

← DEVIATIONS →

IDW
ONE-SHOT

STAR TREK[®]



CATES • HOOD • LEWIS

What Really Happened...

In April 2063, the Vulcans made first contact with the people of planet Earth in the small town of Bozeman, Montana. It was scientist Zefram Cochrane and his first warp-powered ship, the *Phoenix*, that drew the Vulcans' attention to Earth.

Cochrane and his allies were aided by Captain Jean-Luc Picard and the crew of the *U.S.S. Enterprise-E*, who had traveled back in time from the 24th century to defeat the Borg. The Borg and their queen intended to destroy the *Phoenix* and thereby prevent first contact and assimilate Earth, but they were thwarted by Captain Picard and his crew.



First contact between humans and Vulcans was made, and this eventually led to the formation of the United Federation of Planets and Starfleet, and centuries of peace, fellowship, and exploration...

This is NOT that story...

← **DEVIATIONS** →

STAR TREK®



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If you are reading
this then there's
still hope.




I know this must all
be very ~~confuz~~
confusing for you.


I'm going to try and
explain everything
the best I can.

Please excuse me if my
writing is bad. I taught
myself to do it.

We all did...



...If everything goes to
plan, you'll never read this
and I'll be able to introduce
all of us in person.



But then, I haven't
been known to have
the best of luck.

So, my crew...

AH,
@#%!

Geordi La Forge.
Like the rest of
us, he was born
in the Romulan
prisons.

WOF, I'M
HEARING THINGS THAT
SOUND BAD!

He's smart as
hell, and more
importantly, the
camps didn't
break him like it
did others.

IT WOULD
APPEAR THAT WE
HAVE COMPANY!

ALREADY?
HOW MANY?

THE SAND...
I-I CANNOT
SEE!



He's funny.

HEH,
YOU DON'T
SAY...

That might not
seem that important.
But trust me, it is.



And yes, he's also blind.
Always has been. But he's
wired his eyes up to run
through that robot thing
he carries around.

AH! GEORDI,
PLEASE KEEP
MY EYES ON
THE—

SORRY,
BUDDY.



Found it in the camps when
he was a kid and repaired it.
He's good with stuff like that.

THREE
ROMULAN
SCORPIONS.
CLOSING
IN FAST.



I don't know
what the word is,
but he just makes
things work.

I CAN
SEE THAT,
THANK
YOU.

Worf. He was prison security detail for a long time, forced to guard his own people. Forced to hurt them.



WELL?! I'M PRETTY OPEN TO IDEAS HERE...

These days Worf is a pacifist. But he fights in his own way.

He kept his eyes open during his time as a guard. And, as much as I'd appreciate him picking up a rifle once in a while...

BE CALM. STAY THE COURSE, MY FRIEND. HAVE FAITH.

NO DISRESPECT, BUT... FAITH IN WHAT?

SECRET INTEL, THE INADEQUACIES OF ROMULAN SHIPYARD SECURITY, AND, OF COURSE...



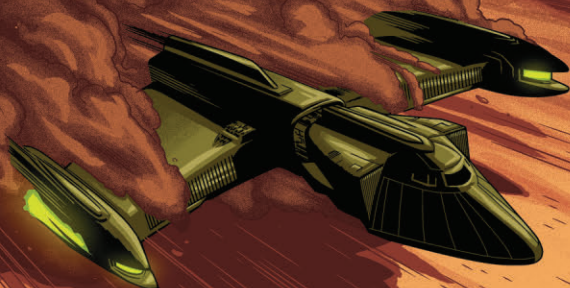
...The future's gonna need men who believe in miracles.

...IN HER.



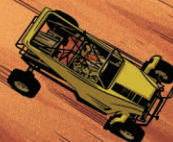
BOOM

Before I tell you this next part...a word of caution. She will never tell you this, and if I were you, I wouldn't bring it up.



BOOM

You can trust her, but well, she can be dangerous.









You're probably wondering how we found you. About why we did all of this...

...It started when I realized we had all been lied to.

GEORDI, YOU'RE UP. WHICH WAY?

WORKING ON IT.

The Romulans tell us that they were the first ones here. That they found us living like animals. Primitive. Helpless.

Savage.

WORK FASTER, PLEASE! THEY'LL BE ON US ANY MINUTE!

I'M TR-TRYING!

OKAY... LOOKS LIKE WE'RE ON THE RIGHT LEVEL...

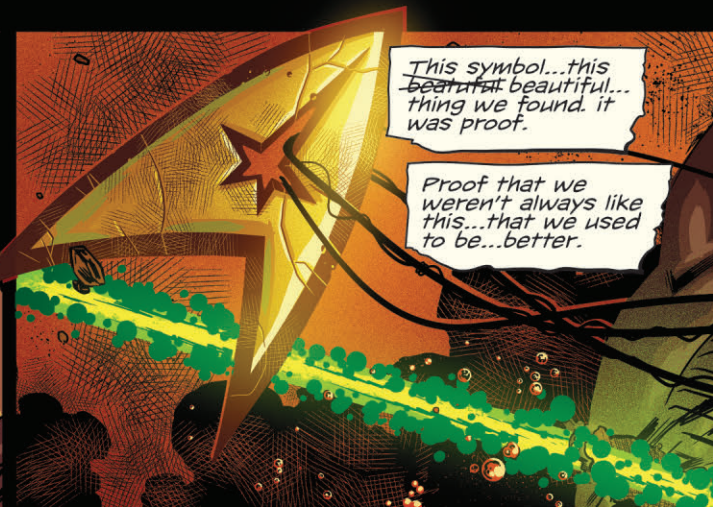
GOOD WORK. EVERYONE STAY BEHIND--

But that's not true, is it? That's just history as they tell it. They wanted to bury what we were.

Like they've buried you.

HEY!

But they couldn't bury all of it. Not forever.



So we kept pushing.
Kept digging. And
together we began to
uncover the truth.

There was once another
race of aliens called
Vulcans...I guess they're
all gone now...But they
were here first. And
they helped us to fly.



We were explorers, pioneers, men
and women of ~~science~~ science
and reason and ethics.



And then The
Romulans came and
stole the sky away.
Turned us into....this.



This is not
who we are
meant to be.



And then...after all of our years of searching, of fighting and losing... we found it. The last piece.

HOLD UP.

There had always been whispers... stories of a secret base out there in the stars. A place that humanity had fled. Hidden. But... they were always only that. Whispers. Myth.

WE'RE HERE...

But then we learned about you. The one man left in the entire world who knows where that base is...and how to get us there...

