

STAR TREK: DEEP SPACE NINE

12x13 - "A Bear of Very Little Brain,
or How Kukalaka Saved the Universe."

Screenplay by Martyn Dunn

Based on characters from the series

Star Trek: Deep Space Nine

and on the *Star Trek* tie-in novels
by Pocket Books

TNG 17x13 - "GREATER THAN THE SUM"

Crusher confronts Picard about his reluctance to start a family; he admits it is because he already lost one family ([TNG 5x25 "The Inner Light"](#)). Starfleet has provided *Enterprise* with a multi-vector agent, but there is no way to deliver it except by physical injection, and these Borg attack on sight. It would be a suicide mission. Picard says it must be him, as the Borg want him back more than anyone. Except for Hugh. LaForge is against using Hugh as a trojan horse all over again, but he insists. The entity still doesn't want them fighting, so Chen has to mind-meld with Picard to let him talk to it. He explains about life and procreation, and how the Borg are not life. The entity allows *Enterprise* to proceed... and Hugh sacrifices himself to deliver the MVA. *Einstein* is destroyed, and Crusher is able to save most of *Rhea's* crew. Chen requests to stay aboard *Enterprise*.

TTN 1x13 - "BENEATH THE EYE OF ERYKON"

For millennia, the Eye of Erykon has loomed over Orisha, destroying whatever civilisation developed. In orbit, the energy tesseract hits *Titan* hard. Only [Torvig](#) literally plugging himself into the computer saves the ship. Torvig, Ra-Havreii and Jaza all separately figure out that the tesseract is Orisha itself, moving through space and time. In an attempt to protect themselves from Erykon, they created it. As the planet falls apart around them, the away team are rescued by Y'Lira in the shuttle. She rode the tesseract back to the present, but Jaza insisted she leave him behind to render *Titan's* remains safe. Now they know it is not *Titan* but another Luna-class ship, the *Charon* - the original distress call that brought them here. Y'Lira helps Ra-Havreii dismantle the tesseract tech to stop the shifting and save the Orishans. A thousand years in the past, Jaza is content. The Prophets have found him a new home.

VOY 10x13 - "BLACK"

Since Janeway's death, Chakotay has been isolating himself, drinking hard, unforgiving with the crew. They whisper their worries, but he won't talk to anyone. Only B'Elanna might be

able to get through to him, but no-one knows where she is. When an Orion Syndicate ship steals kemocite from Deep Space Five, *Voyager* chases them down. Kim makes quick work of their shields, and Chakotay orders that if they so much as twitch, destroy them. The merciless order horrifies Paris. When the Orions seem to suffer a coolant leak, Chakotay orders the ship destroyed anyway, forcing Paris to belay the order. It becomes a stand-off on the bridge, but Kim obeys the order, and Chakotay has Paris relieved of duty, insisting that the Orions brought it on themselves. Counsellor Cambridge advises Chakotay that if he doesn't want to end up alone on that bridge, he should direct his obvious anger where it belongs - at Kathryn Janeway.

TEASER

FADE IN:

1 EXT. DEEP SPACE NINE

Standard establishing shot.

2 INT. DS9 - BASHIR'S OLD QUARTERS

Starting on BASHIR, standing and gazing wistfully out of the window at the blanket of stars outside.

BASHIR

I'm going to miss this view.

He turns around, and we move with him, revealing...

The rest of his quarters, almost completely packed up as if to leave. CRATES filled with his belongings, furniture broken down and loaded onto anti-gravs. EXTRAS (dressed in TNG crewman-style utility jumpsuits) guide the anti-gravs out into the corridor, while Bashir observes sadly.

CANDLEWOOD and NOG are also present, tricorders out as they scan the walls of the quarters - for what, we do not know.

NOG

You're moving to practically identical quarters, Doctor.

CANDLEWOOD

And how different can the view really be? It's still stars.

BASHIR

(re the window)

But it's not these stars. The pattern is familiar to me now, after eleven years and a photographic memory.

NOG

Well, you can always move back once we're done. Though I really don't see the difference.

Candlewood has clambered up onto one of the anti-gravs, which wobbles slightly under the additional weight. He uses it to help him reach an AIR CONDITIONING panel high up in the wall, which he scans again with his tricorder.

CANDLEWOOD

Definitely higher-than-safe concentrations of duranium particulate. I mean, it's not like you're going to die any time soon, at least not from this. But it's probably a good idea to move out.

BASHIR

But I still don't understand why. It's never given me any problems before and yet suddenly I can't sleep for the grinding noise and the strange smells.

NOG

I promise you, Doctor, we'll figure out what the problem is with your life support systems and you'll be back to your favourite stars before you know it.

CANDLEWOOD

Help me!

Candlewood is trying to get off the anti-grav, but it's wobbling too much. Bashir steps forward to help. As John jumps down, the anti-grav tips and something falls off...

...it is Bashir's teddy bear, [KUKALAKA](#) (last seen [DS9 8x19 "Cathedral"](#)). Bashir rushes down to pick him up again.

BASHIR

Careful!

CANDLEWOOD

What's that?

NOG

Oh, it's just a toy.

BASHIR

He is not a toy. He's Kukalaka.

CANDLEWOOD

(deadpan)

You still have your teddy bear.

BASHIR

(glower)

I'm also still your senior officer
so wipe that look off your face.

CANDLEWOOD

(hands up)

Pure admiration, Doctor. I'm just
glad of the ammunition the next
time someone calls me childish.

Bashir reverently places the scuffed and well-loved bear
back onto the anti-grav, giving him pride of place on top
of a crate. It's heartbreaking.

BASHIR

Crewman?

(one turns)

Take good care of him, please.
He's important to me.

The crewman nods, and then guides the last anti-grav out
into the corridor... and Kukalaka is gone. Bashir swallows.

NOG

Doctor... he's going straight to
your new quarters. You'll see him
again in a matter of minutes.

BASHIR

Not minutes. I have a full shift
in the Infirmary first. But you're
right - as long as Kukalaka is
there, anywhere will be home.

Bashir gives his old quarters a last nostalgic look around,
then draws up and walks out into the corridor. Nog and
Candlewood watch him go, trying to hold his head high...

CANDLEWOOD

Okay, that was weird, right?
Please tell me it's not just me.

NOG

At least you didn't have to break
into your own step-moogie's room
and steal the thing back for him.

With a curious look from Candlewood - he'll get the full
story later - the two junior officers also head out.

3 INT. DS9 - HABITAT RING CORRIDOR

As Nog and Candlewood emerge into the corridor, they look
one way and see the train of anti-gravs heading away. Then
they turn and head the other way.

But instead of following them, we FOLLOW the train of
moving trucks, and the four lower decks crewpersons guiding
them. The slightly rocky anti-gravs wobble their way down
the corridor and around a corner...

...with KUKALAKA laying on the back of the last crate and
watching the corridors move by. The lights and bulkheads
pass overhead, random station residents pass by on their
own ways to work, barely pausing to glance at him.

Eventually the train reaches a turbolift. The first two
crewmen enter, squeezing two anti-grav platforms into the
turbolift so that the door can only just close.

