

STAR TREK: DEEP SPACE NINE

10x13 - "The Case of the
Flamping Flurble."

Screenplay by Martyn Dunn

Based on characters from the series

Star Trek: Deep Space Nine

and from the post-finale novels
by Pocket Books

TEASER

FADE IN:

1 EXT. DEEP SPACE NINE - ESTABLISHING

Pleasant standard establishing shot, featuring the *Defiant* at rest and at least one Bajoran shuttle docked.

2 INT. DS9 - PROMENADE

One of the circular airlocks rolls open, and a small procession of new arrivals emerge from the Bajor shuttle. Bajorans, humans, Starfleet officers, others. Among them is JAKE, holding the hand of RENA.

Rena steps over the threshold, looking around in quiet amazement at everything around her.

As they move further into the Promenade, a random ALIEN passes by on his own business. Rena blinks a little at the sight of him. Jake sees her reaction. She gives a sheepish smile in reply, daunted but excited at the new experiences.

3 INT. DS9 - QUARK'S BAR

Lunch-time crowd. Customers sat at the bar, at tables all over the place, and a small collection at the dabo tables.

Jake and Rena enter. Rena is still somewhat nervous - just the sheer crowds are a little overwhelming for a small-town girl like her. A shout of victory goes up from the dabo table, and she's startled. She looks over to see HETIK is congratulating a new winner.

NOG and SHAR are sat side-by-side at the bar, both with small plates of food and padds - a working lunch. Jake and Rena approach - Nog turns at the sound of their footfalls.

NOG

Jake!

Nog jumps off his stool and hugs Jake in welcome. Then he does the same to Rena. Behind them, Shar also stands with somewhat more decorum, polite but friendly. Under all that:

JAKE

Hey, Nog.

NOG

You guys! It's great to see you.
What are you doing here?

JAKE

It's Rena's first trip to the
station. I wanted to show her
where I used to live.

RENA

(bashful)

First trip off the planet
altogether.

Rena looks past Nog to Shar, who is politely waiting to be
acknowledged. She gazes a little bemused at his blue skin
and antennae. She's never seen an Andorian before.

NOG

Oh! Jake, you remember Shar?

JAKE

Of course - we met at the
Federation signing ceremony,
right? How are you?

SHAR

I am well, thank you. It is a
pleasure to see you again, Mr
Sisko.

JAKE

Jake, please. And this is Rena, my
wife.

SHAR

Thirishar ch'Thane. Welcome to
Deep Space Nine, Mrs Sisko.

NOG

How long are you staying?

JAKE

Oh, we don't know yet. There's a lot of things I want to show her, a lot of people to catch up with.

RENA

(grin)

It's all he's talked about for weeks.

JAKE

Why, are you in a rush?

NOG

Kind of, yeah.

(re padds)

Shar and I were just finalising our plans for a little mission. We're supposed to leave this afternoon.

SHAR

In fact, if you'll excuse me, there are things I must do in Ops before we leave.

Shar turns and picks up his padd from the counter. He's a little uncomfortable, feeling like the odd one out. But he's not unpleasant about it.

NOG

I'll catch up with you later.

Jake and Shar nod their acknowledgements. Jake has no reason to dislike Shar, he just doesn't know quite what to make of him. Shar turns to leave. Rena calls after him.

RENA

Nice to meet you.

Shar exits. With him gone, Nog returns to his seat and beckons Jake and Rena to join him. He tucks into his food.

Rena is still looking around, bemused at all the colourful aliens filling the room. At the far end of the bar, TREIR is working. Rena gazes in wonder again - a bright green woman. Closer to them, sat at the bar, is MORN, guzzling

his ale as usual. As Rena gazes at his large lumpy form, the barfly BELCHES loudly. Rena jumps in shock.

RENA

Ah!

NOG

(amused)

You okay?

RENA

Just never seen so many different types of people in one place. It takes a little getting used to.

NOG

You've seen aliens before though, right?

RENA

Well, humans, of course. Although they're barely any different, really. The occasional Cardassian when I was younger, during the Occupation. Although even they didn't really bother with Mylea all that much. They pretty much left us to ourselves. And I've seen lots of different faces on the Bajoran news nets since we joined the Federation. But...

JAKE

But seeing them in the flesh is another matter.

RENA

Yeah... I thought Bajorans came in all the colours. But we don't have blue, or green, or orange, or purple, or... whatever you call that colour. It's... well, it's wonderful! So much life.

Jake smiles, clearly charmed. He leans over and gives Rena a kiss on the cheek, which she receives bashfully. Nog smiles - they're cute together. Then Morn BELCHES again.

RENA

Ah!

Jake chuckles. Rena gives him a playful glare.

JAKE

So what's this mission?

NOG

Oh, nothing big. Just a quick trip through the wormhole to run a check on the subspace relay.

JAKE

That doesn't sound too complicated. We might still be here when you get back.

RENA

Why don't we just come with you?

Nog and Jake are both pleasantly surprised by the idea.

JAKE

Would Kira let us?

NOG

Probably. I'd have to ask. But honestly, it's not all that interesting. We're going through the wormhole, do some tech stuff, and then straight back.

RENA

So let's make it interesting. Why don't we visit a few places while we're out there?

JAKE

Are you sure you want to do that? The Gamma Quadrant seems like an

awfully big step for your first
time off-world.

RENA

If I'm going on an adventure, I
might as well go all the way.

NOG

(grin)

Oh, those are dangerous words.

RENA

With you two around, it's almost
guaranteed.

JAKE

Okay then. I guess it's all
decided.

Treir drifts over to them.

TREIR

How are you pretty young things
doing over here? Can I get you
anything?

NOG

No need, thanks, Treir. We've got
to start packing. We're going on a
road trip!

Ending on Nog's grinning, excited face...

FADE OUT:

END OF TEASER

ACT ONE

FADE IN:

4 ON KIRA

Looking somewhat confused.

 KIRA
 A road trip?

WIDEN to reveal...

5 INT. DS9 - KIRA'S OFFICE

KIRA sits behind her desk. Nog stands hopefully in front.

 NOG
Yes, sir. I'll make sure the
subspace relay is good and solid
first, but once that's done... it
might be good for morale.

 KIRA
Nog... are you sure this is a good
time to be wandering around the
Gamma Quadrant? It's pretty
dangerous out there right now.

 NOG
Why do you think I'm taking the
Rio Grande? The only runabout
that's always brought everyone
home safe.

 KIRA
 (dubious)
Well, okay, I guess. But you're in
command, alright? It's up to you
to take good care of everyone. And
the ship.

 NOG
I promise. Trust me, nothing's
going to go wrong.

6 **INT. DS9 - TENMEI'S QUARTERS**

On TENMEI, wearing a fluffy pink robe and drying her hair with a towel, post-shower...

TENMEI
(excited)
A road trip?

NOG
Yep. Chance to stretch your legs,
grab some fun and excitement.
Never know what you'll find.

TENMEI
Sounds like a great idea. Just let
me pack my party clothes and I'll
meet you there.

NOG
Great!

7 **INT. DS9 - OPS CENTRE**

On Shar, sat at the science console, while Nog leans over it to talk to him. Shar reacts as if to foreign words...

SHAR
A road trip?

NOG
(hangs head)
Don't tell me I have to convince
you as well, now. Yes, a road
trip. We just get in the runabout
and see where it takes us.

SHAR
And this was Rena's idea?