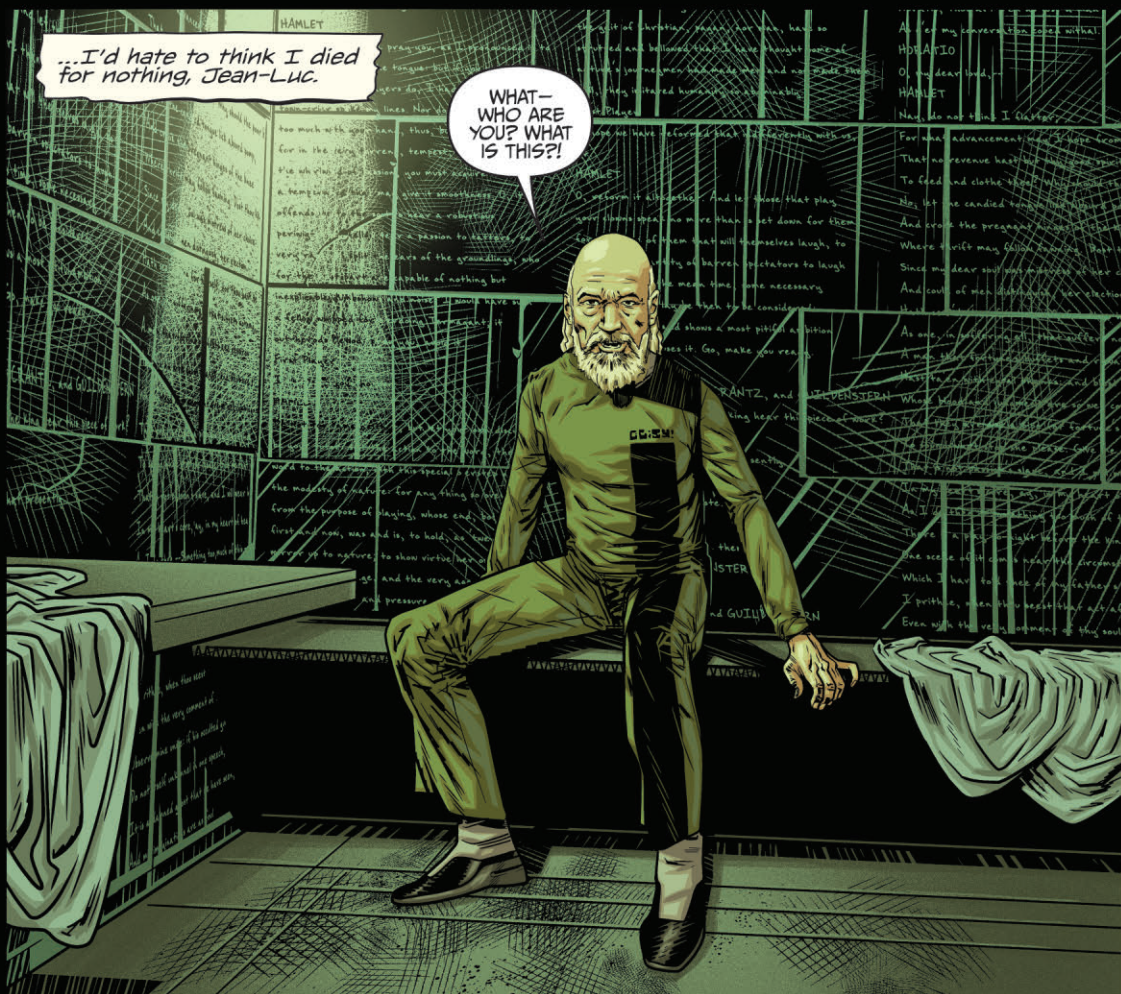
GEORDI... CARE TO DO THE HONORS?

They said you were the last of your kind...men who protected our history. Kept it. Guarded it from them. They also said you'd gone insane after years of torture...

...That the walls of your cell are filled with the writings of a man gone mad.

well, I hope they're wrong...

ALMOST GOT IT... THERE! HERE WE GO.





When I close my eyes I can see
it. I can imagine the world as it
should be. As it used to be.

We can have
it again.



We can **take**
it back.

Together...

...We can become
who we **really** are.



INTERESTING.
I WOULD HAVE
THOUGHT WE WOULD
HAVE ENCOUNTERED
MORE RESISTANCE
FROM THE ROMULANS
BY NOW...

YOU CAN
THANK WORF AND
TROJ FOR THAT, SIR. THE
STRIKE WE MADE
DISABLED THE BACKUP
SECURITY SYSTEMS
AND LOCKDOWN
MEASURES.

BY THE
TIME THEY FIGURE
WHAT'S HAPPENED
WE'LL BE LONG
GONE.



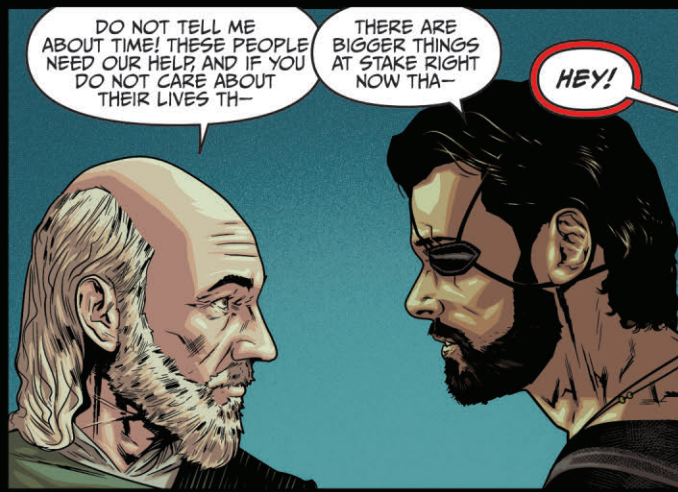
REMARKABLE.
THEN WE...

SIR?
WHAT IS
IT?



FOLLOW
ME. IF WHAT
YOU SAY IS TRUE
THEN THERE ARE STILL
PRISONERS HERE THAT
NEED OUR HELP. WE
ARE GOI-

WHAT?
HEY, NO... THERE'S
NO TIME FOR-



DO NOT TELL ME
ABOUT TIME! THESE PEOPLE
NEED OUR HELP, AND IF YOU
DO NOT CARE ABOUT
THEIR LIVES TH-

THERE ARE
BIGGER THINGS
AT STAKE RIGHT
NOW THA-

HEY!



DEANNA!

DON'T
MOVE!

DEAR
GOD...











One day, far from now...
and far away from here,
there will be time again
for better things.

A time for science, and learning. For
art and for love. For men and women
who will change things with their
minds...and not with their fists.

THAT WAS...
UNNERVE—

AH!

WILL!

AMAZING!

Hold onto them,
Jean-Luc...picture
them in your mind...

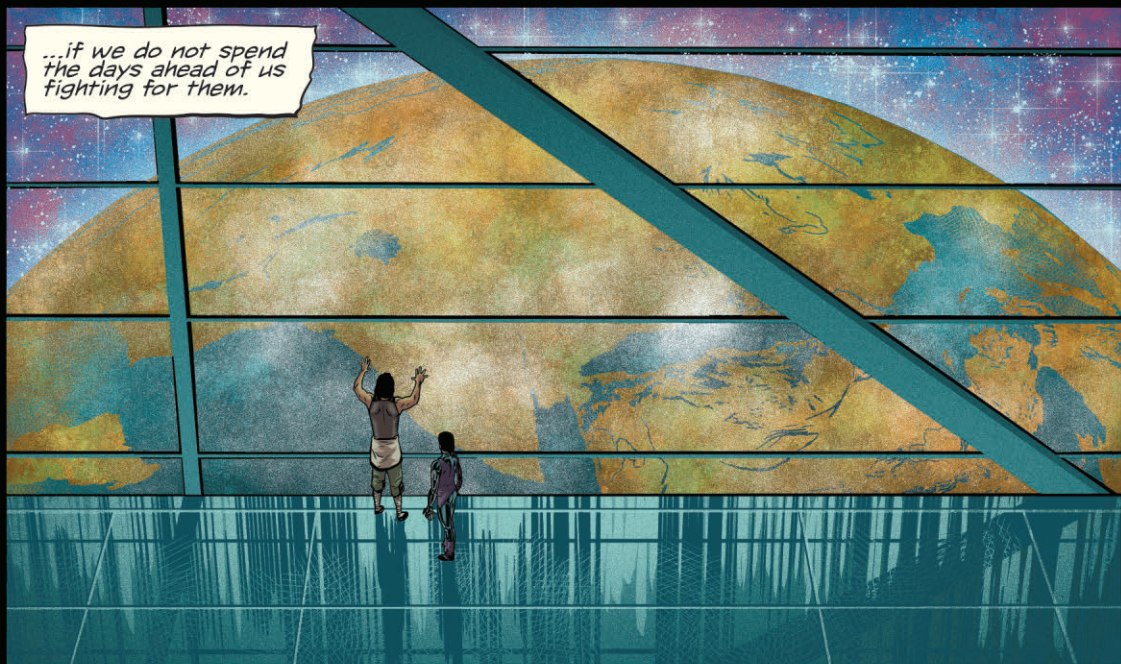
...Because they
will never have
those gentle
days...

I'M...I'M
FINE...DID WE
MAKE IT?

