

WING
COMMANDER
ACADEMY

"RECREATION"

SCRIPT OUTLINE

74709

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"Recreation"
(Outline - Prod. # 74709)

ACT ONE

1. EXT. SPACE

MANIAC, ARCHER, and PAYBACK are on a routine patrol in Scimitar fighters, with Payback in command. They pick up targets on their sensor screens -- a Kilrathi salvage ship escorted by two fighters. The fighters turn back to confront the three Terrans, while the salvage ship keeps going. In a head-on attack, combined fire from Payback, Maniac, and Archer destroys one of the Kilrathi fighters and damages the shields of the other one. Payback orders Maniac and Archer to take out the remaining fighter while she rockets ahead to keep the salvage ship from getting away.

Maniac overtakes the remaining Kilrathi fighter and they start a spiraling dogfight. Archer loops in behind the Kilrathi and locks in a missile, but she doesn't fire until the Kilrathi gets a lock on Maniac. Then she's forced to fire and destroys the Kilrathi fighter. We can see how disturbed she is by what she's had to do as she flies through the wreckage.

Meanwhile, Payback catches up with the salvage ship, which is towing a small, crudely made alien spaceship. The salvage ship opens fire with lasers at Payback. She fires back, making attack passes until Archer and Maniac catch up with her. Maniac locks in a missile, but

Payback tells him to use lasers: she wants to capture intact the ship being towed. Maniac joins the attack, and he and Payback destroy the salvage ship. Archer tows the alien ship with a tractor beam.

Payback says that she doesn't know what kind of ship it is, but it's important enough that the Kilrathi wouldn't abandon it to try to escape. "Let's get it back to the Tiger's Claw."

WIPE TO:

2. EXT. SPACE -- THE TIGER'S CLAW

Payback, Archer, and Maniac fly toward the Tiger's Claw, with Archer towing the alien vessel. There are several transport ships traveling in convoy with the Tiger's Claw. "I wonder what's inside this thing," Archer wonders.

"Probably Prince Thrakhath's laundry," Maniac jokes.

DISSOLVE TO:

3. INT. TIGER'S CLAW: HANGAR DECK

MAYA, wearing a protective anti-contamination suit, uses a laser torch to cut through the door of the vessel, which has been brought into the hangar deck. TOLWYN, GUTHRIG, Payback, Maniac, Archer, and MAVERICK watch through a window overlooking the hangar deck. (The deck has been cleared of personnel, except for Maya and two SECURITY GUARDS armed with laser rifles). Tolwyn says that as far as they can tell, the ship isn't Kilrathi.

Maya finishes cutting through the door, and it falls to the deck with a clang. The guards raise their laser rifles, ready to blast anything that comes out. A tense moment. But nothing happens.

CUT TO:

4. INT. ALIEN VESSEL

Maya peers inside the hole cut in the door. The inside of the ship is cramped and filled with conduits, tanks, and a maze of cables. In the midst of it all is a single suspended animation chamber with a clear cover encrusted with ice. Through the fogged glass and the ice we can see the unconscious figure inside. It's the WARRIOR KING.

WIPE TO:

5. INT. TIGER'S CLAW: HANGAR DECK

Med-techs in anti-contamination suits check the ship out with hand-held sensors. Maya stands back, watching them. Over her suit com-link she tells Tolwyn that the med-techs haven't found any "bugs" and asks if he wants her to try to figure out the suspended animation system "and bring that cold-cut back to life."

"He appears human," Guthrig points out. "He may even be human."

"From the looks of that ship," Tolwyn says, "he's been in suspended animation a long time. He can wait a little longer, until we get him to a qualified specialist." He orders Maya to seal the ship again.

CUT TO:

6. INT. ALIEN VESSEL

We see the Warrior King's frozen features as Maya replaces the square she cut out of the door. As she blocks the light, the interior of the ship is plunged into darkness.

CUT TO:

7. EXT. SPACE

The blackness of deep space. Then the Tiger's Claw moves INTO THE SHOT, with the transports following it.