NOG
Yes, and it's a good one. Fun,
Shar! You enjoyed the *Defiant's*
trip through the Gamma Quadrant,
didn't you? Just think of the new
discoveries waiting for you.

Shar allows a small smile. He knows Nog is just telling him what he wants to hear, but it does sound good.

SHAR
Very well, Nog. A road trip.

NOG
Excellent! We'll be like the DS-Nine Junior Heroes! Fifteen-thirty-hours at the *Rio Grande*, alright? Prynn's meeting us there.

Shar's smile drops.

SHAR
You invited Prynn?

NOG
Yeah. We'll need a professional pilot. Why, is it a problem?

Shar's face reflects his uncertainty on that question...

8 **INT. RUNABOUT - COCKPIT**

Prynn sits in the pilot's seat. Nog, Jake and Rena enter, all carrying small bags. A few steps behind, Shar enters.

Prynn turns to greet them all, but her smile freezes a little as she and Shar make eye contact. He nods to her, uncomfortable. Nog is oblivious.

NOG
Right, everyone throw your bags in the back. There's a private bed area for the happy couple, and the rest of us... we'll figure something out.

Jake and Rena bustle into the back, followed by Nog. Shar hesitantly approaches Prynn, not sure how to act.

SHAR
Prynn... you may take the second bunk if you wish.

TENMEI

No, that's fine. Somebody's got to drive.

(beat; genuinely)

But thank you.

Shar nods and turns away towards the back.

9 EXT. DEEP SPACE NINE

The runabout pad rises up, locking into place. The ship powers up and lifts off. It turns towards the wormhole, swoops around and dives into the opening.

10 INT. RUNABOUT - COCKPIT

Prynn piloting, Nog beside her, Shar at a rear console. Jake and Rena stand behind the front seats, gazing out the window at the currents and swirls of the wormhole interior. Jake reaches out to hold Rena's hand, and she turns to him, happy tears in her eyes.

11 EXT. SPACE

The runabout holds position next to an unpowered subspace relay, as seen in 3x15 "Destiny" and 8x23 "Rising Son."

12 INT. RUNABOUT - COCKPIT

Shar and Nog work diligently at panels, displays showing schematics of the subspace relay and other technical stuff. Rena still gazes out of the window at the stars, enchanted.

RENA

The stars, they're all different.

Jake brings her a drink. She takes it with a smile, and he drapes an arm around her shoulder, joining her in looking out of the window. Prynn sits with her arms folded, bored.

TENMEI

I'm bored. When do we get the fun and excitement I was so faithfully promised?

RENA

I would think you got plenty of excitement, Pryn. Aren't you the *Defiant's* pilot?

TENMEI

Which would be great if the *Defiant* ever went anywhere.

(beat)

Okay, that's not fair. It's actually a pretty sweet gig. I mean, the *Defiant's* a legend. Everything it did during the war... how could I not want to be a part of that?

Nog stops what he's doing and turns to look at her.

NOG

You do realise it's not the same ship, right?

TENMEI

Yeah, I know. But there are other reasons to be there.

NOG

...Although I never did understand how it ended up with the exact same registry number.

TENMEI

Ah, well, I asked my dad about that. He says it's actually a deliberate ploy to strike fear into the hearts of our enemies.

NOG

(dubious)

Really? How so?

TENMEI

The first *Defiant* was destroyed at Chin'toka, right? How much propaganda play do you think the Dominion got out of that?

Nog allows that it was probably a lot.

TENMEI (cont)

So what does Starfleet do? It fields an identical ship with the same name, same number, even the same crew. And it carries on.

NOG

Which makes the *Defiant* look more indestructible than ever.

TENMEI

Not only do Starfleet's officers come back from the dead, now so do its ships. At the same time, it makes the Dominion look pathetic for having claimed to destroy it in the first place. Pretty cool, if you think about it.

Under all this, Shar has been studiously working, keeping out of the conversation. Now he calls out:

SHAR

Nog? Your assistance, please?

Nog goes back to paying attention to the job.

RENA

But somebody will still know the truth.

TENMEI

(shrug)

Doesn't matter what the truth actually is. Only matters what enough people think the truth is. That's another lesson I learned from my dad, for good or ill.

(beat)

Anyway, my point - before I got distracted - was that there are other reasons I like being at DS-Nine than just the *Defiant*.

Her eyes flick over to Shar, whose back is turned again, working. She covers quickly, continues...

TENMEI (cont)
Reconnecting with my dad has been great, once I gave my shoulder a thorough chipectomy.

Jake chuckles at the term - no-one else understands it.

TENMEI (cont)
But yeah, I still like to get out there and burn plasma every now and then.
(pointedly)
Like somebody promised me.

NOG
(sing-song)
The more you complain, the longer it'll take me...

TENMEI
I know, I know. Just busting your chops, Captain.

NOG
Well, as it happens...

Nog looks to Shar, who nods back to him. Nog taps one last control, and his various panels light up with readings.

13 EXT. SPACE (CONTINUOUS)

Nearby, the subspace relay comes to life, powering up, running lights shining and manoeuvring into position.

14 INT. RUNABOUT - COCKPIT (CONTINUOUS)

Shar and Nog are closely watching their panels, while the other three politely stay out of their way.

NOG
Power readings are steady...

SHAR

Beginning test signal.

One of Shar's panels changes to show a WAVE FORM, with the associated sound. They all wait a little nervously for the return signal...and it comes in with an affirmative BEEP.

NOG

Yes!

Nog and Shar high-five each other in satisfaction. Jake is amused at the gesture. Nog and Shar put away their tools.

JAKE

Congratulations, you two. I remember when my dad set up the first relay to the Gamma Quadrant - it almost blew up the *Defiant*.

NOG

Thankfully we've ironed out a few details since then. We've done this three times now.

SHAR

It is becoming something of a tradition.

TENMEI

Well, good for you. Can we go now?

RENA

We still have to decide where we're going. You've all been out here more than me. Any ideas?

JAKE

How about Ee? It's an entire planet dedicated to shopping.

NOG

Nah, too far away.

(thinks a moment)

Oh, I've got it! Prynn, check the navigational charts - the Wadi homeworld has to be near here.

RENA
Wadi? Who are they?

JAKE
One of the first people to visit
the station after we discovered
the wormhole. Sorry - the Temple.

Rena pats his arm lovingly - don't worry about it.

NOG
They're crazy about games and
gambling. They must know how to
show tourists a good time.

Prynn spins back to her console and starts hitting buttons.

TENMEI
Sounds like a plan. Wadi home
world, here we come!

15 EXT. SPACE

The runabout moves away from the subspace relay and, at a suitable distance, ramps up and jumps to warp.

16 EXT. SPACE - WADI HOMEWORLD

A blue-green, lightly cloudy world as seen from the night side, the tell-tale lights of well-lit cities and networks of connections between them. Numerous ships and shuttles move in orbit - some freighters, some pleasure cruisers.

The *Rio Grande* hoves into view, joining the procession.

17 EXT. WADI HOMEWORLD SURFACE - EARLY EVENING

The runabout's hatch HISSES open. First out are Nog and Jake in nice smart outfits, chattering excitedly together.

JAKE
You've got a limit, okay? Don't go
crazy with the gambling.

NOG

Stop heckling me. I'm not the one
who married you.

Followed by Rena and Prynn, wearing slinky party dresses
and talking girl talk.

TENMEI
Ooh, cute purse!

RENA
Isn't it? My friend Halar works in
a dress shop - she made it for me
for my *ih'tanu* ceremony.

