

home



STAR TREK: THE NEXT GENERATION

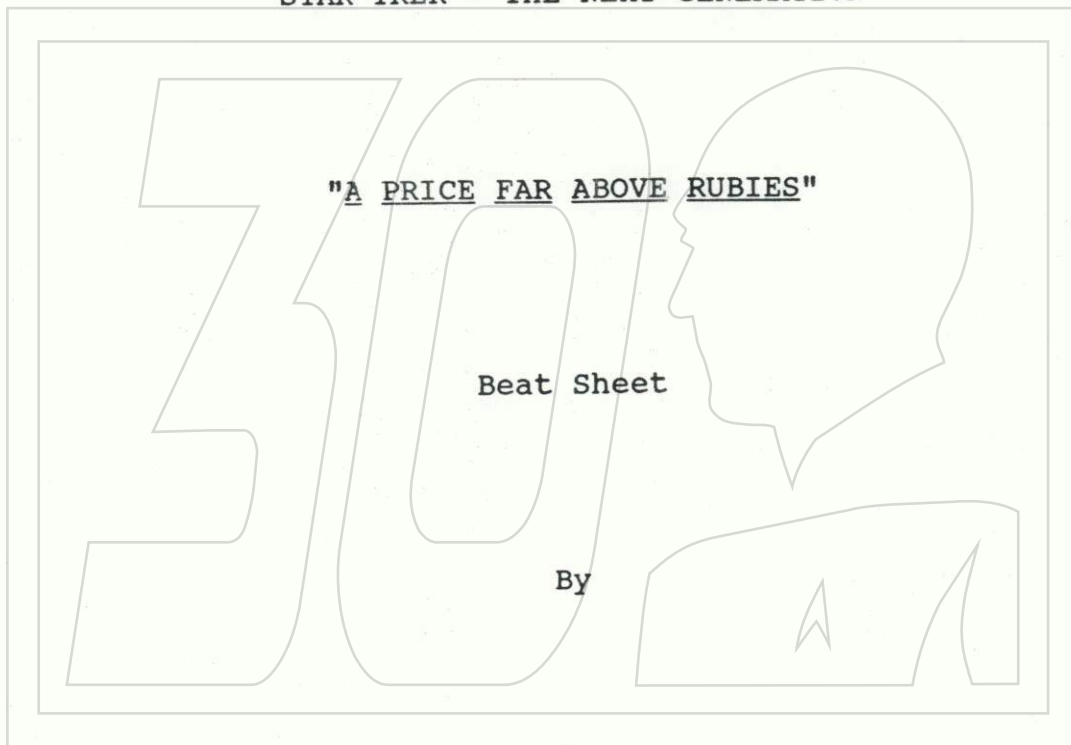
"A PRICE FAR ABOVE RUBIES"
BEAT SHEET
AUGUST 23, 1989

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STAR TREK - THE NEXT GENERATION



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August 23, 1989

"A PRICE FAR ABOVE RUBIES"

TEASER

1. BRIDGE - CAPTAIN'S LOG: The Enterprise must deliver DR. SETH MC CARTHY to Angonia, a planet of entrepreneurs and accumulators, within the next 24 hours. Seth, a noted historian and archeologist, will negotiate for rights to explore the amazing Barzan Antiquities, and to extract the rare minerals beneath them -- without mining. The Federation is bidding against the Ferengi, and the Coldonians, aliens who are pure scholars and quiet isolationists.

2. TROI'S QUARTERS: Troi is feeling particularly vulnerable and stressed. Beverly advises Troi 'therapist, heal thyself', and is teaching her Earth's ancient art of Yoga. They do sun salutations, while Troi is interrupted constantly by crew members. She's never off-duty.

3. BRIDGE: The Enterprise receives an SOS. The coordinates take them through a region of space where they encounter a subspace anomaly: they cannot use warp drive. It will take them weeks to get through. And the SOS is nothing more than a message buoy -- they've been tricked.

2.