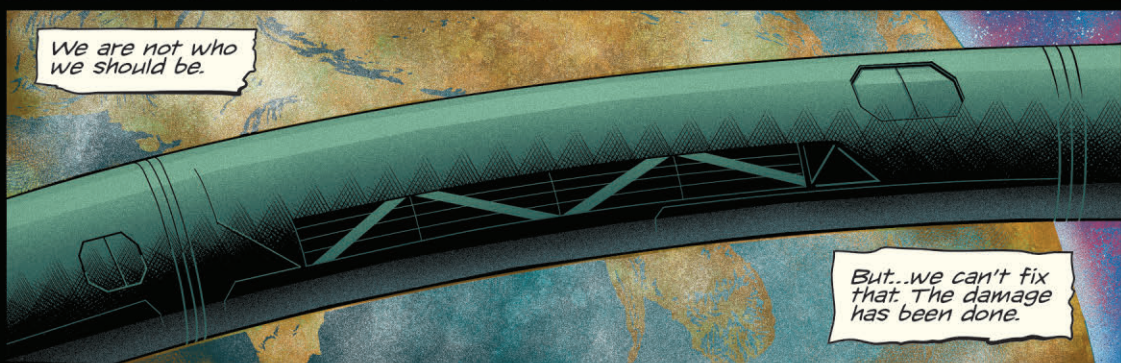
WILLIAM...
LOOK...

OH MY
GOD...

...if we do not spend
the days ahead of us
fighting for them.



We are not who
we should be.



But...we can't fix
that. The damage
has been done.

It's too late
for us.

And, well...if you're
reading this...then it's
too late for me, too.



And that's okay.
I've made my
peace with that.

DEANNA...I
NEED YOU...TO
GIVE THIS...

But if you're
reading this...

INCREDIBLE...
I CAN'T BELIEVE IT'S
STILL HERE... I WOULD
HAVE THOUGHT IT WAS
DESTROYED BY
NOW...

THE
ROMULANS
AREN'T ABOVE KEEPING
TROPHIES, JEAN-LUC.
OF COURSE, IT'S NOT
FUNCTIONAL, BUT ST-

WOW!

...then there's
still hope.

Keep going. Find
that federation
base...and then
do me a favor...

...You come back here and
you make these bastards
pay for the lives they've
stolen from us...

ARE YOU
OKAY?

YEAH...

YEAH,
I'LL BE ALL
RIGHT...

RIKER,
COME ON, YOU
GOTTA SEE
THIS!

Make the sky
safe again...

...So the next
generation can fly.



TO BE CONTINUED?



Why I Chose This Moment To Deviate

Hey everyone, Donny Cates here.

I wrote that thing you just read and I need to tell you the truth about it. Because what you just read isn't what I wanted to write. Not really...

When Sarah Gaydos (wonderful *Trek* Editor extraordinaire) asked me to pitch on a *Star Trek* "Deviations" story, I had only one thing in mind. I had this fun idea in my back pocket of a kind of "What if the movie studio had rebooted *TNG* instead of *TOS*" story. It's a pitch I had told to industry friends and to people at cons to get a laugh. A silly story with Riker on a horse playing Snake Plisken to a ravaged Earth. Breaking Picard out of a Romulan prison in a very "there's only one man for the job" kind of action movie trope. Now, I took that pitch seriously, of course. I thought it was a pretty cool idea for a reboot of the franchise (starting the Federation at their lowest, instead of their pinnacle where we meet them in *TNG*) but it was only ever that; a fun idea for a story.

So after batting it back and forth with Sarah ("I like it, but we can't do the reboot thing. How can we make this work?") And eventually coming upon an idea that actually suited the world ("Romulans made first contact!") I was off and running. I had outlined the entire issue, made all my notes, and watched a few dozen Riker specific *TNG* episodes to get the voice, and then... well...

I started writing this script on November 9th, 2016.

I'm not one to be very political. Anyone who follows me on twitter knows that I very rarely broach the topic. *Let me be very clear that this is not an admonishment of people who do talk politics on Twitter.* It's just not my thing. I like to think of myself and the service I provide as a digger of escape tunnels. People come to me and my work seeking a release and a safe haven from the scary storm clouds above. That's what comics have always been for me, and I try and instill that in my own work.

THAT BEING SAID... I suddenly found myself staring down the barrel of a *Star Trek* script about *freedom fighters crawling and scratching to find a little piece of hope for the future in a world gone insane. A world in which they have been endlessly lied to and beaten down and marginalized to the point of active rebellion.*

I mean, come on...

How could I not write about what I was feeling through the lens of one of the greatest science fiction works of all time? I mean, it's *STAR TREK!* *Star Trek* that teaches us that we, the human race, can have this unbelievable future if we can just overcome our pettiness. That tells us that we can have these awesome ships and all of this amazing technology if we can just stop fighting over arbitrary lines in the dirt. That we can have the stars if we can find peace. *That we can be who we are really meant to be.*

I admit I had a very tough time wrapping my head around writing an action packed *Trek* story in that time. How was I supposed to write an action scene when all I wanted to do was put Picard in a chair and have him talk to me/us about ethics! How can I write about Deanna Troi kicking Romulans in the face? It was then that I remembered this quote from John Adams:

"I must study politics and war that my sons may have liberty to study mathematics and philosophy. My sons ought to study mathematics and philosophy, geography, natural history, naval architecture, navigation, commerce, and agriculture, in order to give their children a right to study painting, poetry, music, architecture, statuary, tapestry, and porcelain."

And everything clicked. This wasn't a story about how awesome it is to kick people in the face, about how great it is to fight. It's about why we fight. And what we are fighting **for**. In this case they were fighting for the next generation. In every way you can interpret that sentence. Fighting to gain back what had been stolen from them, and fighting so that those who come after them won't have to.

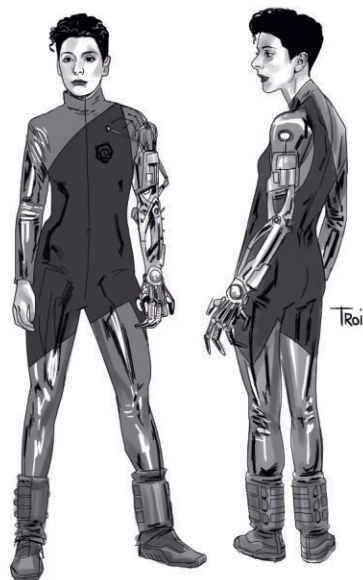
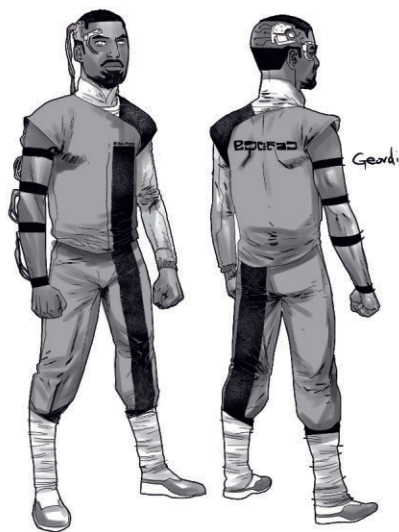
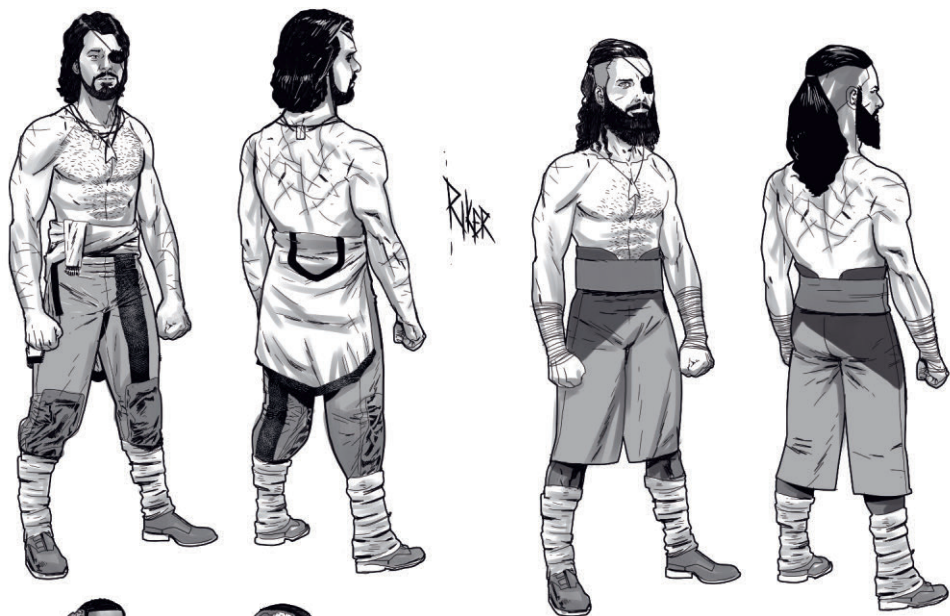
So yeah, this script isn't what I wanted to write. It's what, I believe, I *had* to write. What I needed to write. I hope you will all excuse me for indulging myself this one time. I needed to write about love and hope and peace and the stars. Because that's what *Star Trek* means to me.