And last is Shar, in something resembling the traditional
chan party outfit from 9x09 "Paradigm," if not so formal.
He looks rather uncomfortable in it, as if ashamed to be
wearing something so garish. The hatch closes behind them.

As they walk off, we PULL BACK and see that the runabout is
parked on the ground in a giant parking lot filled with
various other small shuttles and personal vehicles.

NOG
Everyone remember where we parked!

They walk on through the parking lot. We TILT UP to see
what this is the parking lot of - a massive entertainment
complex, like a fun fair, Vegas casino and multiplex cinema
all combined.

Strobes and lasers flash, transport tubes rush vacationers
back and forth, big neon signs advertise things in various
languages, and the sound of happy partiers reaches us.

DISSOLVE INTO:

18 EXT. WADI HOMEWORLD SURFACE - LATE NIGHT

The same shot, but now much later at night. The scene is
just that little bit quieter, with fewer shuttles parked in
the parking lot and the transport tubes fewer between.

TILT DOWN. The gang walks back through the parked shuttles
towards us. They're all just slightly tipsy but very happy.

JAKE

Nog, you were amazing! You cleaned that place out!

NOG

I've got enough pegs here to make us all rich!

He jangles the money-filled pockets in the thighs of his trousers for emphasis. Following are Prynn and Rena.

RENA

Oh, I'm looking forward to getting these heels off.

TENMEI

I gotta apologise - I really did not see this coming...

She turns to look behind her - and there is Shar, well and truly trashed. He's draped with streamers and leis, wearing huge oversized sunglasses, and holding an enormous tropical drink with fruit and sparklers and more streamers.

His antennae have got balls of tinsel stuck onto each end, so that they look like flesh-and-blood beeny-boppers. He's dancing and singing along to non-existent music, his drink sloshing unnoticed all over the place. But he's having a whale of a time.

SHAR

(in between
dance moves)

Why are we leaving? The party's only just started!

Nog pauses to wait for him. He's happy that Shar's having fun, but feels responsible for taking care of him.

NOG

Come on, Shar. Let's get you back to the runabout and get you a nice cup of coffee.

The group walks a few more steps together, and then they stop, all looking the same direction, and all shocked. Except for Shar, who is still in his own world.

JAKE

Ummm...

We PULL BACK, and now we see what they are staring at. An empty space in the parking lot.

TENMEI

Where's the runabout?

As they all stare at the empty space...

BLACK OUT:

END OF ACT ONE

ACT TWO

FADE IN:

19 EXT. WADI HOMEWORLD SURFACE - LATE NIGHT

Where we left it. No runabout. Nog is freaking out, pacing back and forth with his head in his hands.

NOG

Oh no, oh no, oh no, oh no...

JAKE

Nog, calm down...

NOG

Calm down?! Kira's gonna kill me!

JAKE

We'll figure it out...

NOG

(continuing)

You're in charge, she said. Look after the ship, she said.

JAKE

Are we sure this is even the right parking space?

TENMEI

(sad nod)

Yeah. *Flim* twenty-seven pag.

NOG

(continuing)

All our clothes are in there, our uniforms, our phasers, vital tactical information...

(sudden thought)

My favourite tooth sharpener!

RENA

How could someone have taken the ship? Aren't there any security... things?

TENMEI

Dozens of them.

JAKE

But apparently somebody can get
around them.

TENMEI

(turns to Shar)

Shar, can you sense anything?

Shar stops and bobs on the spot for a moment, listening.

RENA

(*sotto*)

What's he doing?

TENMEI

Andorians can sense electrical
fields. Their antennae.

Shar shakes his head, unconcerned.

SHAR

Nope. Not a thing.

With an amused sigh, Prynn reaches up and removes the balls
of tinsel from Shar's antennae.

TENMEI

There. Better?

SHAR

Nope. Music's too loud.

JAKE

(suddenly realises)

We've still got our combadges.

Jake pulls out his combadge and taps it - it makes a dull
squittering noise. Prynn does the same, then Rena. No luck
on either. Nog is still freaking, pacing back and forth.

NOG

No no no no no...

SHAR
Wait a minute!

The other four all turn to Shar in hope that he has some wonderful magical solution to their problem.

SHAR (cont)
Where's the runabout?

Slightly annoyed blank stares.

CUT TO:

20 **INT. WADI POLICE STATION**

On the Wadi Chief of Police, MUNAD:

MUNAD
A road trip?

Nog face palms. Deep breath. Stay calm.

NOG
Yes, a road trip. We're from the Alpha Quadrant, the Federation. We came here just to have some fun at the casino for the night. When we came out of the casino, our ship was missing.

Nog sits in a seat across the desk from Munad, in his office at the police station. The trim, middle-aged, uniformed Wadi male is rather harassed, trying to be nice to these strangers, but really doesn't have time for this.

Jake, Rena and Prynn sit elsewhere, all feeling very out of place wearing their party clothes in this stern station. They are also slightly embarrassed that Shar is at the back of the room, still dancing away to the non-existent music.

MUNAD
Your ship...
(checks notes)
A "runabout," you called it?

NOG

(trying to
stay polite)

Yes. That's the type of ship. Its name is the *Rio Grande*.

MUNAD

I see. And... what exactly do you think I can help you with?

NOG

You're the Chief of Police, aren't you? When I asked at the casino, they sent me to you. I assumed you would help us find our ship!

MUNAD

Mister Nog, I am the Chief of Police - of the largest and most popular gaming complex on Wadek. I get about a million people from all over the quadrant -

(re Nog)

- and beyond, coming through my town every hour. Not all of them are reputable. Do you have any idea how many ships get stolen every day around here?

JAKE

You're just going to do nothing?

MUNAD

(indignant)

My officers and I work every hour of the day and night to ensure that this complex's customers even wake up in the morning. There are some very unsavoury characters lurking in this town. In fact, we just got a rumour that one of the most notorious criminal gangs in the sector is on their way here. So forgive me, but a little petty theft is never going to be my highest priority. I'm sorry.

NOG

So what are we supposed to do?

MUNAD

I'll take your report, and I'll do everything I can. But I can't promise much success. My advice would be to try and find somewhere to sleep for the night.

21 EXT. WADI STREETS - LATE NIGHT

The lights and sounds of the casino complex can still be heard, but far in the distance. The gang is now far from there, literally and figuratively. Hard metal shutters and graffiti imply not the nicest part of town.

Nog leads the group with a piece of paper in his hand, checking it for directions periodically. Prynne keeps an eye all around, feeling rather vulnerable here. Shar is still in his own world, although starting to sag a bit.

Jake walks hand-in-hand with Rena, worried for her.

JAKE

I'm so sorry about this, Rena...

RENA

Hey, I knew what I was getting into. Not your fault.

JAKE

Are you okay, though?

RENA

Well, I am currently stuck on the opposite side of the galaxy with no way to get home, and no belongings except for a skimpy party dress and a cute purse. But, on the plus side, I don't think I could have any better companions in that situation than three Starfleet officers and the son of the Emissary.

Jake looks forward to Nog, with a sigh.

JAKE
We're all gonna die.

Ahead of them, Nog has stopped.

NOG
Guys - I think this is it.

The gang stops with Nog, and together, they all look up at the building before them...

22 **EXT. HOTEL - LATE NIGHT**

It's like an alien Bates Motel, or the house from *Rocky Horror* - large and imposing and gothic. It is distinctly shabby and run down. One can almost imagine the bats swooping between the gargoyles.