Once it has, crewman #3 presses the door control again,
then leans against his own anti-grav while he waits for the
next lift to come. He sighs. This thing is taking forever.

After a matter of only seconds, the door OPENS again onto a
new turbolift carriage, and crewmen #3 and #4 manoeuvre
their own anti-grav platforms into the tight space...

4 INT. DS9 - TURBOLIFT (CONTINUOUS)

CREWMAN #3

Habitat ring, level six, section
twenty-two.

The computer BEEPS, and the turbolift starts moving.

Kukalaka watches the lights of the turbolift zoom past. From his horizontal perspective, he can just make out the crewmen leaning against the anti-grav, rocking it. Crewman #3 sighs again...

CREWMAN #3
I hate this job.

Crewman #4 does not respond. He's heard it a hundred times.

The turbolift slows, finally coming to a stop. The crewmen rouse themselves as the door opens, and they begin to move their loads out into the corridor.

But as they jostle their way out, the anti-gravs wobble and tip dangerously, until...

...Kukalaka falls off again, tumbling to the deck. The crewmen do not notice, continuing out into the corridor. And the door closes.

5 **KUKALAKA**

remains lying on the deck, staring at the closed doors.

The turbolift zooms away, to its next destination...

DUN DUN DUUUUUNNNNNN!!!

BLACK OUT

END OF TEASER

ACT ONE

FADE IN

6 KUKALAKA

He is inside a long narrow passage, little more than a vertical Jeffries tube through the core of the station. This is one of DS9's trash chutes, and the teddy bear is falling down it and away from us in dramatic SLOW MOTION.

The wind buffets his furry little form as he falls, other bits of trash fluttering in the air inside the chute as they plummet together. Occasional lights illuminate his beady little eyes as they stare helplessly up at us...

FREEZE FRAME

After a moment frozen, the image begins to

RUN BACKWARDS

at HIGH SPEED. Kukalaka and the bits of trash fly back UP the chute, towards the camera...

We SLAM through the chute's hatch and out into the CORRIDOR again, jump up into the hand of a JUNIOR OFFICER, who walks backwards down the corridor with a friend.

The pair back into the TURBOLIFT that brought them here, where they stand chatting MOS for a second until they lower Kukalaka back to the deck where they found him.

Then they back out of the turbolift again, and we ZOOM IN on Kukalaka on the deck of the turbolift, until we slow back down to

NORMAL SPEED and MOVING FORWARD

7 INT. DS9 - TURBOLIFT

Kukalaka is on the deck...

The door opens and the two JUNIOR OFFICERS enter. They are engaged in chat and don't notice the bear listening in.

OFFICER #1

I have to say, I'm not loving this new shift pattern.

OFFICER #2

You don't say.

OFFICER #1

I do say. Loudly, repeatedly, and to anyone who wants to hear.

OFFICER #2

Except for the one person who could do anything about it.

OFFICER #1

Commander Evik. He hates me.

OFFICER #2

He doesn't hate anyone. You're just tired and grumpy.

(notices Kukalaka)

What is that?

Officer #1 sees Kukalaka, and scoops him up off the deck.

OFFICER #2

Somebody must have dropped him.

OFFICER #1

Exactly.

(calls out)

Does nobody clean up after themselves anymore?! We've got jobs of our own to do, you know!

The turbolift stops, and the two Officers WALK OUT into...

8 INT. DS9 - HABITAT RING CORRIDOR (CONTINUOUS)

...and walk along, Officer #1 carrying Kukalaka. They stomp along the corridor to the nearest TRASH CHUTE set into the wall of the corridor.

Officer #1 opens the hatch with a forceful CLANG, and THROWS Kukalaka into it...

OFFICER #1
And stay there!

...and CLANGS the hatch closed. Officer #1 stomps on along the corridor, Officer #2 following with a deadpan sigh...

OFFICER #2
This is gonna be a great day.
I can just feel it.

9 **INT. DS9 - TRASH CHUTE**

Kukalaka falls down the chute, as we first saw at the top of the act, with the bits of other trash fluttering in the air around him. He falls further and further...

10 **INT. DS9 - WASTE EXTRACTION**

The very bowels of the station, pretty much literally. This is where all the refuse of the station ends up - including biological refuse. Architecture-wise it is not unlike the ore processing plant from DS9 3x07 "Civil Defence".

Several trash chutes emerge from the roof into this room, each dropping their contents into a skip, which when filled rolls along a track and off to elsewhere.

Junior engineer [K'UHLLO](#) (Damiani male-ish, last seen DS9 "Entanglement") is here, standing by one of the chutes and working its control panel. He scans the chute with a tricorder, and harrumphs with discontent at the results.

Then Kukalaka PLUMMETS out of the mouth of the chute, and lands face-up in the skip beneath it. Lying there on the pile of trash thrown out by all the varying species of the station, he stares up at K'Uhllo, and K'Uhllo stares back.

K'UHLLO
Hello. Where did you come from?

Kukalaka doesn't answer, so K'Uhllo leans precariously over the lip of the skip and plucks the bear off its bed of slimy and generally gross rubbish. The Damiani engineer looks at it this way and that, then gives a shrug.

K'UHLLO

Okay, so you're a bit torn and frayed and slimy and dirty. But you don't deserve to be thrown into waste extraction. Come on, I'll take you to someone who'll want you.

K'Uhllo packs up his equipment, hauls the bag of gadgetry onto his shoulder and, carrying Kukalaka, heads out.

11 INT. DS9 - PROMENADE

Doctor Bashir leaves the bar after his lunch break, and takes the short walk across the Promenade to the Infirmary.

On his way, he notices K'Uhllo walking towards us, bag over his shoulder. Bashir waves a friendly hello. K'Uhllo offers a polite nod in return. Then Bashir enters the Infirmary.

PAN AROUND K'Uhllo until we see the back of him...

...and Kukalaka riding on his back, hanging off the strap of the engineering toolkit bag, invisible from Bashir's perspective. K'Uhllo continues to stroll along, unawares.

ALIEN #1

Gnnnaaahhh!!!

K'Uhllo turns in surprise to see a huge, hulking ALIEN #1 of the occasional background [GORORM](#) species - large and bulky, and POINTING right at K'Uhllo in amazement. K'Uhllo stops in confusion... as do many others on the Promenade.

K'UHLLO

Sorry, can I help you?

ALIEN #2 wanders up to join Alien #1, rather less excited.

ALIEN #2

(what's going on?)

Tejabu kanewa?

ALIEN #1

(look at it!)

Gnah! Gnah epestu na!

K'Uhllo actually speaks this language - a little anyway.

K'UHLLO
Rupey Gororm-eh?

ALIEN #2
(pleasantly
surprised)
Weh! Gororm-eh-ru. Su basta
Gororm-eh?

K'UHLLO
(quibble)
Sipur. Tejabu kanewa?

ALIEN #1
(still pointing)
Gnah epestu na! Desh Quamal!

K'Uhllo realises the alien is pointing at Kukalaka, hanging off his bag strap. He unhooks it and hands it out to them.

K'UHLLO
Na?