CUT TO:

8. INT. TIGER'S CLAW: BRIEFING ROOM

Tolwyn stands in front of a system chart showing several planets orbiting a star. He's speaking to the CADET PILOTS, plus the TRAFALGAR PILOTS. He tells them that they will be rendezvousing with several escort ships that will take the transports off their hands. "We'll be meeting them here," -- he points to the planet closest to the sun -- "at a planet called Oasis."

"Oasis!" says a Trafalgar pilot. "All right!"

The cadets look at him curiously. Tolwyn tells them that old spacehands consider Oasis one of the most beautiful planets in the galaxy. "There will be shore leave while we wait for the escort ships, so you'll get to judge for yourselves." He adds that the planet is something of an enigma: its proximity to its sun should make for a harsh climate barely able to support life.

DISSOLVE TO:

9. EXT. THE PLANET OASIS

The star is a huge disk in the BG behind the cloud-flecked green and blue planet. As the Tiger's Claw and the transports go into orbit around Oasis, we hear Tolwyn continue in VO: "An unusual energy field around the planet seems to filter out harmful radiation, much as the Earth's ozone layer blocks ultraviolet light."

The Tiger's Claw moves OVER THE CAMERA AND INTO THE SHOT, heading for Oasis.

CUT TO:

10. INT. TIGER'S CLAW: HANGAR DECK
PUSHING IN on the alien ship...

CUT TO:

11. INT. ALIEN SHIP

The silent ship's controls suddenly come to life. The suspended animation chamber opens with a rush of air. The Warrior King opens his eyes.

CUT TO:

12. INT. TIGER'S CLAW: HANGAR DECK

Three fighters are ready to take off, along with a shuttle. Tolwyn talks with Maverick, Maniac, Archer, and GRUNT, as other Tiger's Claw crewmen, including Maya, board the shuttle. "The Oasians claim to have an agreement with the Kilrathi," Tolwyn says, "recognizing Oasis and the space around it as a peace zone -- no fighting. The Confederation has pledged to respect that

agreement." He adds that so far no Kilrathi have visited Oasis while a Confederation ship was there, "but one should always be prepared for anything."

Suddenly the door of the alien ship explodes outward and slides across the floor. The Warrior King jumps out, carrying an energy-charged sword. Archer pushes Maniac aside, telling him to look out. The Warrior King points his sword at Archer, and an energy blast hits her and knocks her backwards. Grunt sprints for his fighter.

A security guard fires a stun blast at the Warrior King, but a pass of his sword leaves a shield-like energy field momentarily in the air and blocks the blast. The Warrior King uses his sword to blast the weapon out of the guard's hand. Maniac grabs the Warrior King's sword arm, but the Warrior King hurls him aside effortlessly. He hits another guard with a blast from the sword. Maverick checks Archer and finds that she's shaken but unhurt.

Maya jumps in a missile loader -- a sort of fork-lift with "hands" -- and drives it toward the Warrior King. He flies over the oncoming vehicle, lands behind it, and uses his sword to cut into the engine compartment in the back, disabling it in a shower of sparks.

Maverick grabs the blaster knocked from the guard's hand and hits the Warrior King from behind, point-blank, with a stun blast. The Warrior King staggers and blindly

strikes behind him with his sword. The blaster is struck from Maverick's hands, and Maverick is knocked backwards onto the deck. The Warrior King turns and raises his sword over his head, as if to finish Maverick off.

ACT TWO

13. INT. TIGER'S CLAW: HANGAR DECK

The Warrior King raises his sword, but when he looks into Maverick's eyes he hesitates. "I know you," he says.

Grunt hits the Warrior King with a heavy stun blast from his laser rifle, which he has pulled from the compartment of his Scimitar. The Warrior King falls, unconscious.

Maverick gets to his feet as Tolwyn, Grunt, and several security guards gather around the fallen Warrior King. Tolwyn orders the Warrior King locked up in the Claw's brig under heavy guard. Tolwyn looks at Maverick, Archer, and Maya. "Enjoy your leave," he says. "I think you've earned it."

WIPE TO:

14. EXT. THE PLANET OASIS

The four fighters and the shuttle leave the Tiger's Claw and descend toward the planet's surface. In VO we hear an OASIAN ELDER reciting the story of his planet: "Once our world was a harsh and barren place, a furnace fired by the anger of the sun."