A nervous finger reaches in tentatively and presses a door bell. It chimes ominously. Nothing happens for a moment. Finally, slowly, the door creaks open on protesting hinges and with a puff of dust. A face emerges in the gap...

...and BELCHES right in their faces. Far from being ominous or creepy, LEBIKOW is fat, greasy, tattooed and unwashed. The Wadi equivalent of trailer trash, in a stained vest and sweatpants. He stares out of the doorway...

...at the five nervous, hopeful faces looking up at him. Alien faces of all colours - blue, orange, brown.

LEBIKOW
What is this, some kind of circus troupe? Y'expect me to pay you to sing, or summin'?

NOG
Umm... no... sir. I'm sorry, are you Farns Lebikow?

LEBIKOW
Who wants to know?

NOG

Umm... my name is Nog, sir. My friends and I need a room for the night, and Inspector Munad at the casino complex gave us your information. He said you might be able to help us.

LEBIKOW

(suspicious)

Munad, eh?

NOG

Yes, sir. Do you have a room?

LEBIKOW

Yeah, I got a room. You got money?

Awkward pause. Jake turns and looks at Nog, expectantly.

NOG

(reluctant)

I have money.

Lebikow thinks it over. Snorts his nose. Is gross.

LEBIKOW

Awright. S'pose I could use the pegs. But it's cash up front. And I don't want any messin' about, awright?

NOG

Absolutely, sir. You'll barely know we're here.

Unimpressed and muttering, Lebikow turns around (revealing his stained and filthy sweatpants hiked up into his unmentionables) and plods back into the hotel.

Making the best of a bad situation, Nog leads the uncertain gang into the hotel. The door creaks shut behind them.

Lebikow schlubs across the foyer, scratching his ass as he goes. Rena grips tight onto Jake's hand. He smiles back at her, trying to be encouraging. Prynn has plastered on a big false smile that covers her discomfort. And Shar is just following everyone else, barely aware of where he is.

Nog looks around the foyer. This was probably once a nice building. There is a grand and elaborate staircase leading to the upper floors, and magnificent chandeliers. But it has all fallen into disrepair, scuffed and dusty. Half the lights are broken, leaving the place shadowy and dim.

24 INT. HOTEL - OFFICE

Lebikow leads them all into his office, just off the main foyer room. It's just as messy as you'd expect, with piles of papers and half-eaten food strewn about. A decrepit old comm screen sits on the filthy desk, with a big stein of beer next to it. Lebikow collapses into a creaky old chair, the effort of doing so making him BURP at the same time.

Then there is a low and dangerous GROWL...

Worried, the gang looks into a corner of the room, and sees an ANIMAL, a gigantic alien dog, dark and slavering. It snarls at the strangers, curled up on its pile of filthy rags in the corner. Prynn stretches the big false smile.

TENMEI

(voice shaking)

Well... aren't you cute?

RENA

I'd keep your distance if I were you, Prynn.

TENMEI

Oh, I'm sure he's a loveable, harmless furball... right?

She looks at Lebikow, hopeful. He snorts in derision.

LEBIKOW

What did you call him? A "flurble"?

TENMEI

Furball.

LEBIKOW

(chuckling)

You call him a flurble all you want, darlin'. But you get on the wrong side of 'im, and he'll flamp yer good an' proper.

JAKE

We'll keep that in mind, sir. Wouldn't want to get... flamped.

LEBIKOW

So... show me the pegs.

Reluctantly, but knowing he has no choice, Nog reaches into the thigh pockets of his trousers and hauls out a handful of wooden pegs. He places them on the filthy desk. Lebikow looks down at the pegs, then back up at Nog. Waits.

With a sigh, Nog pulls out more pegs and drops them on the table. Lebikow grunts in acceptance. He gets up, takes a deep belly-full breath, and hawks up a great wad of phlegm. He yanks up his dirty vest to deposit the phlegm into, and then just lets it lie, staining the fabric even further.

LEBIKOW

That's better. Follow me.

Our heroes are simply stunned.

25 INT. HOTEL - FOYER

Lebikow stomps up the stairs, stained trousers right at eye-level for lucky Jake and Rena following right behind. Nog follows, peering at the broken light fittings and decayed woodwork. At the back, Prynn is gently guiding Shar along, since the Andorian is now distinctly unsteady.

26 INT. HOTEL - CORRIDOR

A long and creepy corridor, with many doors to rooms on either side, but no signs of other residents. Lebikow leads the gang past the doors, Shar wobbling along at the back.

27 INT. HOTEL - BEDROOM

Lebikow throws the door open. The gang file in one by one, taking in the sight of the room less than enthusiastically. It's just as run down as the rest of the hotel, with ratty and unhygienic twin beds, and a single moth-eaten armchair.

TENMEI

There's only two beds. There's five of us.

LEBIKOW

This is the best room I got. For that many pegs.

Prynn turns and looks pointedly at Nog.

NOG

This'll do fine.

Lebikow points dismissively at an auxiliary door...

LEBIKOW

Bathroom's in there.

...and leaves, slamming the door behind him. Prynn and Jake turn to look at Nog. He stands his ground.

NOG

During the war, I spent a week on a Jem'Hadar fighter that didn't even have beds. By comparison this is luxury.

TENMEI

(sigh)

Fine. I guess we'll try and get some rest. And in the morning, assuming we haven't all been devoured by bedbugs, we start trying to figure out what happened to the runabout.

JAKE

Who's going to sleep where? I don't really like the look of that carpet.

RENA

We can squeeze into one bed.
(bashful smirk)
We've done it before.

JAKE

If I must. Just try to control yourself.

Rena jokingly slaps Jake on the arm.

TENMEI

Okay. So that leaves the three of us to figure out who gets the other bed. Shar, do you -

Prynn turns to look at Shar... and finds that he's already passed out, totally unconscious in the armchair. Giant sunglasses skewed on his head, dribbling out of the corner of his mouth.

TENMEI

Lovely.

BLACK OUT:

END OF ACT TWO

ACT THREE

FADE IN:

28 INT. HOTEL - BEDROOM

Nog is curled up, half-asleep on one of the beds, still in his party outfit. Eyes closed and semi-conscious, he rolls over and instinctively cuddles up closer to Prynn, who is sharing the bed with him, wearing her party dress.

Mumbling in her sleep, Prynn cuddles up to Nog too. The two of them nuzzle closer together, enjoying each other's body warmth in their half-asleep states.

After a while, they begin to realise something's wrong. They slowly open their eyes... and see each other.

NOG / TENMEI

Aah!

They leap apart from each other. Nog leaps back so far that he tumbles off the side of the bed with a crash. Jake, who had been spooned up with Rena, jerks awake at the noise.

JAKE

Wha...? What happened?

Nog's head appears from behind the bed.

NOG / TENMEI

(awkward)

Nothing.

Prynn struggles to consciousness. She sits up in the bed, looks around the room. It looks just as bad in the dreary daylight as it did in darkness. But the armchair is empty.

TENMEI

Where's Shar?

In answer, there comes an almighty RETCH from behind the bathroom door, followed by a SPLAT and a HISS - the sounds of something we really don't want to know about. The noises repeat, worse than the first time... Prynn's face contorts in mixed sympathy and revulsion.

The bathroom door opens, and Shar crawls out on all fours. Wisps of noxious green gas leak out from the bathroom. The sunglasses dangling off one antenna, strewn with streamers, Shar makes it one lurch at a time, back to his armchair.

JAKE

Okay, so first thing we gotta do is find some food.

RENA

And some new clothes.