ALIEN #2
(unimpressed)
Nopurati.

ALIEN #1
(insistent)
Quamal! Desh Quamal!

K'UHLLO
You want it? I was going to give
it to charity, but if it means
something to you... please.

Tentatively, reverently, Alien #1 reaches out and takes the dirty teddy bear off K'Uhllo. He gazes at it in awe.

ALIEN #1
Quamal... Desh Quamal.
(to K'Uhllo)
Decuru itequama! Itequama!

Alien #1 backs away, bowing quickly and often, thrilled to be given this gift. Neither Alien #2 nor K'Uhllo quite understand what the big deal is, but if he's happy...

ALIEN #2

(shrug)

Decuru.

K'UHLLO

Teyash.

The two aliens turn and walk away, Alien #1 still in awe. K'Uhllo turns with a bemused smile and continues on his way down the Promenade.

12 INT. DS9 - GUEST QUARTERS

Aliens #1 and #2 enter their guest quarters aboard the station. #1 is still super-excited, #2 still confused.

ALIEN #2

Bin sheshukata? Tejabu kanewa
ipelaca?

ALIEN #1

Desh Quamal! Bach-tesh.

Alien #1 leads #2 to a chest of drawers. He places Kukalaka gently on top of it, making sure the bear is comfortable.

Then he opens one of the drawers and equally gently pulls out a BOOK, clearly old and important, TRIANGULAR in shape.

He lays the book on the counter next to Kukalaka and opens it along one edge, folding it out a layer at a time until it becomes a HEXAGON of paper, each fragile triangular page decorated with a mix of sketches and alien writing.

And there on the last page is a drawing of what looks very much like Kukalaka himself - a teddy bear-like shape with dark and unblinking eyes, a figure in this race's religion.

ALIEN #1

Quamal. Desh.

Alien #2 finally gets it. He looks back and forth between the image in the book and the real-life teddy bear sitting beside it... and the resemblance really is striking.

ALIEN #2
Quamal... desh. Desh!

ALIEN #1
(to the heavens)
Itequama...

ALIEN #2
Itequama! Itequama!

Both aliens are now equally enraptured...

13 INT. DS9 - BASHIR'S NEW QUARTERS

Bashir walks through the door into this unfamiliar set of quarters (which are basically identical to his old rooms). He is tired after a long day's work, and is looking forward to just relaxing...

...Not helped by the sight of all his belongings still in their crates, piled up in the middle of an otherwise empty and undecorated room. Bashir sighs - not what he needed.

But there's nothing else for it. He slumps across the room to the nearest crate and begins digging through it. There are spare uniforms, bedclothes, tubs of toiletries.

Bashir picks up the uniforms, carries them through into the bedroom, comes back. He pulls out a small pile of books, carries them across the living room to place onto a shelf.

On his way back, he pauses to look out of the window.

BASHIR
Definitely not the same view.

He goes back to unpacking. But after a while of lifting stuff out of the crates and moving them across to drawers and into the bedroom, he stops and thinks for a moment.

BASHIR
Where's Kukalaka?

Not too worried yet, he checks all of the other crates. He lifts things up, looks underneath, consternation growing with each failure to find his beloved teddy bear.

BASHIR

He's not here. I specifically told them to be careful with him!

He keeps searching for a few moments more, but it is clear the bear is not present. Furious, he slaps his combadge.

BASHIR

Bashir to Security.

EVIK (comm)

Go ahead, Doctor.

BASHIR

Red alert, Commander. I have a missing persons report.

EVIK (comm)

Understood, Doctor. If you can give me the name of the individual in question, and their last known location, I'll get my officers on the case immediately.

BASHIR

He was last seen in my old quarters - habitat ring level four, section twelve. His name is Kukalaka.

EVIK (comm)

Unusual name. What species?

BASHIR

He's my teddy bear.

An awkward pause.

EVIK (comm)

I'm sorry, could you repeat that?
I'm not sure I heard you right.

BASHIR
He's my teddy bear, and he should
be in my quarters, and he's not.
(plaintive)
Where could he be?

Off Bashir's troubled brow...

14 INT. DS9 - GUEST QUARTERS

Kukalaka is fixed to the wall, in a crucifix pose with a
spotlight shining on him.

ALIENS (o.s.)
(prayer)
Itequama... itequama...

PULL BACK until we see the two huge hulking aliens on their
knees before Kukalaka, doing the full "we're not worthy"
with hands to the heavens then heads to the deck.

ALIENS
(prayer)
Itequama... itequama...
itequama... itequama...

As the aliens continue to pray to their god...

FADE OUT

END OF ACT ONE

ACT TWO

FADE IN

15 INT. DS9 - SECURITY OFFICE

Bashir paces back and forth in the security office. Lt Cmdr EVIK sits behind the desk, and Cmdr RO stands with arms folded, watching Bashir pace.

RO

You realise this amounts to filing a false police report? To wasting security's time? You could face consequences for that, Doctor.

BASHIR

This is important, Commander!

RO

Doctor... you called red alert over a missing toy. A toy. What the hell were you thinking?

BASHIR

(stops pacing, sags)

Alright, yes. Kukalaka is a toy. Doesn't mean he's not important. He's been with me since I was a child. All through the Academy. The Dominion War. The Gamma Quadrant mission. I am not going to lose him now just because some crewman can't do his job properly.

EVIK

There's a clear chain of custody from your old quarters on level four to your new ones on level six. The movers took two turbo-lifts, and did not interact with anyone else on the way.

BASHIR

Have they been back and checked the turbolifts?

EVIK

Yes, Mister Candlewood traced the exact carriages they used, and there was no sign of it.

BASHIR

But he has to be somewhere!

RO

I sympathise, Doctor. I'll get Major Cenn to put a message in the station bulletins for people to keep an eye out. But I cannot authorise any more than that, and you are not to make any similar reports in future. Understood?

BASHIR

(defeated)

Understood, Commander.

16 INT. DS9 - BASHIR'S OLD QUARTERS

Bashir's old room is now a building site. Plastic covering is draped around the walls, air conditioning grills are open and a handful of engineers work on bits of machinery that have been pulled out and dismantled.

Bashir approaches Nog, who is in the thick of this. Both are wearing face masks which muffle their voices, to help protect their breathing from all the work going on.

NOG

Sorry. Haven't seen it. You watched it leave the room on the back of that anti-grav before either of us left the room. And we've stripped this place down to the stem-bolts. So it's definitely not still in here.

BASHIR

Do you at least know what's wrong with my quarters yet?

NOG
(muffled)
Not a clue.

BASHIR
(didn't hear)
Pardon?

NOG
(pulls mask off)
I said, not a clue. Everything
seems fine so far. But the sooner
you stop asking me about teddy
bears, the sooner I can get an
answer for you.

BASHIR
(sigh)
Alright. Thanks, Nog.

Nog COUGHS a few times from the dust in the air, then
replaces his mask and goes back to work. Bashir leaves.

17 INT. DS9 - GUEST QUARTERS

Alien #1 lies in bed, sickly and feverish. Alien #2 hovers
over him, taking care of his friend but also angry.

