

STAR TREK: VOYAGER

REVISED
02/12/01 be

"Natural Law"

40840-268

Story
by
Kenneth Biller & James Kahn

Teleplay
by
James Kahn

Directed
by
Terry Windell

FINAL DRAFT

FEBRUARY 12, 2001

STAR TREK: VOYAGER

"Natural Law"

SETS

INTERIORS

VOYAGER
ASTROMETRICS LAB
BRIDGE
CARGO BAY
CORRIDOR
ENGINEERING
READY ROOM
SHUTTLEBAY
SICKBAY
TRANSPORTER ROOM

SHUTTLE

DELTA FLYER
COCKPIT

CAVE

EXTERIORS

SPACE/VOYAGER
DELTA FLYER

SHUTTLE

SPACEPORT
VOYAGER
DELTA FLYER

AERIAL ABOVE JUNGLE

JUNGLE

CAVE CLEARING
RESTING SPOT
RISE ABOVE CLEARING
ROCKY AREA
ROCKY RISE

VOYAGER: "Natural Law" - 4/16/01 CAST

STAR TREK: VOYAGER

"Natural Law"

CAST

JANEWAY	HEALER
CHAKOTAY	GIRL
KIM	AMBASSADOR
PARIS	KLEG
DOCTOR	BARUS
TUVOK	PORT AUTHORITY OFFICER
TORRES	PORT AUTHORITY VOICE
SEVEN OF NINE	TRANSPORTER N.D.
NEELIX	N.D. VOICE
COMPUTER VOICE	N.D. VOICE #2

Non-Speaking

Non-Speaking

N.D. SUPERNUMERARIES

STAR TREK: VOYAGER

"Natural Law"

PRONUNCIATION GUIDE

TETRION

TEH-tree-ahn

LEDOS

LEE-dose

LEDOSIANS

luh-DOZE-ee-uns

KLEG

KLEG

VENTU

VEN-too

BOLOMITE

BOW-low-mite

FOLIATES

FO-lee-uhts

BARUS

BA-rus

STAR TREK: VOYAGER"Natural Law"TEASER

FADE IN:

1 EXT. AERIAL POV ABOVE JUNGLE (OPTICAL) 1

We're flying high above a lush, beautiful landscape.

2 INT. SHUTTLE (OPTICAL) 2

SEVEN OF NINE and CHAKOTAY are at the controls as Chakotay peers through the windows at the scenery below.

CHAKOTAY

Beautiful, isn't it?

Seven, indifferent, comments drily.

SEVEN OF NINE

A sensor analysis would have provided the necessary information.

CHAKOTAY

Just admiring the view.

SEVEN OF NINE

(impatient)

The conference begins in less than an hour.

CHAKOTAY

There's always time for Warp Field Dynamics...

(indicating scenery)

But you don't see natural beauty like this every day --

Suddenly there's a mild JOLT to the ship. It goes to RED ALERT.

CHAKOTAY

What was that?

A little concerned, they begin working consoles.

SEVEN OF NINE

Some kind of energy barrier directly below us...

(working)

...it spans thousands of square kilometers...

(CONTINUED)

2 CONTINUED:

2

CHAKOTAY
(concerned)
Why didn't sensors detect it?

SEVEN OF NINE
I'm not certain. It has an
unusual tetrion signature...
(beat, working)
Species Three One Two used a
similar technology...

But now the ship JOLTS HARD.

3 EXT. SHUTTLE - ABOVE THE JUNGLE (OPTICAL)

3

As it SCRAPES and SKITTERS along a CRACKLING ENERGY
BARRIER. At every contact, an ENERGY FEEDBACK surges
from the barrier to the shuttle.

4 INT. SHUTTLE

4

Consoles begin to SMOKE as Chakotay and Seven work,
speaking rapidly. (NOTE: AVOID THE WINDOWS.)

SEVEN OF NINE
There's a power surge coming from
the barrier --

CHAKOTAY
Shields at full.

The ship SHAKES much worse. Consoles SPARK.

SEVEN OF NINE
They're creating some kind of
feedback...
(beat)
...we've lost impulse engines.

CHAKOTAY
Go to warp.