TENMEI

Nog, how much money do you have left?

NOG

Oh come on! I won that money fair and square.

SHAR

(background,
half-hearted)

Please stop shouting...

TENMEI

(stern)

Nog...

NOG

(pout)

Fine. Wouldn't dream of trying to make a profit out of our misery.

He digs in his pocket and hands a fistful of pegs to Prynn.

TENMEI

You're too kind. Rena, you wanna come with me? Let the boys gripe in private?

RENA

Okay, I guess. Just let me freshen up a bit first.

Rena heads to the bathroom, opens the door...

RENA

OH!

Rena coughs and chokes as clouds of the bilious green gas billow out of the bathroom. She immediately pulls back and yanks the door to, heaving, horrified at the smell.

RENA (cont)

What happened in there?

Shar is curled up in a ball in his armchair, his blue skin looking distinctly grey. He pulls a thin and ratty blanket up over his shivering body and croaks out a response.

SHAR

Apparently Wadi food and drink
does not agree with Andorian
physiology.

Prynn is half amused, half sympathetic. She goes to Shar and lays an affectionate hand on his clammy head.

TENMEI

Well, your world turned my body
inside out. I guess now the Wadi
have returned the favour on my
behalf.

(back to Rena)

Come on. We'll find somewhere
else. See you in a few, boys.

The girls leave.

29 **INT. HOTEL - FOYER**

Prynn and Rena creep gradually down the large staircase, making sure to avoid the patches of rotten wood. The steps creak a little as they go. As they reach the bottom, they overhear a voice talking...

LEBIKOW (o.s.)

That's not what we agreed, and yer
know it.

Curious, Prynn shushes Rena, and they creep closer to the door to Lebikow's office. They pause at the edge of the doorway, listening in.

Prynn pokes her head around the doorway just a bit...

30 **INT. HOTEL - OFFICE**

Inside the office, Lebikow is sitting at his desk, talking into the grimy old comm screen. His flabby, sweaty back is turned to us, blocking the view of who he's talking to.

LEBIKOW

I need the money, awright? So if y'aint gonna pay me what we agreed, I s'pose I'll just go to somebody else.

COMM VOICE

(female, w/ static)

Calm down, Lebikow. We're on our way. I'm simply pointing out that we're working off your say-so here. How do we know the merchandise is what you say it is?

LEBIKOW

You callin' me untrustworthy?

COMM VOICE

If you weren't, we wouldn't be having this conversation.

31 **INT. HOTEL - FOYER**

Where Prynn and Rena are still eavesdropping, and becoming more and more concerned by the word...

LEBIKOW (o.s.)

Look, just get here, awright? I've gotta get rid of these damn kids as it is. I don't need you lot messin' me about on top of it, awright?

Prynn and Rena exchange alarmed looks - he's talking about them. That can't be good. And then there's a GROWL.

Scared, breath catching, the girls slowly turn and see... the flurble, looming out of the darkness under the stairs, looking right at them with eyes burning and jaws drooling, like some classic horror movie monster. Prynn and Rena squeak in fear, and back away towards the stairs.

LEBIKOW

Who's there?

Lebikow appears in the doorway, anxious he might have been overheard. He sees the girls cowering from the flurble...

TENMEI

(voice shaking)

Sorry, it's just us. We were heading out to get some food.

RENA

And some fresh clothes.

TENMEI

Looks like we disturbed your friend here.

Lebikow's chuckle is both relieved and yet sinister.

LEBIKOW

I told yer not to upset him.

TENMEI

Or we'll get flamped, yes, we know. We'll just be on our way.

Prynn and Rena skitter over to the front door, avoiding the snarling flurble, and get out of there quick as they can. Lebikow watches them go, scowling...

32 INT. HOTEL - BEDROOM

Shar is huddled in the armchair, the blanket pulled up over his head. Nog is moving around the room, tidying the beds, opening the curtains, chatting away cheerily.

NOG

I was trying to impress the older cadets, convince them I could do anything they could. So I agreed to go drinking with them at the 602 Club. Boy, was that a mistake.

SHAR

Nog...?

NOG

Yes?

SHAR

I appreciate you trying to take my mind off things, but please... shut up.

The door opens and Prynn and Rena enter, carrying armfuls of shopping. They also look rather anxious. Jake emerges from the bathroom, having freshened up as best he can.

RENA

Prophets, how could you stand it in there?

JAKE

Nog went in first to open the window.

NOG

When you work for my uncle, you get used to bad smells.

Prynn hands packages of clothes to Nog.

TENMEI

I think we have a problem. Here, put these on.

As they talk, the four of them take the clothes packages and begin to get changed - bland and shapeless sweatsuits like Lebigow wears, only cleaner. They move back and forth to the bathroom as needed. Rena also sets up packages of Wadi fast food and drink on a table, to Nog's delight.

NOG

Ooh, snacks!

TENMEI

On the way out, we overheard Lebikow talking to someone. He was trying to sell them something over the comm. Something that sounded like it was worth a lot of money. He definitely didn't want to be overheard.

RENA

We think it's the runabout.

JAKE

Really? That seems a bit far-fetched. There must be all kinds of shady deals going on in a town like this. But we just happen to end up in the hotel of the guy who stole our ship? I don't know. You only need to look at him to see he's hardly a criminal mastermind.

NOG

(around food)

Don't be so sure, Jake. Never mistake a soft shell for a soft centre. Rule of Acquisition number two-oh-seven.

TENMEI

Exactly. Besides, he said he was going to "get rid" of us.

That certainly gets attention. Even Nog stops chewing.

NOG

"Get rid"? As in... kill?

TENMEI

Don't know. But it sure didn't sound like he was sending us off with a basket of puppies.

JAKE

(realising)

We're in his way. This deal, whatever it is... it's going down soon, and we're a complication he doesn't need.

Prynn and Rena nod anxiously. They agree.

NOG

Okay, so if he's selling the runabout, he must be keeping it somewhere nearby. Maybe even right here at the hotel.

Prynn turns to Shar, buried under his blanket.

TENMEI

Shar, can you feel anything? Any massive power signatures or subspace signals?

SHAR

Prynn, please... I can barely feel my face.

They sag, disappointed. By now, the four of them have got dressed in their grey sweatsuits.

RENA

So what do we do?

TENMEI

We need help. I think we need to go back to the police.

NOG

Okay... Good idea. Let's go.

SHAR

(under blanket)

I'll just stay here and die.

Nog shoves in a last mouthful of food, and the other four but Shar leave the room...

33 INT. WADI POLICE STATION

Inspector Munad sits at his desk again. Prynn, Jake, Rena and Nog are across from him, in their grey sweatsuits.

MUNAD

That's your evidence? That you overheard a conversation?

TENMEI

He's clearly up to something illegal, Inspector.

MUNAD

And you just assume it's to do with your missing ship.

JAKE

Don't you think it's too much of a coincidence that he was trying to sell something big and expensive just as our runabout gets stolen?

MUNAD

I've already told you, things get stolen here all the time. I also already told you I don't have time for this.

NOG

You don't have time to do your job? Inspector -

MUNAD

Listen to me. Farns Lebigow is nothing. He's a greasy lowlife who lucked into that hotel on a bet, and he's spent every day since running it into the ground. He's not worth my time or yours, and he's certainly not involved in any conspiracy to steal ships from gullible foreigners. So please stay out of what doesn't concern you. Now if you'll kindly get out of my office, I have work to do.

He puts his head down and gets back to work, ignoring them. On the gang's astonished faces...