And as long as you keep reading and watching and dreaming of that ideal, you too, are involved in making that wonderful future come true. Don't believe me?

Go back and read the first caption of this issue.

Live long and prosper.
Donny Cates

*Various stages of character design by Josh Hood,
based on concepts from Donny Cates*

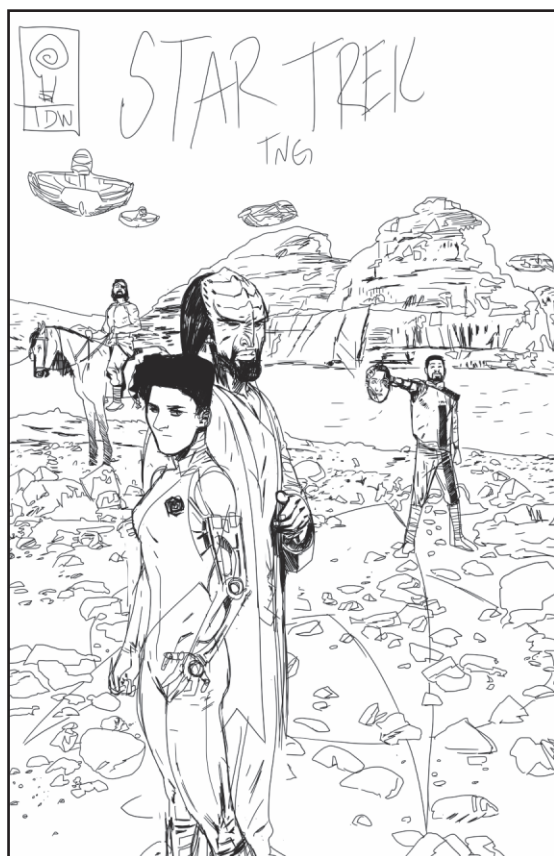




Donny Cates' concept suggestion



**Round 2 cover concept by Josh Hood,
and eventual inks**

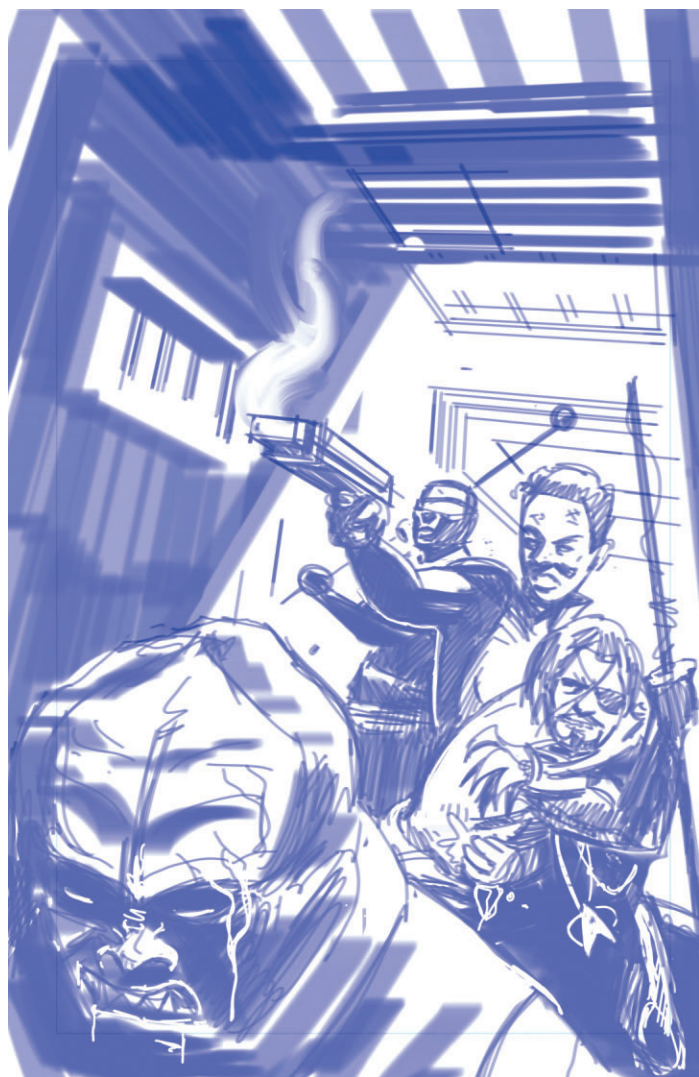


Original cover concept by Josh Hood

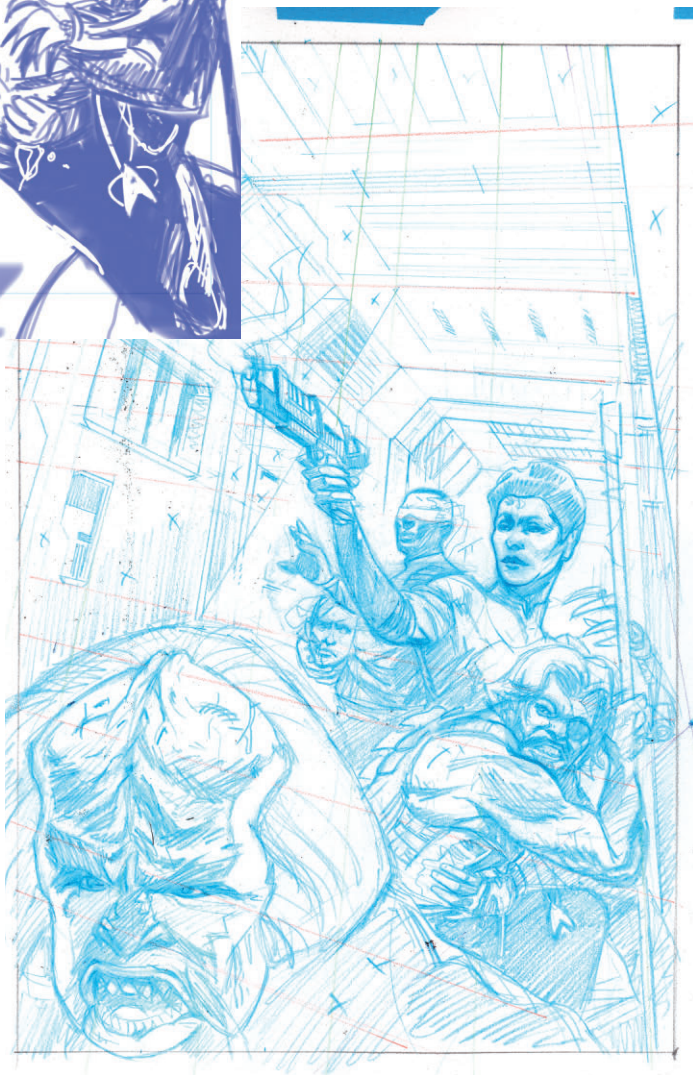


Retailer Incentive Cover Inks by Rachael Stott





**Subscription cover
sketch and pencils
by Clay McCormack.
Colors by Jason Lewis.**





STAR TREK

BOLDLY GO

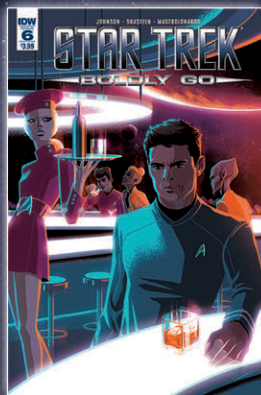
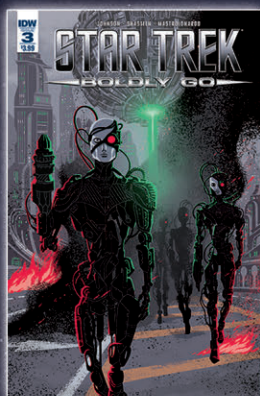
Enjoy a look at the new ongoing *Star Trek* series, *Boldly Go*, with the first three pages of issue #1. Set in the Kelvin timeline, the series follows Captain Kirk and his crew immediately after the events of *Star Trek Beyond*!