DISSOLVE TO:

15. EXT. OASIS: A HILLTOP - NIGHT

A fire burns, FILLING THE SHOT. The Oasian Elder continues: "We were the product of that furnace, as hard and cruel as a forged blade." A log is tossed into the fire, sending sparks rising up into the night sky. The OASIAN ELDER stands up beside the fire, looking up at the rising sparks. He's a tough, leathery creature, like a cross between a man and a desert reptile. But his eyes are soft and gentle. "Then the Maker fell from the sky," he says, "and our world was created a second time."

Maverick, Maniac, Archer, Grunt, and several Tiger's Claw crewmen sit in a semi-circle around the fire, listening to the Elder.

"The hot desert wind became a cooling breeze," the Elder continues, "and gentle rains fell. The barren land turned green with new life." The Elder moves toward the Terrans. "We too were recreated. Our lives were no longer filled with the fight to survive. We gave up hatred and war, and celebrated the gift of life our world had been given." The Elder lifts Maniac to his feet and embraces him. Taken by surprise, Maniac looks very uncomfortable. "We are happy to share that gift with you." Archer stands as the Elder turns to her. "Welcome to a world at peace." He embraces her.

The other Terrans stand, and the Elder goes down the line, embracing them one by one. Maniac says quietly to

Archer: "This guy reminds me of the time on Dioscuri-2, when they thought Maverick and I were evil spirits from the sky."

"Maybe we are evil spirits," Archer replies, troubled by the example of the Oasians' dedication to peace. She walks away.

DISSOLVE TO:

16. EXT. OASIS: CADET FIGHTERS - NIGHT

The four fighters have landed in a clearing. Maverick walks toward his fighter. As he starts to climb in, he's surprised to see Maya standing nearby.

"Had enough of paradise?" Maya asks.

"I keep thinking about the legend the Oasians told us," Maverick says, troubled. "What if the energy that changed this planet isn't a natural force? What if it's the reason that alien is here, the warrior?"

"It's beautiful here," Maya says. "It could be perfect -- if you stay."

Reluctantly, Maverick says that he has to try to talk to the alien. He gets in his fighter and closes the cockpit. Maya lays her hand on the side of the fighter, as gently as if she were touching Maverick himself in farewell, then she steps back. Maverick powers up.

CUT TO:

17. EXT. OASIS: A BEACH - NIGHT

Twin moons are rising over the ocean. Maverick flies in front of the moons as he ascends into orbit.

Archer sits on the beach, looking out to sea. Maniac walks up behind her. "It figures paradise would have two moons," says Maniac. "If that's not enough to make you feel romantic, you need help." He looks at her. "You need any help?"

"Any world could be paradise," Archer replies seriously, "if we were like the Oasians. If we could learn how to live without destroying each other. Without destroying ourselves." She looks at Maniac. "Every time you take out a Kilrathi pilot, a piece of yourself goes with him. Part of your humanity."

"Then why is there so much of me left?" says Maniac.

"You can be a real jerk sometimes -- you know that?" Archer says, exasperated. "Doesn't what we have to do ever bother you?"

"If I ever stopped to think," Maniac says, "it'd slow me down. I wouldn't be the best pilot."

Archer looks at him challengingly. "Is that the most important thing there is?"

"Hey, what else is there?" Maniac says flippantly. But then he looks away, growing serious. "If I'm not the best, I'm not anything."

Archer touches his shoulder, as if consoling him. He looks at her in surprise. "I feel sorry for you," she says. Then she gets up and walks away. Maniac watches her go, puzzled, but suddenly three fighters roar across the sea toward the beach, skimming the waves.

"Kilrathi!" Maniac yells.

The three Kilrathi fighters pass directly overhead.
Maniac and Archer run to warn the others.

CUT TO:

18. INT. TIGER'S CLAW: BRIDGE

A SENSOR-TECH reports that a Kilrathi carrier is going into orbit around Oasis. Tolwyn orders fighters to scramble, and tells the com-tech to tell the crewmen on shore leave return to the Claw immediately. The com-tech says that a signal is coming in from the Kilrathi carrier. As he says it, a Kilrathi *kal shintahr* (captain) named DRAK NAR KUL'RAHG appears on the main screen.