34 INT. HOTEL - BEDROOM

Shar remains curled up in his armchair, alone, covered over by the ratty blanket. He groans gently, suffering the universe's worst hangover.

But then his antennae perk up, moving about under the blanket. They turn one way and then the other, as if searching for something.

Concerned, he slowly drags the blanket off his head. And instantly recoils from the not-even-that-bright daylight.

SHAR

Ohhhh... by Uzaveh...

But he's definitely sensed something. He frowns trying to concentrate, his antennae still searching. He gradually manoeuvres himself to stand, trying to clarify what he's sensing. After a moment, his eyes widen in alarm.

35 INT. HOTEL - FOYER

Prynn, Rena, Jake and Nog enter the hotel through the main door. They're disappointed, frustrated, annoyed.

TENMEI

Alright, so that plan's a bust.

Nog stops, listens.

NOG

You guys hear that?

RENA

I don't hear anything.

NOG

Exactly. There's nobody here. Lebikow must be out. I can't even hear that stupid flurble monster thing.

JAKE
This is our chance.

RENA
Chance to what?

JAKE
Snoop.

He starts creeping towards the office.

NOG
Jake!

But Jake ignores his friend's warning.

36 **INT. HOTEL - OFFICE**

Jake creeps into the office, which is deserted. There's a half-drunk beer and a half-eaten alien burger equivalent on the desk. The flurble's pile of filthy rags is empty.

JAKE
Come on, guys. There must be something here that'll give us a clue.

He begins hunting through the loose papers. Reluctantly, the others join in.

RENA
I don't like this, Jake. It feels wrong.

TENMEI
Not as wrong as being killed.
(re paper)
Hey - here's something. This looks like financial records.

NOG
Gimme that.

He takes the pages off Prynn and begins to inspect them.

JAKE

You can't possibly know how to
read Wadi.

NOG

Financial records are basically
the same the galaxy over. All I
need is the grand total... here!
This shows his account over the
last year. He's in huge debt...
(checks; realizes)
...to the casino.

TENMEI

He's a gambler.

NOG

Yup. And not a very good one,
apparently.

JAKE

That explains why he needs the
money so bad.

RENA

Bad enough to kill for it?

And then the GROWL comes again. They tense, turn to the
door... and there's the flurble, filling the doorway,
hackles raised and teeth bared.

TENMEI

Ruh-oh.

FADE OUT:

END OF ACT THREE

ACT FOUR

FADE IN:

37 INT. HOTEL - OFFICE

The flurble prowls a few slow steps into the room, closing in on them. Dropping the papers, the gang backs away. They hit the desk behind them. Nowhere to go.

RENA

What do we do?

JAKE

I've got it. Get ready to run.

Jake moves his hand slowly to the desk, careful not to startle the flurble. He grabs the half-eaten burger, and lobs it across the room towards the flurble's pile of rags in the corner. The flurble is torn - burger or strangers?

Eventually, its flaring nostrils get the better of it, and it rushes to its bed to eat the burger. Our gang take their chance and rush out of the room.

38 INT. HOTEL - BEDROOM

Jake, Nog, Prynn and Rena rush into the room and slam the door behind them. Prynn checks the armchair - it's empty.

TENMEI

(worried)

Shar?

Shar emerges from the bathroom, wearing his grey sweatsuit. He's looking a little better, but still pretty rough.

NOG

Hey, you're up!

SHAR

Yes, I am. But I still have a warp core breach going on inside my skull, so please try not to shout. Or eat anything.

TENMEI

Okay, so we know Lebikow's in debt. That gives him motive.

JAKE

But we still don't know for certain he even stole the ship.

SHAR

Actually, yes, we do. While you were out, my antennae finally cleared up enough for me to start sensing fields again.

NOG

And you sensed something?

SHAR

A very big something. Down in the basement. It's a little muddy, but it certainly feels big enough to be the runabout.

JAKE

I don't doubt your senses, Shar. But I still think it's a pretty big coincidence that we end up staying at this exact hotel.

RENA

Maybe it's not a coincidence.

TENMEI

Yes!

(clarifies)

No!

(confused)

What?

RENA

The Inspector specifically sent us to this hotel, right? He gave Nog the directions. And he flat out refused to help us find the ship, or to listen to what we overheard about Lebikow.

JAKE

Are you saying the Inspector's in on it?

NOG

It makes sense. Somebody had to get through the security on the runabout. A policeman would know how to do that.

TENMEI

(getting it)

And then when we started asking questions, he sent us here and told Lebikow to "get rid" of us.

JAKE

Oh, hell. Munad's the brains, Lebikow's the hatchet man.

TENMEI

Uh-huh. So what do we do?

Jake stops to think it all through in his mind.

JAKE

Okay - here's the plan.

CUT TO:

39 INT. HOTEL - CORRIDOR

Shar, Prynn and Nog creep down the corridor, trying not to make any noise, and keeping a wary eye out for the flurble.

JAKE (v.o.)

Shar, we need you to pinpoint exactly where this sensation is that you're sensing. And we need to do it now, before Lebikow comes home.

Shar pauses, concentrates on what his antennae are sensing, and then beckons Prynn and Nog to follow him.

40 INT. HOTEL - CORRIDOR

A different corridor in this cavernous maze of a hotel. Jake and Rena creep down it, equally quiet and furtive.

RENA (v.o.)

But that animal's still out there. The flurble, or whatever you call it.

NOG (v.o.)

Right. He's probably guarding the runabout while his daddy's out of the house.

JAKE (v.o.)

Exactly. So some of us need to distract it, while the others find the ship.

TENMEI (v.o.)

I'll take that job.

41 INT. HOTEL - FOYER

Prynn, Shar and Nog creep down the stairs.

SHAR (v.o.)

Prynn, are you sure? You could get hurt.

TENMEI (v.o.)

I faced down a crazy Jem'Hadar and I'm still standing. I'll be fine.

They reach the bottom of the stairs.

NOG (v.o.)

So how do we distract it?

42 INT. HOTEL - BEDROOM

Jake smiles victoriously.

JAKE

The same way I did.

Jake goes over to the table and grabs the last remaining burger there. He holds it out. Shar flinches away.

JAKE

Shar couldn't eat his burger. He's still too hung over. But the flurble? He loves them.

NOG

Aww. I was gonna eat that.

43 **INT. HOTEL - FOYER**

Nog holds the burger in front of him, wafting it around. Shar is concentrating on his antennae...

SHAR

Definitely the basement. My head's a little clearer now.

TENMEI

We need to find the demon guard dog first.

NOG

Heeeeere, flurble flurble! Come get the tasty... stuff!

But there's no response. That only makes them more worried. It's out there somewhere. They turn away from the foyer and head down one of the other corridors leading off it.

44 **INT. HOTEL - CORRIDOR**

Nog, Prynn and Shar skulk down the corridor, dingy and deserted. Nog is ahead, holding out the burger for the flurble. Prynn and Shar hover back, keeping watch.

SHAR

Prynn... I want to explain. My behaviour last night.

TENMEI

You sure weren't the usual shy and sheepish Shar.

SHAR

No, and there is a reason for it.
You saved my life, Prynn.

TENMEI

(awkward)

We don't need to talk about that,
Shar. Certainly not right now.

SHAR

No, I want to. I came back to the
station for you, Prynn. You
rejected me. That hurt, but I
understood your reasons. Still,
the feelings didn't go away.

TENMEI

Shar, please... not now.