The crew of the *U.S.S. Enterprise* has been re-assigned to new ships and new roles. Some have chosen to spend time away from Starfleet. Others have embarked on new opportunities.

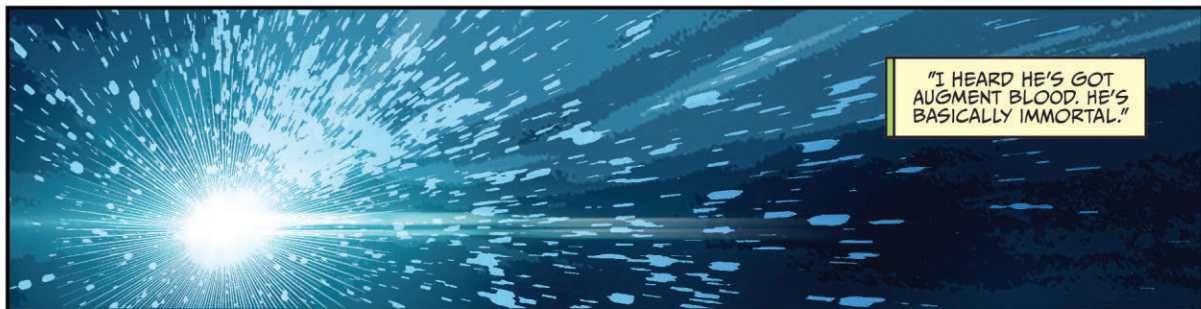
The Galaxy enjoys a fragile peace.

It will not last.

Star Trek: Boldly Go is written by Mike Johnson and Ryan Parrott, with art by Tony Shasteen. Coming soon! Issues by special guests artists Chris Mooneyham and Megan Levens on future issues, with variant covers by some of today's top talent!



All covers by George Caltsoudas



"I HEARD HE'S GOT
AUGMENT BLOOD. HE'S
BASICALLY IMMORTAL."



"MY COUSIN WAS AT
THE ACADEMY WITH HIM.
SAID HE GOT THE RUSSIAN
KID TO WRITE ALL HIS
PAPERS FOR HIM."

Star Trek: Boldly Go #1 preview:

written by Mike Johnson

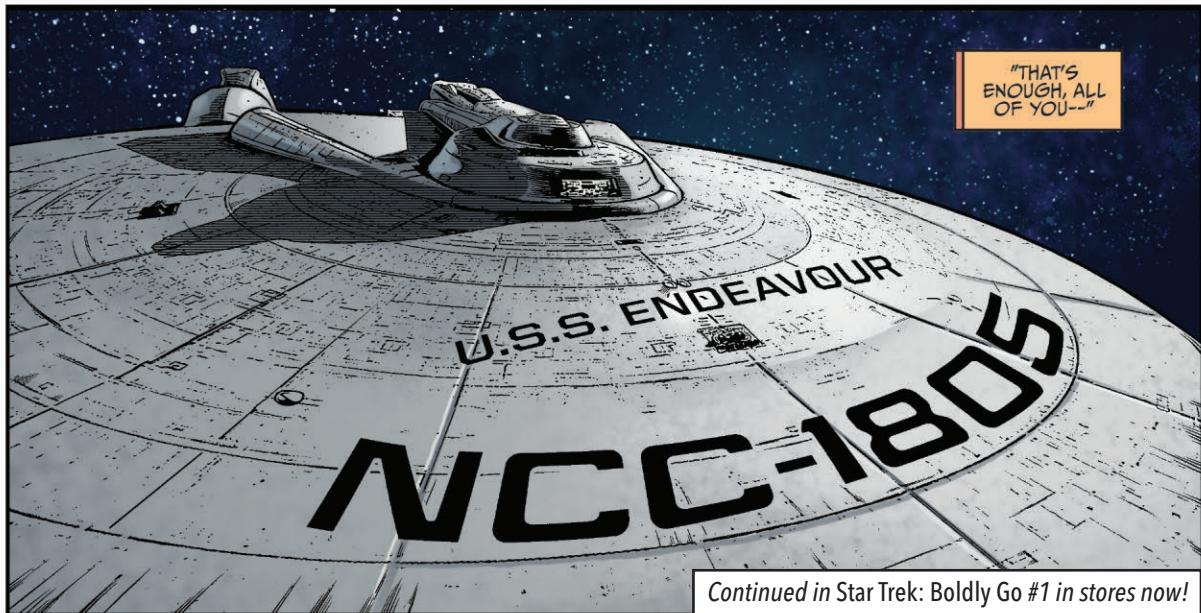
Art by Tony Shasteen

Colors by Davide Mastrodonardo

Letters by AndWorld Design



"HE'S
SHORTER THAN
I THOUGHT."



"THAT'S
ENOUGH, ALL
OF YOU--"

Continued in Star Trek: Boldly Go #1 in stores now!

STAR TREK® WAYPOINT

Celebrate *Star Trek: The Original Series*, *The Next Generation*, *Deep Space Nine*, *Voyager*, and *Enterprise* in this bimonthly anthology series written by today's top writers and illustrated by today's top artists!

A "waypoint" is a stopping place on a long journey. Over the past 50 years, some of the most exciting journeys in all of entertainment have taken place in the *Star Trek* films, TV series, novels, and of course - - comics. *Star Trek: Waypoint* offers us a way to stop and reflect back on what's come before, and look ahead to the next 50 years of *Trek*. Each issue offers multiple stories from different iterations of *Trek*. Join us on the journey, and enjoy the first three pages of issue #1!



art by Marc Laming
colors by Chris O'Halloran



art and colors by
David Malan



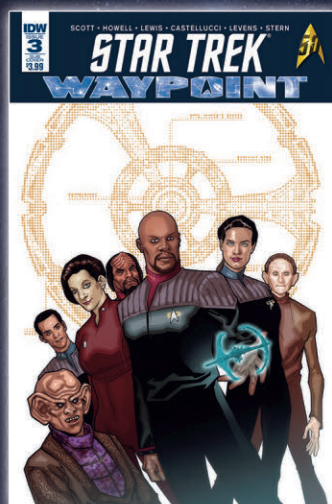
art and colors by
Daniel Warren Johnson



art by Mark Buckingham
colors by Charlie Kirchoff



art by Gordon Purcell
colors by Jason Lewis



art and colors by
David Messina

CAPTAIN'S LOG: HERE'S WHAT WE KNOW: ROUTINE STARFLEET SCANS HAVE PINGED THE LOCATION OF THIS UNKNOWN VESSEL. INITIAL READINGS HAVE SUGGESTED IT IS INCREDIBLY ADVANCED, THOUSANDS OF YEARS OLD...

...AND IT HAS JUST ARRIVED.

ONE SECOND TO THE NEXT, THERE WAS NOTHING IN THIS SECTOR, AND NOW...THIS. THE READINGS ALSO SUGGEST A CREW OF ALMOST TWO HUNDRED LIFE FORMS ON BOARD.

Star Trek: Waypoint #1 preview:
"Puzzles" written by Donny Cates, art by Mack Chater, colors by Jason Lewis and Dee Cunniffe, letters by AndWorld Design

THOSE LIVING APPEAR TO BE DYING. OF WHAT WE DO NOT KNOW. SOME SORT OF RADIATION LEAK, PERHAPS. EITHER WAY, TIME IS NOT OUR SIDE.

ANY AND ALL ATTEMPTS TO COMMUNICATE WITH THE UNIDENTIFIED SHIP HAVE BEEN MET WITH THE SAME REPEATING CODED TRANSMISSION.

SO FAR NO ONE AT STARFLEET COMMAND HAS BEEN ABLE TO TRANSLATE THE MESSAGE. THEIR BEST GUESS IS IT'S SOME SORT OF EMERGENCY BEACON.