Drak contemptuously tells the "Terran apes" not to be afraid: "We will not destroy you -- today. We are only here for -- recreation." He says that the Kilrathi will respect the peace zone around Oasis. "The Kilrathi keep their word. Can you?"

The screen goes blank.

The bridge crew looks expectantly to Tolwyn. Tolwyn tells them to maintain the Tiger's Claw on stand-by alert. He tells the com-tech to cancel the order for the shore party to return: "We need someone down there to keep an eye on the Kilrathi."

DISSOLVE TO:

19. EXT. OASIS: A HILLTOP - NIGHT

The Oasian Elder is telling the story of Oasis to several KILRATHI OFFICERS, with Drak among them. Maniac, Archer, and Maya sit apart from the Kilrathi, watching them. Archer tells them quietly that Grunt is keeping the rest of the crewmembers near the ships, in case the Kilrathi try anything.

Another Kilrathi officer arrives and whispers into Drak's ear. Drak gets up and leaves, with the officer taking his place.

"I'm going to see what he's up to," Maniac whispers to Archer. Maniac gets up and follows Drak.

CUT TO:

20. EXT. OASIS: THE WOODS - NIGHT

Drak walks along a path through the woods. Maniac steps out of the bushes, blocking his way. "Nice night for a walk," he says. "Mind if I tag along?"

"Get out of my way, Terran," says Drak. "We are here for recreation -- not for fighting."

"Hey," says Maniac, "going at it hand-to-paw with one of you furballs is my idea of a good time."

"Then obviously you have never done it," Drak replies. He extends his claws.

"You've got a point there," Maniac admits.

Drak charges him. Maniac grabs a large stick from the ground and swings it like a club. Drak catches it in one clawed paw and smashes through it with the other. Then he back-hands Maniac, knocking him down.

"Let us stop playing games," Drak growls, as he steps over Maniac. "I know you have come for the sphere, but you will not get it. It will be ours before this planet's dawn." He raises his claws, ready to dispose of Maniac -- but Maya and Archer appear behind him. Maya hits Drak with a small pocket stun blaster, staggering him. Drak retreats into the woods.

"We aren't supposed to be carrying weapons," Archer tells her as he gets to his feet.

"I never go anywhere without this," Maya replies, slipping the tiny blaster into her pocket.

"He said they're looking for 'the sphere,'" says Maniac. "What sphere?"

CUT TO:

21. EXT. OASIS: HILLTOP - NIGHT

The Elder throws sand onto the fire, and sparks rise up into the darkness...

DISSOLVE TO:

22. EXT. THE TIGER'S CLAW -- ORBITING OASIS

PUSHING IN on the carrier...

CUT TO:

23. INT. TIGER'S CLAW: BRIG

The Warrior King sits with his eyes closed, as if meditating.

In the corridor outside, Maverick and Guthrig watch the Warrior King on a video monitor outside the cell.

Two armed guards are nearby. Maverick asks if they have any clue to where he's from -- or where he's going.

"The origin of his ship is unknown," Guthrig says, "and its technology by our standards is at least two centuries out of date." He explains that the weapon the he used apparently drew its power from the Warrior King himself. Guthrig believes that when the Warrior King "appeared to fly," he was levitating himself using psychokinetic energy -- energy from his own mind. "Psy-energy has been observed in several alien species."

Maverick asks if he can talk to the alien. Guthrig says that so far he's refused to respond to all attempts to communicate with him, but Maverick is welcome to try.

Maverick speaks through the cell intercom. He identifies himself as Cadet Christopher Blair. "When you saw me earlier, you said you knew me."

The Warrior King opens his eyes. "I knew a soldier once long ago, a general, on your planet Earth. His name was Blair."

Maverick says that there have been many soldiers in his family. "Do you have a family?"

"I have no one," the Warrior King replies. "Not for a long time."

Maverick asks him where he was going, what it is he's seeking. "Is it what the Oasians call the Maker?"