SHAR

And then on the *Defiant*... you
risked your life to save mine.
That proved to me that you had
feelings for me too. But you were
still right. As much as I wanted
to be with you, I felt I would be
betraying Th-

Before he can finish the word, there is a GROWL. All three
of them stop, worried. The flurble is somewhere nearby.

Shaking with fear, Nog tosses the burger down the corridor.
It lands just at the edge of the weak lighting. The GROWL
comes again, and the flurble stalks forward out of the
darkness. It sniffs at the burger on the ground.

NOG

Go on... eat it, you mangy -

The flurble's head snaps up, and its eyes pinpoint Nog.

CLOSE-UP

NOG

Eep.

The flurble GROWLS louder, ignoring the burger... and then it bursts forwards, running right at them.

Prynn grabs hard onto Nog and Shar's arms...

TENMEI
Let's skedaddle!

She drags them by their arms and they set off running back down the corridor, the snarling flurble hot on their heels.

45 **INT. HOTEL - FOYER**

Nog, Shar and Prynn dash back into the foyer and sprint up the stairs. The flurble comes pounding after them, taking two or three steps at a time, BARKing furiously.

As it passes, Jake and Rena poke their heads around the corner of Lebikow's office doorway, seeing the flurble chasing their friends.

JAKE
Go!

Jake and Rena bolt out from cover and head down the same corridor the others just came from.

46 **INT. HOTEL - CORRIDOR**

Nog, Prynn and Shar pelt down the corridor...

ALL
Aaaaaaaahhhhh!

The flurble comes galloping after them...

FLURBLE
Rraaaaarrrrrr!

47 **INT. HOTEL - CORRIDOR**

Jake and Rena find a set of steps heading downwards, much simpler than the grand staircase in the foyer. Clearly this must be the basement. They head down into the darkness.

48 **INT. HOTEL - CORRIDOR**

Nog has stretched ahead of the others, emitting the ear-piercing Ferengi SQUEAL as he runs...

NOG

Eeeeeeeeeeeeeeeeeee!

Shar is lagging, out of breath, as grey as his sweatsuit.

TENMEI

Shar, come on!

SHAR

I can't... I don't...

The flurble rounds a corner and comes after them again, GROWLing and BARKing, saliva flying from its toothy jaws. Shar puts on an extra burst, against his body's protests.

49 **INT. HOTEL - FOYER**

Nog, Prynn and Shar rush down the stairs, the flurble in hot pursuit. At the bottom they turn the other way, away from the basement steps...

50 **INT. HOTEL - BASEMENT**

Dark stone passages, none of the formerly fancy woodwork or lighting of the upstairs rooms. Jake and Rena rush down the passage, hunting for something...

JAKE

Just like when we were stealing
from the Drang...

RENA

The what?

51 **INT. HOTEL - FOYER**

Having circled back on themselves, Nog, Prynn and Shar head quickly back up the stairs again. Nog is still SQUEALing, Shar still GROANing. The flurble comes galloping after, still barking and slavering...

52 **INT. HOTEL - BASEMENT**

Jake and Rena stop at a pair of large doors, tied together with a heavy iron chain and a large padlock.

 RENA
Is this it?

 JAKE
I don't know. I think so. Why else
have such a big lock?

 RENA
How do we get in?

Jake takes a deep breath, and starts kicking out hard at the doors, trying to break the chain by sheer force. KICK. And KICK. And KICK.

53 **INT. HOTEL - CORRIDOR**

Nog, Prynn and Shar run. The flurble chases. They turn a corner. They run. It chases.

They turn another corner and keep running. The flurble turns the corner too and keeps chasing.

But as they run, they realise something with horror.

 NOG
Uh-oh.

 TENMEI
Dead end.

They keep running as far as they can. But the end of the corridor is approaching. Finally, that's it. They can't go any further. They stop, and look back.

The flurble is at the other end of the corridor, waiting, enjoying. It knows they're trapped.

Shar is breathing hard, holding his head in one hand and his stomach in the other. Prynn prepares to stand her ground. Nog is terrified of the rabid animal.

NOG
Can we fight it?

SHAR
Nog... I don't feel...

NOG
We're completely frinxed.

TENMEI
We're not just frinxed.
(beat)
We're flamped.

The flurble launches off and charges straight for them.

SHAR

begins to retch, his stomach revolting...

FLURBLE

pounds down the corridor towards them...

TENMEI AND NOG

tense, scared but preparing to fight...

FLURBLE

is nearly on top of them...

SHAR

unable to control his stomach any more... and he lurches forwards and VOMITS hard. Streams of foul green material pour out of him, landing with a SPLAT and a HISS on the floor. Noxious green gas billows off the piles of vomit...

...and the running flurble screeches to a halt, barely inches away from the pile, its rear legs catching up to its front legs. It instantly turns and pelts down the corridor the other way, mewling and squeaking pathetically.

FLURBLE
Meep! Meep! Meep!

The flurble runs and runs until it disappears back around the corner, its horrified squeal audible as it retreats. Prynn and Nog are amazed and thrilled to have been saved.

NOG

Shar! You saved us! With vomit!

Yay! Until the smell hits them too. Oh, that's bad.

54 INT. HOTEL - BASEMENT

Jake KICKS and KICKS at the door...

...until the chain finally SNAPS and the doors swing open.

And inside, there it is - the runabout. Powered up and lights twinkling. A gorgeous technological marvel. The most beautiful sight in the galaxy right now.

JAKE

Yes!

RENA

Oh, thank the Prophets.

BONK

Jake and Rena both stop, stunned, and collapse forwards to the ground. Revealing behind them...

...Lebikow, holding a metal pipe in each hand, having just knocked them both on the heads.

As he glowers down at their unconscious bodies...

BLACK OUT:

END OF ACT FOUR

ACT FIVE

FADE IN:

55 INT. HOTEL - BASEMENT

Jake and Rena jerk awake, finding themselves sat together on the ground, back to back, four wrists tied with rope between them. The runabout is next to them.

Lebikow is looming over them. He seems oddly nervous.

LEBIKOW

You damn meddlin' kids had to mess me about, di'nt yer? All I was trynna do was make a bit o' money...

Jake and Rena struggle against the ropes...

JAKE

By stealing our ship?

LEBIKOW

What yer on about?

RENA

This is our ship, you idiot!

LEBIKOW

I don't know whose ship it is. It just looked like a good'n.

JAKE

So you didn't even know whose ship you'd stolen? And you were going to kill us anyway?

LEBIKOW

(shocked)

What? No! I ain't gonna kill no-one! I just wanted to sell t'ship, awright? And I would'a got away wi' it, too, if you damn kids hadn't kept messin' me about.

RENA

I heard you say you were going to
"get rid of us."

LEBIKOW

Yeah, by kicking you out o' hotel!
I don't kill people!

JAKE

Oh. Well. Okay then.

LEBIKOW

But I can't let you go either.
At least not until me fence gets
here. If I don't sell this ship,
I'll lose th'hotel. And me baby
won't have a home.

RENA

Your baby?

LEBIKOW

Yeah. The flurble, or wh'ever you
call 'im. He's my baby.

Lebikow snuffles with sentiment over his pet. Rena and Jake
would almost be touched... if they weren't tied up.

CRASH

The large double doors at the far end of the basement burst
open and half a dozen Wadi POLICE rush in, weapons drawn.
Leading the way is none other than Munad himself.

Lebikow squeaks in shock and drops the metal pipes, his
hands flying up. Munad strolls smugly up to him.