IN DIRECT OPPOSITION TO THAT THEORY, HOWEVER, THE SHIP, WHILE NOT OVERTLY HOSTILE IN NATURE, APPEARS TO HAVE RAISED ITS SHIELDS, EFFECTIVELY NEGATING ANY SORT OF PHYSICAL RESCUE.

NOTHING IN. NOTHING OUT. A DYING CREW, A TICKING CLOCK AND A MESSAGE NO ONE CAN READ.

IT'S QUITE THE PUZZLE. BUT, I SUPPOSE THAT IS WHY THEY CALLED US IN TO INVESTIGATE...

Continued in Star Trek: Waypoint #1 in stores now!

STAR TREK® GREEN LANTERN™

STRANGER WORLDS

The best-selling miniseries returns for a second volume with *Star Trek/Green Lantern: Stranger Worlds*! This six-issue series sees the crew of the *U.S.S. Enterprise* and the Lanterns working together to defeat Sinestro and his plans for universal domination—along with the return of enemies long thought defeated.

Before you read the first three pages of issue #1, here's a reminder of what occurred previously in *Star Trek/Green Lantern: The Spectrum War*:

The Black Lantern Nekron conquered the universe. Thanks to Ganthet, the last surviving Guardian of the Universe, a small group of survivors escaped to an alternate reality. Here, the survivors of the various Lantern Corps encountered Captain James T. Kirk and the crew of the starship *Enterprise*. Nekron followed them, intent on conquering this reality. The combined might of the *Enterprise* crew and the surviving Lanterns succeeded in destroying Nekron once and for all.

But Sinestro, last of the Yellow Lanterns, escaped to continue his own quest for power...

Star Trek/Green Lantern: Stranger Worlds is written by Mike Johnson, with art by Angel Hernandez, colors by Mark Roberts, letters by AndWorld Design.



art by Angel Hernandez
colors by Mark Roberts



art by Angel Hernandez
colors by Mark Roberts



art by Angel Hernandez
colors by Mark Roberts



art by Angel Hernandez
colors by Esther Sanz



art by Angel Hernandez
colors by Esther Sanz



art by Angel Hernandez
colors by Esther Sanz

STARFLEET ACADEMY. EARTH.

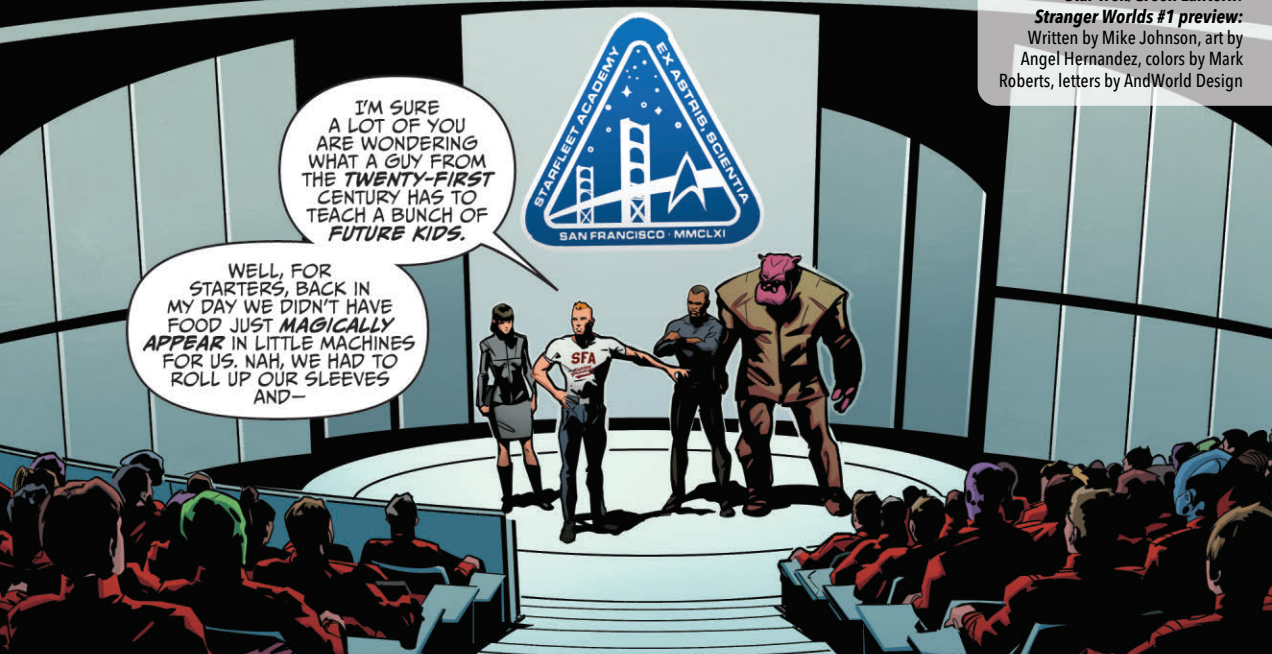


"HI, I'M GUY GARDNER
AND I'LL BE YOUR
INSTRUCTOR TODAY."



I'M SURE
A LOT OF YOU
ARE WONDERING
WHAT A GUY FROM
THE *TWENTY-FIRST*
CENTURY HAS TO
TEACH A BUNCH OF
FUTURE KIDS.

WELL, FOR
STARTERS, BACK IN
MY DAY WE DIDN'T HAVE
FOOD JUST *MAGICALLY*
APPEAR IN LITTLE MACHINES
FOR US. NAH, WE HAD TO
ROLL UP OUR SLEEVES
AND—



MR. GARDNER,
PERHAPS YOU COULD
BEGIN WITH THE EVENTS
THAT PRECIPITATED YOUR
ARRIVAL HERE.

PRECIP...
IPATE...?

HOW WE
GOT HERE,
POOZER.



OH.
YEAH.

I KNEW
THAT.

OKAY...

Continued in *Star Trek/Green Lantern:
Stranger Worlds #1* in stores now!

*Star Trek/Green Lantern:
Stranger Worlds #1* preview:
Written by Mike Johnson, art by
Angel Hernandez, colors by Mark
Roberts, letters by AndWorld Design

FROM THE PUBLISHER'S DESK

by Ted Adams



I've got another fun creator-owned series to tell you about this month—**Helena Crash** by artist, Warwick Johnson Cadwell, and writer, Fabian Rangel, Jr., with lettering by Ironbark. In a world where coffee has been outlawed and old technology is highly coveted, Helena Crash is the woman who can get you whatever you want—as long as you're willing to meet her price.

TA: Fabian, I love the mix of old technology and new technology in **Helena Crash**—one of my favorite scenes in the first couple of issues is Helena getting an order from a client on a phone that projects a holographic image where she gets sent on a mission to find an old-school VHS tape. The whole world

is so fun and unique—aliens and gorillas mixing with humans, bad guys wearing Mexican wrestling masks, cool race cars, and more—that I don't know where to start. So, let's start at the beginning. How did you and Warwick meet?

FR: Glad to hear you dig the world of **Helena Crash**! Warwick and I have had the best time filling it with all of our favorite things. I became aware of Warwick after he did a pin-up for *Space Riders*, and started following him on social media. It didn't take long after that for me to hit him up asking to collaborate. His work is really inspiring.

TA: What other work have you done before **Helena Crash**?

FR: It's safe to say the comic I'm most known for is *Space Riders* with Alexis Ziritt, and before that, a comic I did with Ryan Cody called *Doc Unknown* that I ran a few Kickstarters for. I also wrote an issue of *Jim Henson's The Storyteller*, the *Lucha Underground* comics for El Rey, and I did a back-up story in *TMNT: Amazing Adventures*.

WJC: I did a 4-issue run on *Tank Girl* a few years ago and more recently in the multi-artist *21st Century Tank Girl*, both for Titan Comics. I have worked with UK publishers Blank Slate and SelfMadeHero and made small press and independently published comics like *Dangeritis* and *The Marionette Unit*. I've also done animation design for Aardman, Laika and Nickelodeon.

TA: What's your work process?