ACT I

1. ENGINEERING: Data manually calibrates the warp coils, barely allowing the Enterprise to reach Warp 1 and escape. A scan reveals that the buoy is of probable Ferengi design.

2. BRIDGE: The Enterprise reaches Angonia just in time. Picard confronts the Ferengi Captain, who denies any involvement in the delay. Their argument is interrupted by DEVINONI, First Member of the Council, who welcomes them -- and sternly requests their presence together on the planet.

3. DEVINONI'S VILLA: Devinoni welcomes the Enterprise's officers, the Ferengi team, and the Coldonians, who are notoriously shy. He especially welcomes Troi, with whom there is an immediate, intense attraction. It's mutual.

4. SHUTTLE: Devinoni transports the competitors to see the Barzan. His second-in-command, BHAVANI, discusses the value of the antiquities and the Angonian's firm position of never allowing mining. Devinoni pays particular attention to Troi.

5. BARZAN CAVES/ANTIQUITIES: The teams are inspired while exploring the Caves. The only problem they encounter is the discovery that communicators do not function here. Riker closely monitors the Ferengi.

Devinoni plucks a rare flower and gives it to Troi. She blushes, and is very flattered.

6. DEVINONI'S VILLA: Devinoni has done his homework. He has his assistant, STARHANI, set up entertainment for his guests: a sensuous Betazed ritual dance. Troi's amused, and impressed by his thoughtfulness.

ACT II

1. TEN FORWARD: Troi relives the evening for Beverly and Guinan. Beverly teases Troi, then warns her about Angonian men: their drive for accumulation, their ferocity in negotiating, their innate ruthlessness. Troi listens, but she senses Devinoni's other qualities - his belief in himself, his strength, his desire to please her.

2. ANGONIA: Formal negotiations begin as Devinoni presents Angonian conditions, and accepts sealed bids. The Ferengi immediately protest the Federation's alleged bad faith. Picard will not sink to their level, even though he suspects the Ferengi have ulterior motives if they gain control of the Barzan.

Devinoni takes Troi aside and asks her to return for the evening. She accepts.

3. TROI'S QUARTERS: Troi gets ready for the evening. Again, she's interrupted by various crew members needing her immediate attention. It's a relief to escape.

4. DEVINONI'S VILLA: Troi and Devinoni talk, laugh, watch the Angonian moons. They have an immediate sense of intimacy, which allows them to discuss their past involvements (including Riker) -- and their possible future.

They make passionate love.

ACT III

1. DEVINONI'S VILLA: Devinoni asks Troi to stay with him -- forever. She's torn, can't say yes -- won't say no.

2. ANGONIA: The Ferengi accuse Devinoni of playing favorites because of his relationship with Troi. Devinoni's furious they doubt his integrity. He removes himself from the negotiating procedure (an unheard of move for an Angonian) and appoints Bhavani to replace him.

3. READY ROOM: Seth assails Troi's involvement as being detrimental to Federation's interests. Picard talks to her. He's caught in the middle. So is she.

4. TEN FORWARD: Troi talks to Guinan, who tells her she'll have to decide for herself from her own heart.

5. DEVINONI'S VILLA: He asks Picard and Riker to meet with him privately. In their presence, he banishes his assistant for divulging the relationship and for making Troi uncomfortable. He then offers them a formal marriage

proposal for Troi, a kind of reverse dowry. They refuse to respond for her, but will present it to her.

6. ANGONIA: The Ferengi exhibit a copy of the Coldonian's secret bid, which they claim they received from a member of the Federation. Bhavani calls a recess.

ACT IV

1. READY ROOM: A very uncomfortable Picard presents Devinoni's proposal to Troi.

2. HOLODECK: Troi goes "home" to meditate. She surrounds herself with the familiar, including her mother's image.

3. READY ROOM: Picard and Riker attempt to set up a meeting with the Coldonians to counter the Ferengi -- they're rebuffed.