MUNAD

Farns Lebikow. By the authority of
the Wadi Inspectorate, I, Sherbic
Munad, hereby place you under
arrest, on charges of theft,
handling of stolen goods, and
colluding with known criminal
elements. You have the right to
argue in your own defence, and if

you choose not to do so, it may be taken as an admission of guilt.

(to officers)

Untie them.

The officers move to untie Jake and Rena...

CRASH

The first set of doors burst open again, and Nog, Prynn and Shar rush in. Jake and Rena are untied and standing now.

NOG

Get away from them, "Inspector."
We know you were in on this whole plot from the start.

LEBIKOW

What? No he weren't.

TENMEI

He wasn't?

LEBIKOW

No! Of course not. He's the Inspector, in't he? You kids have some strange ideas.

RENA

But if you're not part of the plan, then why did you send us to this hotel?

MUNAD

As my spies.

55 EXT. WADI HOMEWORLD SURFACE - LATE NIGHT

The massive car park of the casino complex. Lebikow creeps between the parked shuttles, hiding in their shadows, trying to decide which one to steal.

When he gets to *Rio Grande*, he likes what he sees. He pulls out a device, furtively holds it up to the hatch. After a moment of bleeps and flashing lights, the hatch disengages and begins to slide open. Over the above:

MUNAD (v.o.)

I knew Lebigow was in debt to the casino. I am the Chief of Police there. I also knew he had friends in the criminal underground. Eventually, the two were bound to connect. And then I got my chance.

56 INT. WADI POLICE STATION

Our gang's first meeting with Munad. The scene plays MOS:

MUNAD (v.o.)

You told me you were from the Federation. I've heard all about Starfleet. I needed a plant inside the hotel, and I knew that the best way to get you to investigate for me was to tell you exactly not to do it. And it worked.

57 INT. HOTEL - FOYER

Prynn and Rena overhear Lebigow on the comm...

MUNAD (v.o.)

You told me Lebigow had been chasing up his contacts, eager to sell the ship. That meant the rendezvous was soon. And he would lead us right to them.

58 INT. HOTEL - BASEMENT

Where Munad is explaining the whole plot. Jake realizes...

JAKE

Lebigow's not the one you want. He's just a middle man. It's the gang you're really after.

MUNAD

Correct. And now we've got them. Their ship entered orbit half an hour ago. Take him away, boys.

RENA

Hold on. There's something I want
to say to him first.

LEBIKOW

What's that, darlin'?

Rena steps towards him, looks him in the face... and then
KICKS him square in the unmentionables. He crumples over,
gasping and groaning. Our gang look at Rena in amazement.

RENA

I hope I made myself clear.

Jake beams at her, completely in love. The Wadi police drag
the groaning Lebikow away in handcuffs.

MUNAD

I should thank you for your help.
Your tenacity was very useful in
my investigation.

TENMEI

Whatever. The important thing is
we've got the ship back.

They move towards the ship... Munad blocks their way.

MUNAD

Not so fast. This ship is a key
piece of evidence in a criminal
case. I can't let you just fly it
out of here.

RENA

What is the matter with you?! It's
our ship!

MUNAD

You need some anger management
classes, young lady.

RENA

I don't need anger management classes. You need shut-the-hell-up classes.

NOG

Hold on, you guys. I think I know what's going on here. He wants us to negotiate.

MUNAD

(smug smile)

I said you were smart kids.

They all turn to look at Nog. He grits his teeth.

59 INT. RUNABOUT - COCKPIT

Shar and Prynn are in the cockpit of the ship, putting everything straight. There's kind of an awkward tension between them. Prynn isn't sure what to say...

TENMEI

Shar... if you want to talk about things... now that the crisis is over... I'd be okay with that.

SHAR

(halting)

What you said the other day, at the subspace relay... Do you really believe people can come back from the dead?

Prynn stops, realising this is a delicate subject.

TENMEI

Do you want me to be honest? Or comforting?

SHAR

I would prefer honesty. Even if it is not easy for me.

She approaches him at the rear of the cabin, but keeps a polite distance for now.

TENMEI

Honestly, Shar... no I don't. Oh, I know, Starfleet reports are full of tales of people supposedly coming back from the beyond after all hope had been lost. Ambassador Spock, Captain Scott, even Captain Sisko. But in every one of those cases, there was some fantastical scientific loophole for the dead person to escape through. Regenerating radiation, transporter tricks, wormhole aliens. They were never really dead.

She takes a gentle step closer. He's very aware of her. He doesn't look at her... can't quite handle it yet.

TENMEI (cont)

But if a person has really, truly died, no ifs, ands or buts... then no. I don't believe they'll ever come back. I'm sorry.

He finally looks up at her. Pryn timer takes a step closer.

TENMEI

That's part of why I live my life the way I do. If you don't grab an opportunity when it's given to you, you may not get a second shot.

Shar takes a hesitant step. They are now close, in each other's personal space. Shar is quietly emotional, not sure whether to go through with this. Pryn timer wants to comfort him, take care of him.

SHAR

Then... you believe in taking chances?

TENMEI

I do.

Finally they are close enough - they both slowly lean closer... and they kiss. Gently and tentatively at first, getting gradually more intense.

Then Shar pulls back suddenly with a worried look.

SHAR

Urp.

He puts his hand to his mouth, his eyes flare, and he dashes off screen towards the rear cabin. Prynn sighs.

60 **EXT. WADI STREETS - EARLY EVENING**

Nog, Jake and Rena walk along the street. They all have their combadges back on, and Nog is griping from having to give up his money.

JAKE

Nog, look at it like this. You came with no money, and you left with no money. You broke even. That's fine.

NOG

(harrumph)

Only a hew-mon would call giving away all your profit "fine."

RENA

Well, I certainly appreciate it, Nog. With the ship back, we can finally head home and I can never leave again.

JAKE

(worried)

Was it really that bad?

RENA

Oh, I'm only kidding. Mostly. I did ask for an adventure, and I guess I got one.

The sound of a POLICE SIREN breaks out, echoing somewhere in the distance. They hear it and raise their eyebrows...

JAKE

Sounds like Inspector Munad is on the trail of another dastardly evil-doer.

NOG

Yeah, with a pocket full of my money.

The sound of shouting, hurried VOICES somewhere nearby... Rena frowns. Maybe it's a bigger deal than they thought.

RENA

Maybe it's this criminal gang he was talking about. Do you think it's safe?

NOG

It's none of our business, like Munad said. Let's just get back to the ship and head home.

They turn a corner into another adjoining street...

And see three figures running towards them, fast. They're being chased by something or someone, we don't see what. The three strangers almost run right into our heroes. And as they screech to a halt, the leader gapes in surprise...

DEZ

Jake?

JAKE

Dez?

And it is - it's DEZ, the captain of the *Even Odds*.

With him are his scantily clad Wadi first officer FACITY, and a human-looking teenage girl of about 14, named MEERA (who we haven't seen before). Dez is so surprised to see Jake that he pretty much forgets why they were running.

DEZ

Jake, what are you doing here?

But before Jake can answer, more figures arrive - the ones chasing after Dez. Wadi police, half a dozen of them, led by none other than Munad. They surround Dez's group and Jake's group alike, all armed and ready to use it.

The Inspector has his gun out, pointing it right at Dez.

MUNAD

Zin Dezovrim, Facity Sleedow...
You're under arrest.

Dez and Facity grit their teeth - caught.

Ending on Jake, Nog and Rena's shocked faces...

BLACK OUT:

END OF SHOW