FR: These days, it starts with finding an

awesome artist to work with, and letting their art inspire the start of a story — whether that means a genre, or a character, or a setting. I don't even think of something new anymore until I know who I'm working with. Other elements include drinking lots of coffee, listening to movie or TV show scores on vinyl, and staring at the toy collection in my office. After that, it's filling notebooks and scripting. I also keep a big whiteboard on the wall that has everything I need to write in red.

WJC: My work process is like a hurricane. Not that it's an epic force of nature, commanding awe and respect, but more that it's a giant, messy, unpredictable event that I find impossible to steer. In the middle though, there is a short moment of sweet clarity and that's where the work gets done.



TA: Warwick, I see a little bit of Paul Pope and Jim Mahfood in your art and storytelling—high praise intended. Who inspires you? Any particular books, movies, or music that you look to for inspiration?

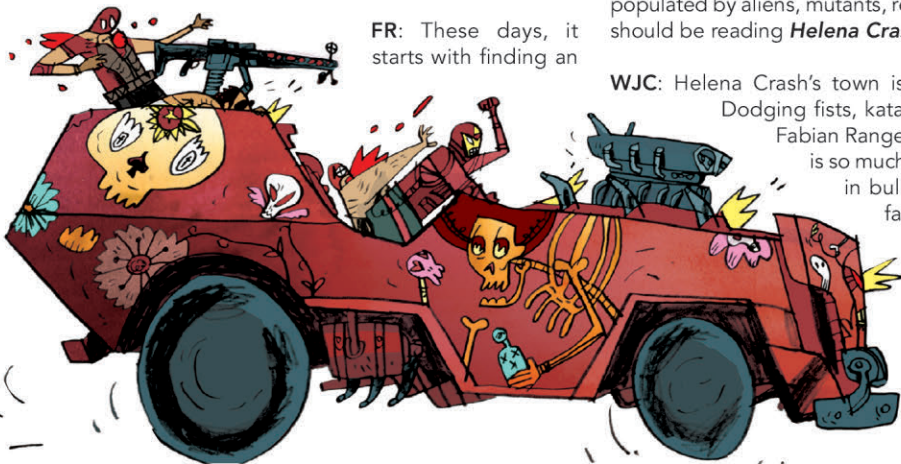
WJC: Well those two for a start. There are loads though. Mike Mignola, Mick McMahon, Kevin O'Neill, Duncan Fegredo. Then Frazetta, N.C. Wyeth, Kuniyoshi. Then Sergio Leone, Steven Spielberg, Genndy Tartakovsky. I've started listing and the problem is that I'll need to leave everyone else out. Anyone making stuff with love and care, that's what is inspiring.

TA: Anything else you'd like to tell our readers?

FR: If you like coffee, *Mad Max* style car battles, the thrill of collecting, larger than life characters doing battle in a city populated by aliens, mutants, robots, and monsters, then you should be reading **Helena Crash**.

WJC: Helena Crash's town is an incredible place to be. Dodging fists, katanas, machetes and ray guns. Fabian Rangel Jr. knows his stuff. This book is so much fun, with a capital "F" written in bullet holes on the side of your favourite gangsters car.

Thanks, guys. Next month, I'll be talking with the creators of *Night Owl Society*, James Venhaus and Pius Bak.



**ONE MOMENT CAN
CHANGE EVERYTHING...**

← DEVIATIONS →

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NEIL UYETAKE

PUBLISHER
TED ADAMS



PUZZLES

A "Star Trek: The Next Generation" Story

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DONNY GATES

ARTIST
MACK CHATER

COLORISTS
JASON LEWIS, DEE GUNNIFEE

LETTERS
ANDWORLD DESIGNS

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— Group Editor Sarah Gaydos

STAR TREK created by Gene Roddenberry
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CAPTAIN'S LOG: HERE'S WHAT WE KNOW: ROUTINE STARFLEET SCANS HAVE PINGED THE LOCATION OF THIS UNKNOWN VESSEL. INITIAL READINGS HAVE SUGGESTED IT IS INCREDIBLY ADVANCED, THOUSANDS OF YEARS OLD...

...AND IT HAS JUST ARRIVED.

ONE SECOND TO THE NEXT, THERE WAS NOTHING IN THIS SECTOR, AND NOW...THIS. THE READINGS ALSO SUGGEST A CREW OF ALMOST TWO HUNDRED LIFE FORMS ON BOARD.

THOSE LIVING APPEAR TO BE DYING. OF WHAT WE DO NOT KNOW. SOME SORT OF RADIATION LEAK, PERHAPS. EITHER WAY, TIME IS NOT OUR SIDE.

ANY AND ALL ATTEMPTS TO COMMUNICATE WITH THE UNIDENTIFIED SHIP HAVE BEEN MET WITH THE SAME REPEATING CODED TRANSMISSION.

SO FAR NO ONE AT STARFLEET COMMAND HAS BEEN ABLE TO TRANSLATE THE MESSAGE. THEIR BEST GUESS IS IT'S SOME SORT OF EMERGENCY BEACON.

IN DIRECT OPPOSITION TO THAT THEORY, HOWEVER, THE SHIP, WHILE NOT OVERTLY HOSTILE IN NATURE, APPEARS TO HAVE RAISED ITS SHIELDS, EFFECTIVELY NEGATING ANY SORT OF PHYSICAL RESCUE.

NOTHING IN. NOTHING OUT. A DYING CREW, A TICKING CLOCK AND A MESSAGE NO ONE CAN READ.

IT'S QUITE THE PUZZLE. BUT, I SUPPOSE THAT IS WHY THEY CALLED US IN TO INVESTIGATE...

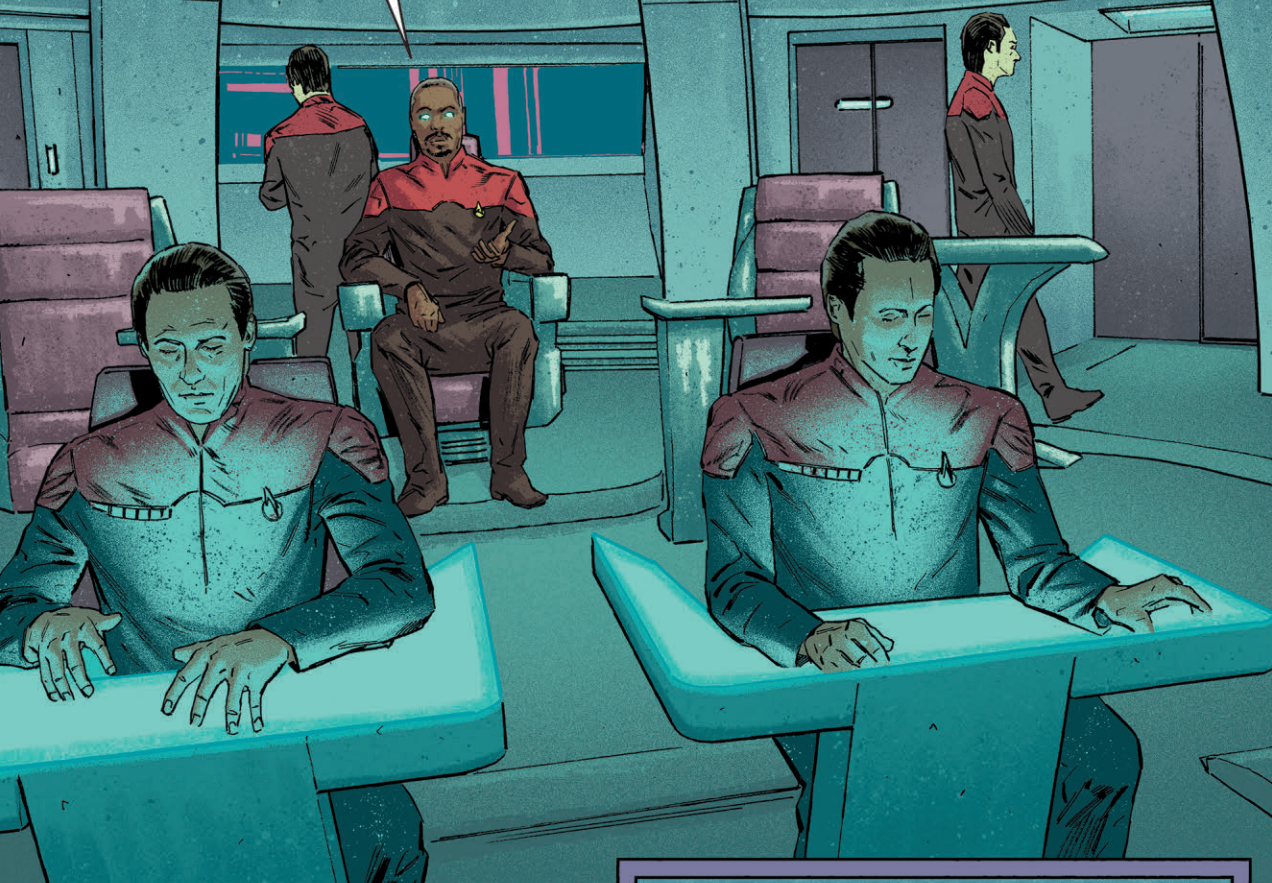


...MY CREW AND I
QUITE LIKE PUZZLES.