ALIEN #2
Sapurare gassum-twa! Gil-besh-od
funtey-gama.

ALIEN #1
(croaky)
Gnah. Sheshu urey-pa.

ALIEN #2
Imbur "Quamal" feh.

ALIEN #1
(appalled)
Jimuu! Itequama Gororm-eh.

Unconvinced by his friend's denial, Alien #2 gets up from
the bed, stalks across the room, glaring at Kukalaka still
pinned to the wall, and grabs the Holy Book.

He brings it back to Alien #1, and unfolds it to the same page as before - the image of what appears to be Kukalaka.

ALIEN #2
Desh Quamal.

Alien #2 unfolds the book another page, and reveals another drawing on the next page... again of KUKALAKA, but this time looking much more menacing. His formerly black shining eyes are now an angry red. Alien #2 points at this.

ALIEN #2
Quamal depicacu!

ALIEN #1
(shakes head)
Ba. Ba.

ALIEN #2
Weh! Quamal depicacu. Imbur-na.
Esh-a, ipelaca!

ALIEN #1
Ba!

ALIEN #2
Weh!

Determined, and against his friend's protests, Alien #2 folds the book back up, stomps back across the room.

He puts the Holy Book down, pulls Kukalaka off the wall. He waves it angrily at Alien #1 on the way across the room...

ALIEN #2
Depicacu!

...and then exits into...

18 **INT. DS9 - HABITAT RING CORRIDOR**

...where he stomps to the nearest trash chute, opens it and THROWS Kukalaka into it, before SLAMming the hatch shut and stomping back to his quarters.

19 **INT. DS9 - WASTE EXTRACTION**

...and Kukalaka shoots out of the open bottom of the chute, LANDING again in the skip of station trash, SQUELCHING into the left-over muck and garbage.

K'Uhllo looks down at him, baffled.

K'UHLLO

You again? I guess those Gororm
didn't want you after all.

He reaches down into the slimy skip and fishes out the poor unwanted bear with a grimace. The Damiani engineer COUGHS a few times, wipes his silvery eyes with his free hand, then talks to Kukalaka again.

K'UHLLO

That's what comes from working in
waste extraction all week. You're
not looking too healthy yourself.
But come on - I'll take you to
charity after all.

K'Uhllo hefts the mucky bear into his gear and onto his shoulder again, and heads out.

K'UHLLO (cont)

Somebody's bound to want you.

CUT TO:

20 **INT. DS9 - PIF'S FAMILY QUARTERS**

(Last seen [DS9 11x08 "Puppy Love"](#))

TIFF curled up in one of the fur-covered doghouses, his paws clutching tightly at Kukalaka, his head resting on the bear's chest as he WHEEZES in deep sleep. Tiny legs kick in his sleep, paws pulling the bear tight so it can't escape.

PULL BACK until we see the full room, with its numerous things to climb on and jump off of - steps that go nowhere, huge pillows and cushions and beanbags strewn about. But all is quiet, as all six puppies are curled up in sleep.

Parents PIF and SETT are likewise curled up together in a beanbag, but still awake and gazing over at their sleeping children with love.

PIF

Aww... look at him. He loves it.
Thanks for finding it.

SETT

Tiffo found it. The moment he saw it in the charity shop, I knew he wouldn't be stopped.

PIF

I would have been happier if they'd washed it first, though. It's a bit grimy...

SETT

He wouldn't let me give it a wash. He wanted to cuddle it straight away, couldn't bear to wait.

PIF

Well, as long as he's happy. Shall we go to bed?

SETT

Go ahead. I'll be in in a second.

Pif clambers out of the beanbag and off screen.

Once her husband has gone, Sett clambers out as well, and quietly pads over to her babies. Gently, so as not to wake him, she nuzzles little Tiff's sleeping head.

SETT

Sleep tight, Tiffles.

Then she too heads off screen.

But we stay on Tiff, fast asleep, his little legs twitching as he runs in his dreams.

Bashir lies in his own bed, the half-decorated room dark around him. He tosses and turns in the bed, unable to sleep for thoughts of his missing teddy bear. He sighs, stares at the ceiling, out of the window at the unfamiliar stars.

Without Kukalaka, nothing feels right.

He finally throws the sheets aside and gets out of bed. Rubbing his eyes and stretching out his neck, he walks through into the living room, looks again at the half-unpacked crates of his belongings.

He knows Kukalaka is not in them, but he can't stop himself from checking again. He opens the nearest one and begins looking through...

22 **TIFF**

Still asleep, his little legs kicking and his closed eyes flickering as he dreams...

23 **INT. DS9 - HABITAT RING CORRIDOR**

Tiff RUNS down the deserted corridor, utterly terrified as something big and scary and unseen CHASES him in big heavy THUDDING footsteps.

Still running, Tiff looks behind him at what is chasing...

There's nothing there, but the heavy THUDDING footsteps continue, growing louder and closer...

Tiff continues running...

24 **TIFF**

Still asleep, WHIMPERING under his breath now as he dreams.

25 **INT. DS9 - HABITAT RING CORRIDOR**

Tiff looks behind himself again, and sees only an empty corridor. But around the corner, the THUDDING footsteps grow nearer and nearer, until something emerges...

It is KUKALAKA.

But this teddy bear is a GIANT, big enough to fill the corridor as its huge furry feet THUD on the deck and its black beady eyes shine threateningly.

The bear ROARS, a fearsome sound that strikes terror into poor innocent puppies. Its black eyes BURN RED, and BOLTS OF ELECTRICITY shoot from its furry fingerless paws.

As it pinpoints Tiff cowering on the deck, it ROARS again and begins to THUD down the corridor towards him.

Tiff turns and runs again...

26 **TIFF**

The dreaming puppy's legs continue to kick in its sleep...

27 **INT. DS9 - HABITAT RING CORRIDOR**

The corridor reaches a dead end - Tiff looks both ways, but there is nowhere else for him to run.

All he can do is back up tight against the bulkhead, a tiny defenceless green-furred puppy at the mercy of the huge, roaring, thundering teddy bear bearing down the corridor. Nowhere to run, no escape, no way out...

QUARK (o.s.)
Hey! Leave him alone!

As Tiff looks up in amazement, QUARK steps out of nowhere (it's a dream, we don't need logic) and stands in front of the puppy, brandishing a stick towards the oncoming bear.

QUARK
I said leave him alone! This puppy
is under my protection!

It's Tiff's hero, Ambassador Quark to the rescue! The giant Kukalaka ROARS in frustration, but Quark stands his ground.

QUARK
Leave this place and do no harm!

Realising that Quark will not be defeated, the bear slowly turns around, his fur SQUEAKING against the metal walls as

he manoeuvres in the tight space, and begins THUDDING back the way he came. His roars are now vanquished grumbles.

On the deck, the rescued Tiff begins YIPPING excitedly...

28 **INT. DS9 - PIF'S FAMILY QUARTERS**

...while back in the real world, the sleeping puppy also YIPS himself awake. He realises where he is, and what he's holding - Kukalaka himself.

Disgusted, Tiff immediately THROWS the bear out of his bed, gets to his feet and YELLS...