"The Maker..." the Warrior King says to himself. "Does it rule the storm and the wind, drought and rain?"

"Something like that," Maverick replies.

"I have found the Orb -- at last," the Warrior King whispers. He closes his eyes and touches his temples with his hands, as if concentrating -- and the video monitor goes blank. As Maverick tries to get the monitor to work again, the door to the cell bursts open. The Warrior King leaps out, tackling one of the guards as he tries to draw his weapon. The second guard hits the Warrior King with a stun blast as he gets to his feet. The Warrior King is staggered, but he shakes it off and grabs Guthrig, using him as a shield to absorb a second stun blast from the guard. The Warrior King hurls the unconscious Guthrig into the guard, knocking him down.

The Warrior King scoops up the first guard's blaster. Maverick surprises him by kicking it out of his hand. A second martial arts kick knocks the Warrior King back against a wall.

Maverick grabs a blaster off the floor -- but as he does, the Warrior King grabs Maverick's wrist.

"You fight well," he says.

He twists Maverick's wrist, making him drop the blaster, then hurls Maverick across the corridor, effortlessly. Maverick hits the wall and falls to the floor, dazed. The Warrior King picks up the blaster and stands over him.

"You will take me down to the surface of the planet," demands Warrior King, "or there will be one less

soldier in your family." He raises the blaster and aims it at Maverick -- the implication is clear.

ACT THREE

24. EXT. THE TIGER'S CLAW -- ORBITING OASIS

Maverick's fighter leaves the Tiger's Claw, with Maverick at the controls and the Warrior King behind him. Maverick asks the Warrior King what the Maker is, exactly.

"It is the Orb," the Warrior King replies. "It is a powerful weapon."

"The universe is full of weapons," says Maverick.

"It is more," says the Warrior King. "The power of creation. And re-creation."

"What do you want to re-create?" Maverick asks -- as his hand strays casually to the ejection button, ready to push it.

"Long ago, my planet was destroyed," says the Warrior King. "The Orb is the only chance of restoring it."

Maverick hesitates for a moment, then takes his hand from the button. "Can it bring back the lives that were lost?" he asks.

"No," the Warrior King admits. "But to make the planet whole again -- that is something."

Maverick asks who was responsible for destroying the planet.

"There were no craft like these when I began my voyage," the Warrior King says, avoiding the question.

"I see now how to fly this ship."

"It was you, wasn't it?" says Maverick.

The Warrior King bows his head, but says nothing.

CUT TO:

25. INT. TIGER'S CLAW: BRIG

Recovering, Guthrig staggers to his feet and presses an intercom button. "Commodore Tolwyn!"

CUT TO:

26. INT. TIGER'S CLAW: BRIDGE

Tolwyn is anxiously studying a sensor screen showing the Kilrathi carrier in orbit on the other side of Oasis. He presses an intercom button, annoyed. "We've got a Kilrathi carrier out there, Guthrig -- this had better be important."

WIPE TO:

27. EXT. OASIS: THREE CADET FIGHTERS - NIGHT

In the clearing. Archer is in the open cockpit, on her com-link. Maniac, Maya, and Grunt are on the ground nearby. "Yes, sir; I understand," Archer says. then she relays information to the others: "The alien has escaped -- with Maverick as a hostage. Tolwyn says he can't spare any fighters to pursue them, with that Kilrathi carrier so close."

"So why don't we go after him?" asks Maniac.

Archer says that Tolwyn has ordered them to escort the shuttle back to the Tiger's Claw.

"You gonna just write Maverick off?" says Maniac.

Archer eyes him angrily for a moment, then turns to Grunt. "Can you get the shuttle back to the Claw by yourself?"

Maniac gives a triumphant whoop and sprints for his fighter.

CUT TO:

28. EXT. OASIS: KILRATHI SHIPS - NIGHT

Drak emerges from the woods into a clearing where the Kilrathi ships have landed. He tells the Kilrathi pilots waiting there to prepare to take off: they must get the sphere before the Terrans.

CUT TO:

29. EXT. OASIS: THE MOUNTAIN OF THE MAKER - NIGHT

A tall mountain is shrouded by clouds. Light flickers inside the clouds, like distant multi-colored lightning. Maverick and the Warrior King fly toward the mountain. The fighter disappears into the clouds around the mountaintop.