4. TROI'S QUARTERS: Troi asks Riker for his advice about Devinoni and ends up making her own decision.

5. ANGONIA: Bhavani tells all three competitors he is suspending the negotiations for the next two days. There will be no further communication. Angonia will then entertain appropriate offers...without claims and counter-claims.

6. DEVINONI'S VILLA: Troi gently refuses Devinoni's proposal. He is devastated...she can literally feel his hurt.

ACT V

1. BRIDGE: The Celdonians reluctantly approach Picard and Riker -- they have received information about the Ferengi, who are proceeding secretly within the Barzan.

2. BRIDGE: Riker sets up an Away Team to investigate. They pinpoint Ferengi activity.

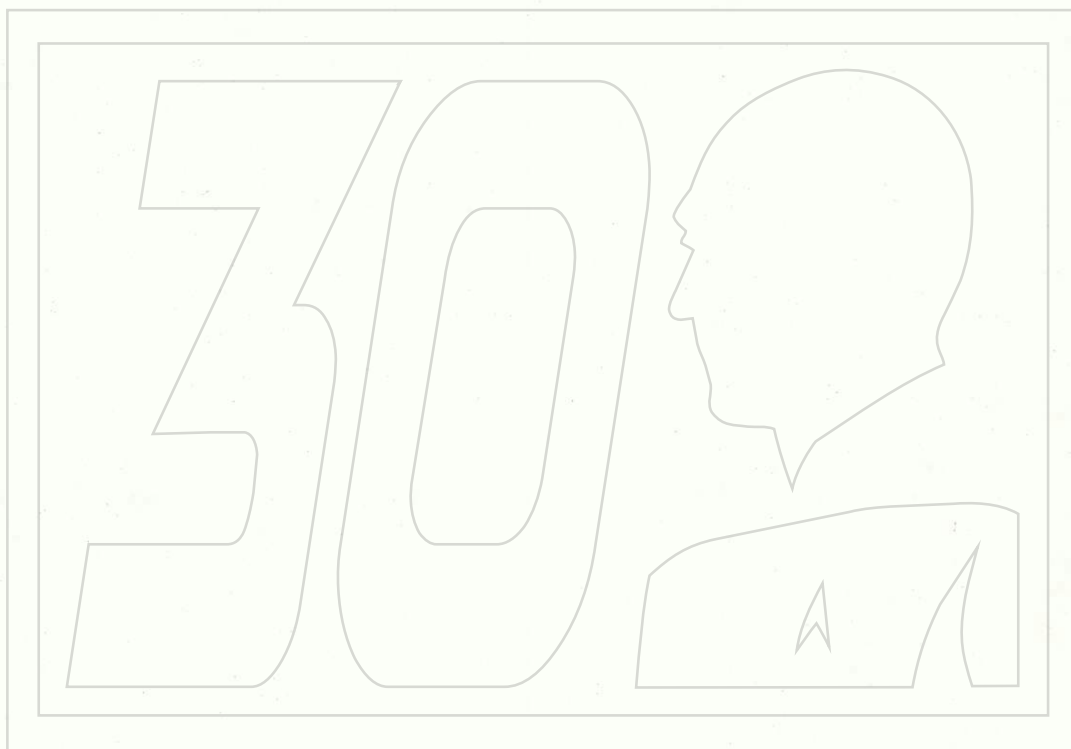
3. TROI'S QUARTERS: She senses something wrong, knows it's coming from Devinoni.

4. DEVINONI'S VILLA: Troi confronts Devinoni -- recognizes his rage. She realizes he has set Riker up for an ambush. She convinces Devinoni to call it off...it's too late. There is no way to communicate.

5. BARZAN CAVES: Devinoni personally joins the Away Team, who fight it out with the Ferengi paid assassins.

6. ANGONIA: Devinoni must face the consequences of his actions. He is stripped of his status -- and most of his accumulations. The Celdonians, embarrassed by their inadvertent involvement in the trap, agree to explore the Barzan with the Federation as partners.

7. BRIDGE: Business as usual...everyone needs Troi.
She feels very loved. She's made the right choice.



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