TIFF

Mom!!!!

BLACK OUT

END OF ACT TWO

ACT THREE

FADE IN

29 INT. DS9 - HABITAT RING CORRIDOR

Pif trots happily down the corridor, with Kukalaka carried in his jaws, until he reaches the nearest trash chute.

He stretches up on his hind legs, PULLS open the hatch with both paws, SPITS the bear out of his mouth down the chute, and lets the hatch SLAM shut as he returns to all fours.

He turns and trots back down the corridor, gurning at the nasty, dirty taste left in his mouth...

30 INT. DS9 - WASTE EXTRACTION

...and Kukalaka shoots out of the chute again, landing in another pile of garbage. K'Uhllo stares at it, amazed...

K'UHLLO

Oh, come on!

Frustrated, still coughing, K'Uhllo grabs the bear again...

31 INT. DS9 - STATION PRE-SCHOOL

K'Uhllo stands at the door of the station's pre-school room (last seen [DS9 8x16 "Baby Steps"](#)), handing Kukalaka over to GAVI the regular pre-school teacher (Bajoran male, last seen [DS9 10x07 "Instinct"](#)). Gavi is rather confused...

K'UHLLO

Please take this.

GAVI

Umm, okay, thanks...? The school's not actually open for the morning yet, Ensign. We're only just setting up...

Gavi gestures to demonstrate, and we see a WOMAN helping to set up the room, ready for the children - open-front cabinets and shelves line one wall, tables under the windows, and mats and pillows strewn on the floor.

K'UHLLO
I know, but I keep finding it
thrown away, and it's too cute to
get destroyed.

(cough)

I just want to feel like it went
to a good home. I'm sure the
children will love it.

Gavi takes Kukalaka, holding the dirty bear uncertainly...

GAVI
It doesn't look very clean...

K'UHLLO
(cough)
Sorry, gotta run! Thanks!

And K'Uhllo heads away, coughing his way down the corridor,
leaving Gavi nonplussed and holding the bear...

32 **INT. DS9 - INFIRMARY**

The door opens and Bashir slumps through, arriving to begin
his morning shift. He is downcast and unrested after a
sleepless night worrying about Kukalaka.

Nurse RICHTER is already there, sees the state of him.

RICHTER
Morning, Doctor! Oh... still no
luck?

BASHIR
I'm afraid not. I've asked around
- security...

CUT TO:

33 **INT. DS9 - QUARK'S BAR**

Bashir is sat at a table, talking to JUNIOR OFFICER #1, the
one who first threw Kukalaka down the trash chute. They are
not really paying attention to what Bashir is asking; they
are more interested in their own rant.

OFFICER #1

I am fed up of people just leaving stuff lying around. So I decided to stop giving a damn. If I ever do find anything left on the deck these days, I just throw it in the trash. Don't even look what it is.

Bashir is disappointed, and a bit disquieted...

CUT TO:

34 INT. DS9 - INFIRMARY

Bashir continues his explanation to Richter...

BASHIR

...Engineering...

CUT TO:

35 INT. DS9 - QUARK'S BAR

NOG is on his lunch break, and is getting a bit exasperated with Bashir's nagging while he is trying to eat his food.

NOG

Look, K'Uhllo has been on duty in waste extraction all week, and he hasn't reported anything to me. And I have too much to do to go digging around in the trash. If you want to do it, feel free.

Bashir slumps again in disappointment...

CUT TO:

36 INT. DS9 - INFIRMARY

Bashir continues...

BASHIR

...I even asked at the bar.

CUT TO:

37 **INT. DS9 - QUARK'S BAR**

Bashir stands at the bar, talking to QUARK himself...

QUARK

You know, Doctor, if you're looking for something warm to cuddle up to at night, I'm sure I can put you in touch with the right kind of people...

Bashir rolls his eyes and walks away.

CUT TO:

38 **INT. DS9 - INFIRMARY**

Bashir slumps into his desk chair, thoroughly disheartened.

BASHIR

(continuing)

...and nobody seems to know what I'm talking about. Or care, for that matter.

RICHTER

I'm sorry. You could always make a new one from the replicator.

BASHIR

Wouldn't be the same.

(rallies)

So what's on the agenda for today?

RICHTER

Had an odd number of respiratory infections to deal with overnight. It's probably just allergy season or something, but...

BASHIR

On a space station? Not likely. Show me the records...

39 **INT. DS9 - STATION PRE-SCHOOL**

The room is now half-full with young children of pre-school age, running around madly as such creatures do. The door opens and five PUPPIES come barreling through. Gavi notes Pif standing there, seeing them off.

GAVI

Morning, Pif! Only five today?

PIF

Tiffo wasn't feeling very well. Poor little guy. He had a bad dream... but then he was looking kinda peaky this morning. Our little Tiffles has the sniffles!

GAVI

Funny... I'm down quite a few this morning. Seems like something's going around. Ensign K'Uhllo was here earlier, and he looked even greener than usual too.

PIF

Oh, I'm sure it'll all be fine. I'm taking Tiff to the doctor this afternoon though, just to be sure.

GAVI

Okay, well, tell him I hope he feels better soon.

Pif nods and heads away, the door closing behind him.

Across the room... is KUKALAKA, sitting on one of the open shelves. Two of the puppies - BIF and FETT - trot over.

BIF

Hey, Fett - look! It's Tiff's little doll thing.

FETT

Mine!

The rambunctious girl puppy instantly GRABS the teddy bear off the shelf in her mouth, and RUNS OFF with it. Bif (the one who works at the shop) gives chase...

40 **INT. DS9 - INFIRMARY**

Bashir flicks through the pages on a medical PADD, his doldrums distracted by a medical mystery.

BASHIR

Hmmm... this number of respiratory infections is definitely way above average.

(different padd)

And Doctor Aylam's reports suggest she's been seeing similar results. This may be something we need to report upwards to Commander Ro.

Before he gets the chance, the door opens and K'Uhllo enters, coughing and spluttering.

K'UHLLO

Doctor...? I really don't feel very well...

BASHIR

Come in, Ensign. What seems to be the problem?

K'UHLLO

Got this cough I can't seem to get rid of.

Bashir exchanges a knowing look with Richter...

41 **INT. DS9 - STATION PRE-SCHOOL**

FETT runs around the playroom with Kukalaka still in her teeth. BIF chases after her.

BIF

Fett, that's not fair. I want to play with it too. I'm telling dad!

Fett continues to run, not caring...

42 INT. DS9 - INFIRMARY

K'Uhllo sits sideways on a bio-bed, still coughing. Bashir scans with a medical tricorder while Richter takes notes.

BASHIR

Okay... subject is a Damiani cogenitor, age twenty-four standard years. Ensign, can you tell me when you first started experiencing these symptoms?

K'UHLLO

(between coughs)

I felt it coming on for a while. I've been pulling extra shifts in waste extraction.

BASHIR

Yes, Nog said you'd been down there all week. Must be lovely.

K'UHLLO

A lot of my crew are out sick, and since I'm head of environmental, I took it on myself. I figured it was just over-work at first, plus the air down there isn't the freshest, but now...