CUT TO:

30. EXT. OASIS: FORESTS - NIGHT

Archer and Maniac fly low over the forest, skimming the treetops. Archer tells Maniac that she's lost Maverick's ship from his sensor screen: there's some kind

of interference coming from an energy source on top of the mountain. They fly toward the distant mountain.

CUT TO:

31. EXT. OASIS: MOUNTAINTOP - DAWN

Maverick has landed on the mountaintop. At the very peak of the mountain is a carved stone platform. At the center of the platform, a small sphere hovers in the air, spinning. Multi-colored charges of energy spin off from the sphere into the the surrounding clouds. The Warrior King and Maverick have exited the fighter and move toward the sphere, with the Warrior King holding Maverick's arms pinned behind him.

Maverick holds back. "Do you know what will happen to Oasis without the power of the Orb to protect it?"

The Warrior King shoves Maverick aside, knocking him off his feet. "I am fighting for my world," the Warrior King says. He turns toward the sphere, reaches for it --

Suddenly Maniac and Archer roar out of the clouds in their fighters. Archer fires a laser blast at the ground beneath the Warrior King's feet. The blast hurls the Warrior King into the air, and he lands hard on the rocks. The impact leaves him dazed.

Maniac circles the peak as Archer lands near Maverick. Archer climbs out of the cockpit and asks Maverick if he's all right.

Suddenly Drak and the Kilrathi fighters appear out of the clouds. Maniac fires an unlocked missile at

point-blank range and takes out one of the Kilrathi fighters. A terrific exchange of laser fire erupts as the fighters circle through the clouds.

Archer sprints for her fighter, but Drak flies over and blasts the open cockpit. Archer hits the ground as her fighter explodes. The Warrior King staggers to his feet.

Maniac takes out another Kilrathi, but then a missile from the remaining Kilrathi fighter hits him. Maniac's fighter goes down, crash-landing amid the rocks.

Maverick tries to reach his fighter, but Drak hovers between Maverick and the fighter. Drak toys with Maverick, firing laser blasts around him, as he taunts Maverick over a loudspeaker: "Fools! There can be no peace between Kilrathi and Terrans, even here on Oasis! When our enemies are destroyed -- that is peace!"

The Warrior King reaches the sphere, takes it in his hands, and holds it over his head. He summons the power of the sphere, and a howling wind immediately springs up and blows around him.

Drak's fighter is lifted and hurled backwards by the wind. It crashes into the other Kilrathi fighter. A barrage of lightning hits them. Drak desperately tries to call the Kilrathi carrier, ordering them to send more fighters to his aid. Before he can finish the appeal, he's swept away by a tornadic column of cloud.

The clouds around the mountain swirl into a single giant tornado-like funnel that shoots upward into the sky.

Archer crawls to Maverick's side and asks if he's all right. "That sphere he's holding!" Maverick shouts over the howling wind. "It's the Maker! We can't let him take it!"

CUT TO:

32. EXT. KILRATHI CARRIER -- ORBITING OASIS

The column of cloud, shot through with flickering lightning, hits the carrier like a blast from a weapon and hurls it spinning toward the huge sun. Drak's fighter crashes through the carrier like a projectile, and the carrier begins to break up.

CUT TO:

33. EXT. OASIS: THE MOUNTAINTOP - DAWN

The clouds are gone, leaving a spectacular view of the enormous red disk of the rising sun. The Warrior King lowers the sphere, and the wind immediately grows calm. He looks at the sphere and says: "I was right to seek you for so long." He heads for Maverick's fighter, carrying the sphere.

Archer steps between the Warrior King and Maverick's fighter. The Warrior King raises the sphere over his head. "Do not force me to destroy you," he warns.

"Look at that sun!" Archer replies, pointing. She says that without the sphere to maintain its climate,

Maverick, Maniac, and Archer watch as the Warrior King's fighter disappears into the rising sun. "Where's he going?" Maniac asks.

"Where we're all going," says Maverick. "Forward."

THE END