DATA, REPORT?
ANY PROGRESS ON
THIS MYSTERIOUS
SIGNAL?

SINCE HIS PHYSICAL FORM
DETERIORATED AND WE
UPLOADED HIS POSITRONIC
BRAIN INTO THE ENTERPRISE
MAINFRAME, DATA'S POWER
HAS GROWN IMMENSELY.

WE STILL CARRY A FULL
COMPLEMENT OF STAFF
ELSEWHERE ABOARD THE
ENTERPRISE, OF COURSE.
BUT TRUTH BE TOLD, IF HE
WANTED IT, DATA COULD
RUN THIS SHIP HIMSELF.



I AM
TRANSLATING
THE MESSAGE
AS I SPEAK,
CAPTAIN.

WITHIN A MONTH OF BEING
UPLOADED, DATA BEGAN TO
PROJECT HOLOGRAMS OF
HIMSELF PERFORMING TASKS ON
THE BRIDGE AND ELSEWHERE.



IT IS A MOST
INTRIGUING LANGUAGE,
CAPTAIN. I UNDERSTAND
NOW WHY STARFLEET
COMMAND HAD A
DIFFICULT TIME
WITH IT.

IN HIS ROLE AS SHIP'S
COMPUTER, DATA HAS NO
REAL NEED FOR THESE
PHYSICAL MANIFESTATIONS.





THOUGH HE HAS NEVER STATED SO, I BELIEVE IT IS MORE FOR MY BENEFIT THAN FOR HIS. PERHAPS KNOWING THAT THE SIMPLE ACT OF BEING PRESENT WOULD BE OF COMFORT TO ME. A SMALL GESTURE OF FRIENDSHIP.

WHY IS THAT, NUMBER ONE?



NO MATTER THE REASON, I HAVE TO SAY IT IS VERY WELCOME.

BECAUSE THEY ARE HUMAN.

MOST OF THE TIME.



HILARIOUS.

YES. HOWEVER, WHILE THE JOKE WAS INTENTIONAL, CAPTAIN, THE SENTIMENT IS CORRECT. THE MESSAGE WAS NEVER INTENDED TO BE RECEIVED BY HUMANS OF ANY KIND.

THE SHIP IS ENTIRELY CONTROLLED VIA AN ARTIFICIAL INTELLIGENCE. DESIGNED TO INTERACT ONLY WITH ITS OWN KIND.



AN ENTIRE STARSHIP CONTROLLED BY AN ARTIFICIAL BRAIN, WELL, THAT CERTAINLY SOUNDS--

IF YOU ARE ATTEMPTING TO FORM A HUMOROUS CONNECTION BASED ON THE SIMILARITIES BETWEEN THE SHIP AND MYSELF, I CAN ASSURE YOU THAT, THOUGH SIMILAR IN SOME SUPERFICIAL WAYS, THAT SHIP AND I ARE LIGHT YEARS APART.

SO TO SPEAK.



THERE ARE SIMILAR ASPECTS IN THE CODE, HOWEVER. AND IF I CAN JUST--AH, THERE WE ARE, ALMOST COMPLETE AND--

OH DEAR. THE MESSAGE...IT IS...NOT AN EMERGENCY BEACON AT ALL...





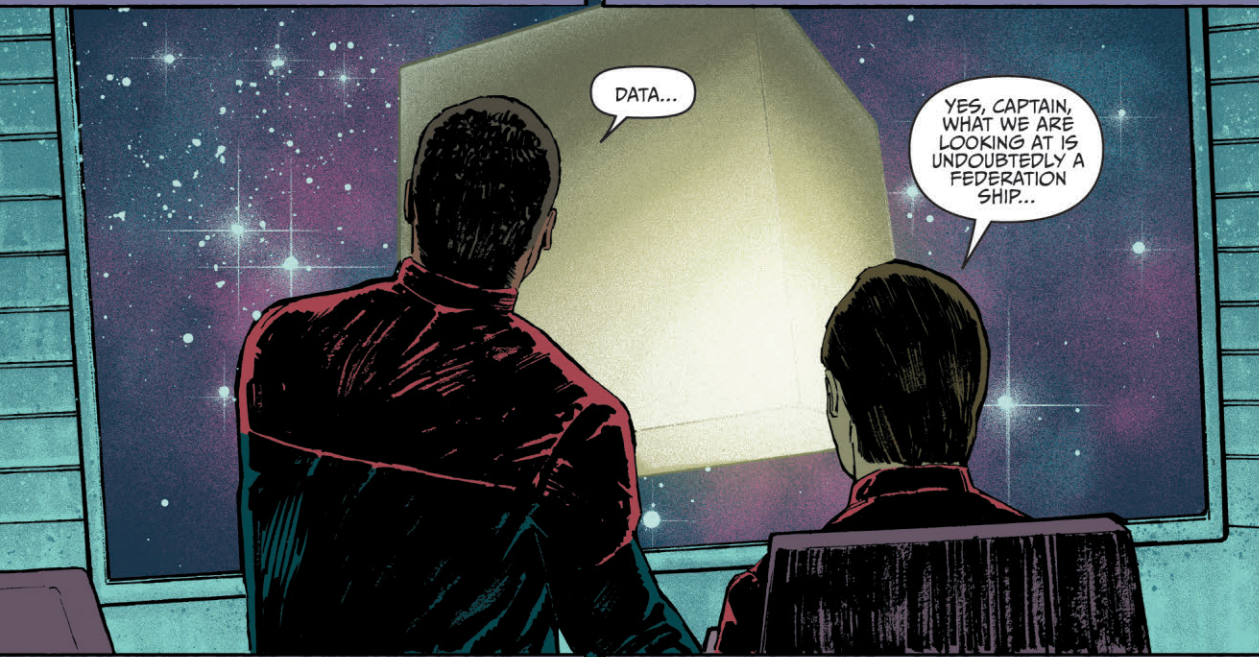
DATA, WHAT THE HELL ARE WE DEALING WITH?



A SHIPWRECK, SIR.

IF YOU HAVE A THEORY...

NOT A THEORY, CAPTAIN. USING THE TRANSLATION FROM THE DIRECTIVE I WAS ABLE TO IDENTIFY SEVERAL STANDARDS ON THE SHIP'S EXTERIOR THAT MATCH WITH THE--



DATA...

YES, CAPTAIN, WHAT WE ARE LOOKING AT IS UNDOUBTEDLY A FEDERATION SHIP...



...FROM OUR OWN DISTANT FUTURE.

SO, YOU ARE SAYING THAT THIS SHIP...SOMEHOW MALFUNCTIONED AND-- AND, HAS COME...WHAT, UNSTUCK IN TIME? DATA...THAT'S...

FASCINATING.



INDEED. BUT, IF WHAT YOU ARE SAYING IS CORRECT...IT WON'T LET US INTERFERE BECAUSE OF THE PRIME DIRECTIVE?

THAT DOESN'T MAKE ANY SENSE... THE DIRECTIVE ONLY APPLIES TO PRE-WARP DRIVE CIVILIZATIONS. PRIMITIVE PEOPLES.

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