BASHIR

Did you notice anything unusual down in waste extraction that might account for your condition?

K'UHLLO

No - it's all completely average.
(cough)
Unless you count that doll thing.

Bashir pauses, his ears immediately perking up at that...

BASHIR

Doll...?

K'UHLLO

Yeah, this little furry toy. It landed in the trash one day and I thought it was too nice to throw away, so I kept it and gave it to people who might want it. But it kept coming back to the trash.

Bashir exchanges a look with Richter. He knows this ought not be his priority right now, but he can't help himself.

BASHIR

Ensign, this might be important - do you know where the doll is now?

K'UHLLO

(cough)

I gave it to the pre-school this morning. They've probably thrown it out as well by now...

Bashir really wants to, but he knows he shouldn't...

RICHTER

(indulgent smile)

Go on. I can handle this myself.

BASHIR

Thanks, Kristen.

Excited, Bashir downs tools and dashes out of the room, leaving K'Uhllo somewhat confused (and still coughing).

43 INT. DS9 - STATION PRE-SCHOOL

Bif finally manages to SNATCH the ratty old bear out of his sister's mouth with his own teeth, and goes running around the room with it. She gives chase in turn...

44 INT. DS9 - TURBOLIFT

Bashir JUMPS into the turbolift just before the doors close, clearly in a huge rush and ignoring the alarmed looks from the EXTRAS already in there. As the lift begins to move, he wills it to go faster, go faster...

45 **INT. DS9 - STATION PRE-SCHOOL**

Fett catches up with Bif and GRABS for the bear again. But he refuses to let go. Soon both puppies have their sharp little teeth sunk into the bear, GROWLING at each other as it becomes a tug of war, with Kukalaka caught in between...

46 **INT. DS9 - HABITAT RING CORRIDOR**

Bashir runs out of the now-arrived turbolift and PELTS down the corridor, nothing else on his mind but getting to Kukalaka. We go into SLOW MOTION as Bashir eagerly runs...

47 **PUPPIES**

FIGHTING, Kukalaka wrenched back and forth between them...

48 **BASHIR**

In the open doorway of the school, his face full of hope...

49 **KUKALAKA**

Caught in two sets of fighting teeth... and he RIPS in a big jagged tear down his belly, stuffing BURSTING out like fluffy white blood. The puppies drop him to the deck...

50 **BASHIR**

RUNS into the room. Falls to his knees in horror. Gently lifts his fallen friend from the deck. Cradles him in his arms. And throws his head back with a CRY to the heavens...

BASHIR
NOOOOOOooooooooo.....!!!

BLACK OUT

END OF ACT THREE

ACT FOUR

FADE IN

51 INT. DS9 - INFIRMARY

Kukalaka lies on a bio-bed, his tiny furry chest torn open and bleeding white fluffy stuffing. Hands reach and gently, carefully pierce the cloth of his chest with an old-style needle and thread, slowly pulling the wound closed.

PULL BACK until we see that Bashir is the one performing this delicate operation, slow and methodical, subdued as he works to bring his friend back to life.

RO (o.s.)
I'm sorry, Doctor.

PULL BACK until we see Ro standing nearby, watching the doctor work. The Infirmary is otherwise quiet, although we might spot K'Uhllo still in the background out of earshot, being treated by Richter.

RO
(continuing)
At least you've found him now.

BASHIR
Yes... although he's obviously had a rough time of it on his little adventure.

Bashir continues to work, focused on his patient, mending him steadily and calmly, never taking his eyes off him.

RO
Where did you get the materials to repair him?

BASHIR
Left over from Garak's shop. I inherited whatever he left behind when he went back to Cardassia.

RO

You certainly act like you've done this particular operation before.

BASHIR

It's hardly the first time I've had to repair him, Commander. He was my first patient when I was five years old.

RO

Why do you care so much?

BASHIR

Didn't you have toys as a child?

RO

I was a refugee, Doctor. If it wasn't food or shelter or a weapon, we didn't keep it.

BASHIR

My family moved around so much, trying as best we could to stay ahead of any suspicious looks or curious authorities... Kukalaka is the only thing I kept hold of. My only friend for years.

RO

But you're not a child anymore, Doctor. And you have friends here. Dax, O'Brien, Garak... me. You don't need him anymore.

BASHIR

That's not true.

RO

Why not? What's so important about this ratty, old, moth-eaten toy that you turned the whole station upside down to find him?

Bashir keeps his eyes on the doll, mending him with care and delicacy. His voice is low and slow, almost a whisper.

BASHIR

Because I need to protect him.
He's so small. Simple. Weak and
silly. He's been torn apart and
sewn back together so many times,
just to make others happy. He
never hurt anyone. He only exists
to make people feel better.

Slowly, Ro silently realises the truth, her face crumpling
in sad understanding - Bashir is talking about himself.
Kukalaka is him. She feels terrible about how she treated
him. She quietly steps forward and lays a comforting hand.

RO

Then I'm glad you found him.

He finally looks up at her, wearing a grateful smile with
tears threatening at the corners of his eyes.

The operation complete, he steps back with satisfaction. He
pulls out his medical tricorder and begins to scan the tiny
teddy bear's prone body. Both Bashir and Ro know it's all
part of the game, like you would do for a child.

RO

What's the prognosis, Doctor?

BASHIR

Good as new.

RO

Shall we put him somewhere safe?

BASHIR

I think he could use a bath...

Bashir's tricorder BEEPS, alarming them both. Bashir
inspects the screen more closely, concerned...

RO

Wow. You really did bring him back
to life.

BASHIR

It's not that...

Before he can go into it any further, the Infirmary door opens and there is something of a commotion. Bashir leaves Kukalaka on his bio-bed and goes to see what's going on.

The Gororm are there. ALIEN #1 is practically on death's door - sweating and shivering, hitching his breaths, eyes rheumy and unfocused. ALIEN #2 is holding up his friend, in better health but clearly beginning to be affected as well.

ALIEN #2
(croaky)
Gassum-twa... ritta-me? Weh?

RO
What did he say? Is the universal translator not working?

BASHIR
No, they're Gororm - it doesn't translate for some reason.

Bashir doesn't speak Gororm, so instead he begins some broad gestures - not a full sign language, but enough to make his meaning known without being condescending.

BASHIR
(with gestures)
Come in, come in, we'll help you.

Alien #2 seems to understand, and helps Alien #1 stagger into the same room where K'Uhllo and Richter are.

ALIEN #2
Decuru... decuru...

With a groan, Alien #1 slowly lays back onto the bio-bed, wheezing distressingly with Bashir and Richter's help. Ro stays out of the way, but within earshot.

Bashir begins an inspection, while Alien #2 stands by the bed, desperately trying to make the doctor understand...

ALIEN #2
Sepu Quamal, bin imork-se. Ipelaca
na fod gil-besh. Ritta-me!

BASHIR

Clearly another one of these
respiratory infections. I just
wish I could understand...

Alien #2 recognises K'Uhllo, and excitedly grabs him from
his own bio-bed, dragging him over towards his friend's.
The engineer is not looking much better than them.

