

The Gorn acts more like the Komodo Dragon it originally was, sniffing the meat on all fours and gobbling it down.

ASTRID  
Can I do that too?

DREAM WALKER  
Just think it and it should come.

She holds up a huge cheeseburger.

ASTRID  
Cool.

She takes a bite.

ASTRID (CONT'D)  
Good.

DREAM WALKER  
It's good because you remember how it tastes. We not only deal in dreams, but memories. If there are voids in memory, it will be noted into the scenario, so do not panic if there are blanks here.

She approaches the animal as it finishes the meat. The dragon darts out its long tongue a couple times and plods toward Astrid.

ASTRID  
(tossing the burger on the  
ground)  
There big boy.

The dragon gobbles it up.

ASTRID (CONT'D)  
(pulls out another)  
This way.

DREAM WALKER  
You are eliminating the variables.

ASTRID  
Offer them something it likes  
better so we don't become a  
variable.

DREAM WALKER  
When the time comes, I will enact a  
somnambulism mechanism in their  
brains. While we're in here, we  
can shut off the chemicals that  
paralyze their movements during  
sleep.

ASTRID  
Why don't we do it now?

DREAM WALKER  
In the conscious world, reptiles  
are cold blooded. He wouldn't  
hardly be able to move anyway.  
When we do it, we'll wait till they  
just bed down --

ASTRID  
But he'll do this in the real  
world?

DREAM WALKER  
Yes. If you can get him to open  
the cage, we'll tell the others to  
wake us as he opens the and we're  
out before the other Gorn wake

ASTRID  
(studies the dragon)  
He looks a little, primitive to do  
that. I don't see opposable thumbs  
on those feet to work a key.



DREAM WALKER

You're right. His brain still hasn't evolved enough to acknowledge the physical changes in his awake state.

ASTRID

We'll need to open it but I don't think our friend here has the keys so we're going to have to find one.

DREAM WALKER

The restaurant. They all seem to go there eventually.

ASTRID

I'm assuming we'll need this one to lead us through.

DREAM WALKER

Since He possesses the memories, we must rely on him to lead us.

ASTRID

Totally awesome, but there lots of variables in there.

DREAM WALKER

We control this world. We are using his memories to connect the pieces of the puzzle we don't know, but we can manipulate the hidden memories by introducing our own stimuli in order to entice his movements.

ASTRID

Dog treats.

DREAM WALKER

Good move.

They arrive at the back door of the restaurant.

They open the door and toss in a burger, standing by as the Gorn slithers in.

DREAM WALKER (CONT'D)

We must let him in to lead the way and establish his memories into the scenario.

INT. KITCHEN

A bustling butcher shop with blood everywhere, body parts, and dragons hacking up bodies.

Astrid falters.

ASTRID  
(highly stressed)  
Dear God.

DREAM WALKER  
Keep moving. It's only, a dream.

ASTRID  
You said he's using memories.

DREAM WALKER  
I didn't want to put it quite --  
notice, dreams are not in color.

BLACK AND WHITE

Areas dot the kitchen. The carnage is all in color while the building is and each other are not.

ASTRID

Stares in disbelief.

ASTRID  
This is abhorrent.

DREAM WALKER  
Come. He's heading out.

Astrid can't seem to take her eyes off the carnage while Dream Walker focuses on the dragon.

DREAM WALKER (CONT'D)  
Only memories.

ASTRID  
Memories.

The enter into a

KOMODO DRAGON STRIP CLUB

Where dragons, in color, using poles and dancing, clumsily flinging off clothing to awkward, growling lizards.

ASTRID (O.S.) (CONT'D)  
Oh, I rather go back to the  
kitchen!

ASTRID AND DREAM WALKER

View the scene in disgust.

                  DREAM WALKER  
I'm deeply disturbed.

SEVERAL DRAGONS

Watch and munch down on raw and cooked meat.

                  ASTRID (O.S.)  
This is a nightmare.

THE TWO

Look away.

                  DREAM WALKER  
Now you know why they're always in  
a bad mood.

                  ASTRID  
                  (something catches her  
                  eye)  
Who is that?

A MAN

coming out of an office in the corner, human, wearing a  
uniform like shirt, makes a beeline toward them.

                  ASTRID (O.S.) (CONT'D)  
Is he human?

ASTRID AND DREAM WALKER

Freeze.

                  DREAM WALKER  
Never seen him before.

                  ASTRID  
Can he see us?

                  DREAM WALKER  
Only our Gorn can.

The Gorn becomes submissive, his head bows as the man  
approaches.

He walks past without acknowledgement.

DREAM WALKER (CONT'D)  
Remember, these are only memories.  
We are not a part so nobody can see  
us.

ASTRID  
He looks important.

DREAM WALKER  
He may be the reason we're stuck  
here.

THE MAN

stops at the door, turns, glimpsing their way, then looks a  
bit puzzled and moves on.

**END OF ACT III**

ACT IV

PAGES 31-39

END OF ACT IV

**ACT V**

PAGES 40-47 OR END WITHOUT EPILOG

**END OF ACT V**

**ACT VI**

PAGES 48-END SHORT EPILOG

**END SHOW**