ALIEN #2

Chom! Su basta Gororm-eh! Ritta-
me, gil-besh-od-feh, weh?

BASHIR

Wait, you speak Gororm?

K'UHLLO

A little. I did some field studies
there during my pre-Academy days.

(coughs)

Tejabu kanewa? Rempey.

ALIEN #2

(slowly)

Quamal depicacu. Gil-besh na,
ipelaca, esh-a, ni ba.

K'UHLLO

He seems to be blaming it on his
god. Apparently it's a vengeful
god, and they tried to cast it
out, but it was too late.

(to alien)

Wait - su di Quamal. Bas ni rimeca
fal-desh?

ALIEN #2

Weh! Weh! Ritta-me!

K'UHLLO

Oh, dear.

RICHTER

What is it?

Then the door opens again, and PIF is there, looking very worried as he carries little TIFF in his mouth by the scruff of the puppy's neck. The child is sagging...

PIF
(muffled)
Doctor! Can you help us?

BASHIR
Pif!

Ro runs over, gently takes the half-conscious puppy from his father's jaws and carries him to a third bio-bed. Pif quickly follows. The limp puppy is hitching breaths...

PIF
Please help him. He said he felt ill this morning, but he's just got worse and worse...

BASHIR
We will, I promise. Nurse, prepare a general anti-bacterial agent for all these patients. Ensign - why did you say "oh dear" ?

As Richter moves to do as she is told, and Bashir scans little Tiff with a medical tricorder, K'Uhllo explains...

K'UHLLO
Well, I told you I'd been in waste extraction all week...

BASHIR
Yes, and that could explain your condition. But how does it affect Tiff and the Gororm?

K'UHLLO
Your toy. Your doll thing. The first people I gave it to... were these Gororm. They seemed to like it - they called it Quamal. And that's the same word they used to describe their vengeful god.

RICHTER

Your teddy bear is a god?

Bashir gives an annoyed warning glare to Richter, then back to business...

BASHIR

Okay, who had it after the Gororm?

K'UHLLO

I gave it to the charity shop for the Bajoran orphans fund.

PIF

That's where Tiff saw it, and Sett bought it for him!

RICHTER

And the woman from the charity shop was one of the patients I treated on the night shift.

BASHIR

(horrified
realisation)

Kukalaka is the disease vector. He's the one who's been spreading this infection around the station.

K'UHLLO

By the horns of Ho'nig...

RO

And the last place you found it, before you brought it here...

BASHIR

...was the station pre-school.

PIF

You mean, my puppies? They've all got this?

RO

All the station's children.

Ro's combadge TRILLS - she taps it to receive.

NOG (comm)

Lieutenant Nog to Commander Ro.

RO

Go ahead, Nog.

NOG (comm)

Commander, we've completed our investigation of Doctor Bashir's quarters, and we've figured out what the problem was.

RO

That's great, Lieutenant, but can it wait? Kind of in the middle of something here.

NO (comm)

I'm afraid not, sir. Some kind of biological residue got into the works, and I'm no doctor, but it doesn't look like something we want in our environment systems.

BASHIR

An infectious agent?

NOG (comm)

That's what it looks like to me.

Suddenly Bashir's combadge TRILLS as well - worried for what's coming next, he taps to receive.

GAVI (comm)

Gavi to the Infirmary!

BASHIR

This is the Infirmary, go ahead.

GAVI (comm)

Doctor, I think we need your help. All the children, they can't seem to stop coughing...

PIF
My puppies!

BASHIR
Understood, Gavi - I'll get
someone down to the pre-school as
soon as I can. Infirmary out.
(taps badge again)
Bashir to all medical personnel.
Emergency conditions - report for
orders immediately.

He looks to Ro - she understands and slaps her own badge.

RO
Ro to Major Cenn and Lieutenant
Commander Evik. We have a station-
wide contamination situation. I am
authorising full quarantine. This
is red alert - for real this time.
As of right now, no-one gets onto
this station... and no-one leaves.

As Bashir and Richter continue to work on their patients,
RED ALERT lights begin to flash throughout the Infirmary...

BLACK OUT

END OF ACT FOUR

ACT FIVE

FADE IN

52 INT. DS9 - INFIRMARY

The door of the Infirmary is open, and people STREAM in. While the RED ALERT lights flash, it seems like half the station is reporting sick, and Bashir, Richter and all the station's medical crew are struggling to handle it.

CREWMAN #3 (who lost Kukulaka in the first place), OFFICER #1 (who threw him down the chute first), and many others are among them. K'Uhllo has stuck around to help - he receives the others and guides them in.

K'UHLLO

Come on through, come on through.

Next to step into the door are NOG and CANDLEWOOD. Nog still wears his face-mask loose around his neck. On the other hand, Candlewood is grey and sweaty and coughing.

BASHIR

Nog! John!

NOG

He needs help - he must have caught it from working in your quarters.

BASHIR

What about you - are you okay?

NOG

Ferengi immune system, remember?
(re mask)
Plus I had this on.

CANDLEWOOD

(super dramatic)
Leave me to die. Save yourselves.

Bashir guides them to a spare corner, but stops to ponder. He is thinking things through. Then he turns and walks away. Confused, Candlewood watches him go.

CANDLEWOOD

Hey! I was only kidding!

Nog and K'Uhllo follow Bashir through to the other half of the Infirmary...

...where they find Kukalaka now perched on a counter top. Bashir grabs his medical tricorder and begins scanning the teddy bear again...

NOG

Umm, Doctor? I really don't think this is the time.

BASHIR

It may be the only time we have, Nog. Kukalaka is the disease vector. Ro's got Cenn trying to track his movements around the station, but that will take too long. K'Uhllo - you said he kept getting thrown in the trash.

K'UHLLO

After all the people I gave him to threw him out, yes.

BASHIR

That means he's likely got the highest concentration of whatever this infectious agent is, outside of waste extraction itself anyway. And that means he's our best shot at synthesising a counter-agent.

K'UHLLO

But you've got a counter-agent. Whatever you gave me works, I feel fine now.

BASHIR

But it won't keep working if this thing keeps spreading. We need to hit it at the source.

Bashir grabs a petri-dish and a utensil, and begins SCRAPING Kukalaka's fur, tiny particles falling off and into the dish. That done, he carries the dish over to a scanning device, and places it inside.

BASHIR

Computer, analyse this substance, identify infectious agent, and devise a counter-agent that will be effective on a mass scale.

COMPUTER

Working.

As they wait, they look around at the Infirmary - getting more and more full with coughing, spluttering, wheezing patients. It will only get worse if they can't fix this.

COMPUTER

Analysis complete.

BASHIR

Display results.

The COMPUTER SCREEN shows complex medical data, which Bashir inspects. He grabs a padd off the counter, taps a few keys, then hands it to Nog.

BASHIR

This is the counter-agent. I need it replicated - as much as you can, as quick as you can.

NOG

I'm on it.

BASHIR

You need it in two forms, Nog - the first has to be really strong, probably in a liquid base. It's to disinfect the entire waste extraction section.

K'UHLLO

I'll take that job. This is basically my fault anyway.

BASHIR

The other form has to be lighter
and gaseous enough to spread
throughout the station via the
life support systems.

Candlewood coughs from nearby - he has been listening in.

CANDLEWOOD

I can do that.

BASHIR

Are you sure you're up to it?

CANDLEWOOD

I'm stronger than I look.

(coughs)

Although not by much. Show me.

Still wheezing but powering through, Candlewood pushes Bashir aside and inspects the data on the screen. Nog and K'Uhllo turn and head out of the Infirmary. Meanwhile Bashir returns to treating the influx of patients...

53 INT. DS9 - INDUSTRIAL REPLICATOR

Where Nog creates all his biggest pieces of engineering machinery. He and K'Uhllo work together at the controls, until six large CANISTERS with a blue liquid (visible through their transparent walls) MATERIALISE on a platform.

Nog and K'Uhllo both move to carry the canisters off the platform, placing them to the side, where there are dozens more canisters already replicated. Then they return to the controls and begins preparing the next batch...

54 INT. DS9 - INFIRMARY

Candlewood stands at the medical computer, typing away quickly. He wipes his forehead, squinting his eyes against the flop sweat, forcing himself to concentrate.

On the other side of the room, Bashir and his medical staff continue to treat the many, many patients filling every spare inch of space...

55 **INT. DS9 - QUARK'S BAR**

Quark rushes around the bar, handing out glasses of water from a tray to his customers as they COUGH and SPLUTTER. He himself is feeling perfectly fine - although he does grimace in disgust as someone SNEEZES all over his arm.

56 **INT. DS9 - STATION PRE-SCHOOL**

All the tiny children - including the five puppies - sit on the cushions, wheezing and coughing. Gavi and his colleague are not much better. MEDICAL EXTRAS move silently among them, administering hypo-injections and damp cloths.

57 **INT. DS9 - PROMENADE**

Lt Cmdr Evik stands in the doorway of the security office, directing his officers MOS to help anyone they see in distress, wherever they are. As they move away, he also grasps his own chest, his breathing tight and laboured.

58 **INT. DS9 - INFIRMARY**

From his spot at the medical computer, Candlewood shouts...

CANDLEWOOD
Doctor! I'm ready.

Bashir appears, hands full of hypos...

BASHIR
Then do it, Lieutenant.

Candlewood glances at Kukalaka watching him from the counter, and then presses the big red button. The computer BEEPS in the affirmative...

59 **INT. DS9 - PROMENADE**

WHOOSH - air gushes out of the vents along the Promenade, spreading Bashir's counter-agent.

Evik watches everyone take deep, hugely relieved lungfuls. He does so himself, and smiles - it's like being able to breathe again. He moves to help someone nearby...

60 **INT. DS9 - WASTE EXTRACTION**

Nog and K'Uhllo both stand with face-masks over their noses and mouths, and giant Ghostbuster tanks on their back. They are firing streams out of the tanks nozzles, swamping the entire waste extraction set with the blue fluid.

They wave the streams back and forth, making sure every inch is covered. Nog looks to K'Uhllo, who is grinning beneath his face mask as he does so...

61 **INT. DS9 - STATION PRE-SCHOOL**

As the WHOOSH of clean, disinfected air spreads through the room, the children and their teachers all breath easier.

Bif and Fett both try to YIP with excitement, but their tiny voices are too hoarse to make much sound...

62 **INT. DS9 - WASTE EXTRACTION**

Nog and K'Uhllo fire their canisters of cure everywhere...

...and K'Uhllo CACKLES with glee, taking out his revenge for everything by spraying gallons of blue goo on it.

Nog looks askance at his junior officer, a bit disturbed...

63 **INT. DS9 - INFIRMARY**

They all feel the clean air spreading in here as well. Pif and Tiff, the two Gororm, all the other patients and staff - they breathe deep and relieved.

Bashir and Candlewood share exhausted nods of victory.

64 **INT. DS9 - QUARK'S BAR**

Here too, all of Quark's customers fill their grateful lungs with clean air, smiling as they recover.

Seeing this, Quark moves around, collecting the free glasses of water off the tables and back onto his tray again. They don't need them anymore.

65 **INT. DS9 - WASTE EXTRACTION**

Nog and K'Uhllo have exhausted their supplies of blue goo.

As the last drops drip from the end of their nozzles, they look around - every surface has been smothered in blue.

NOG
Maybe no more shifts in waste
extraction for you...

K'Uhllo looks at him like, "What did I do?"

66 **INT. DS9 - INFIRMARY**

Gradually stepping down the tension now that they have won, Bashir gently picks Kukalaka up off the counter and looks at him with love and relief.

ALIEN #1
Gnah! Gnnnaaahhh!!!

Bashir looks up in alarm, and sees the two Gororm standing and staring. Alien #1 is pointing in abject horror at the teddy bear in Bashir's hands - his vengeful god.

ALIEN #1
Quamal depicacu! Desh imbur!
Funtey-gama esh-a! Gnahhh!

Alien #1 turns and RUNS out of the Infirmary in terror. His friend shrugs bashfully and apologetically at Bashir...

ALIEN #2
Decuru.

Alien #2 follows his friend out onto the Promenade.

Bashir looks down at Kukalaka again. But slowly, the sadness returns to the doctor's face...

67 **INT. DS9 - COMMANDER'S OFFICE**

Kukalaka is perched in Bashir's arms. He sits in the guest chair, across the desk from Ro, downcast again.

BASHIR

I suppose this must be my fault, really. If Kukalaka hadn't got lost, the infection might never have spread around the station.

RO

There's a lot of people I could lay the blame on. The crewman dropped him. Evik's security officer threw him down the chute. K'Uhllo passed him out to whoever wanted him, without even giving him a wash first. But it makes no sense assigning blame here.

BASHIR

Commander... Kukalaka and I, we caused a station-wide epidemic.

RO

No, that epidemic was going to happen anyway. It had already reached your quarters before Kukalaka went missing, remember?

BASHIR

Well, Kukalaka spread it faster.

RO

To a contained number of people. If he hadn't, we probably wouldn't have noticed anything was wrong until the entire station was infected. Kukalaka didn't put us in danger, Doctor. He probably saved us all.

(beat)

In fact, I'd go so far as to call him a hero.

Bashir looks bashfully to Ro. The subtext is clear. He looks down at Kukalaka in his arms, and smiles.

BASHIR

Thanks, Commander.

RO
Alright then. Nog said your old
quarters are fixed, if you wanted
to move back in...?

BASHIR
I think I'll be fine.

Off Kukalaka, resting comfortably in Bashir's arms...

68 INT. DS9 - BASHIR'S NEW QUARTERS

...to Kukalaka cuddled up in bed, wearing a BADGE pinned to
his furry chest that says STARFLEET BADGE OF AWESOMENESS.

PULL BACK to reveal that the teddy bear is tucked between
Bashir's arms, as the doctor sleeps comfortably and with a
relaxed smile on his face. Everything is well in the world.

Pulling out back through the window into the stars...

69 EXT. DEEP SPACE NINE

Pulling away from the station to end...

FADE OUT

END OF SHOW