SEVEN OF NINE
(beat, frustrated)
The warp core is off-line.

CHAKOTAY
Warp engines don't just shut down
when you scrape an energy barrier.

SEVEN OF NINE
(off console)
It's affecting all our systems...

(CONTINUED)

4 CONTINUED:

4

COMPUTER VOICE
Warning: structural failure in
thirty seconds.

CHAKOTAY
We'll have to beam to the surface.

SEVEN OF NINE
We can't transport through the
barrier.

Seven has an idea.

SEVEN OF NINE
Transfer auxiliary power to the
weapons array.

CHAKOTAY
(as he works)
What are you trying to do?

SEVEN OF NINE
(working)
If I can realign our phasers to
the correct frequency, I may be
able to open a rift.

CHAKOTAY
Big enough to get a shuttle
through, I hope.

Tension as Seven continues to work.

COMPUTER VOICE
Warning: structural failure in ten
seconds... nine... eight...

Seven hits the final control.

SEVEN OF NINE
Phasers reconfigured --

5 EXT. AERIAL POV ABOVE JUNGLE - SHUTTLE (OPTICAL)

5

FIRING PHASERS at the barrier. A FRITZING FISSURE
OPENS. The shuttle flies through the fissure, BUMPING
and SCRAPING. A wing of the shuttle is TORN OFF! Just
as the rest of the shuttle clears the fissure, the
vessel EXPLODES!

6 EXT. JUNGLE - DAY (OPTICAL)

6

A dazed Chakotay and Seven MATERIALIZE.

(CONTINUED)

6

CONTINUED:

6

Chakotay is holding an Engineering kit. His pants-leg is torn - we'll come to learn his leg is injured. As they look around their surroundings, they find themselves in a verdant jungle, with lush flowers, climbing vines, TWITTERING birds. OFF the moment...

FADE OUT.

END OF TEASER

ACT ONE

FADE IN:

(NOTE: Episode credits fall over opening scenes.)

7 EXT. JUNGLE - MOMENTS LATER

7

Chakotay and Seven look around, getting their bearings. As Seven takes out her TRICORDER, Chakotay hits his combadge - it CHIRPS ineffectively. Seven gets a reading from her tricorder, reacts with frustration.

SEVEN OF NINE

The barrier's closed again.

He reacts, scans their surroundings with his TRICORDER, takes a step - but his leg gives a little, and he winces in pain.

SEVEN OF NINE

I should examine you.

CHAKOTAY

I don't think it's serious.

But he lets her help him sit on a fallen tree trunk. She pulls open the tear in his pants, to REVEAL his

LEG

where we can see a small laceration, with some swelling. She passes her TRICORDER over it.

SEVEN OF NINE

You have a hairline fracture.

CHAKOTAY

We have bigger problems. I'll be fine.

Seven notices a tricorder reading, and sweeps it in a wide arc over the landscape.

SEVEN OF NINE

I'm detecting shuttle debris scattered over several square kilometers.

(CONTINUED)

CONTINUED:

CHAKOTAY

Some of it might still be functional.

SEVEN OF NINE

If we can find the right components, we may be able to construct a beacon... send a distress signal.

CHAKOTAY

Through the barrier?

She works her TRICORDER and takes an uncertain beat.

SEVEN OF NINE

Maybe.

Chakotay stands up, with some effort, makes a joke.

CHAKOTAY

If we hurry we might still make that conference.

Seven gives him a dubious look as they set off, Chakotay limping slightly, taking in his surroundings.

CHAKOTAY

Well, if we have to be stranded somewhere, you couldn't ask for a nicer place.

SEVEN OF NINE

(dry)

If you hadn't insisted on "admiring the view," we wouldn't be stranded at all.

Chakotay takes the point, and they move into the dense undergrowth. OFF the natural beauty of the jungle...

CUT TO:

8

EXT. SPACEPORT - DELTA FLYER (OPTICAL)

8

As it ZOOMS through a bustling spaceport - docking bays, big and small ships, BLINKING marker buoys - high above the glittering, urban hi-tech planet LEDOS. A large FREIGHTER enters the Delta Flyer's path - the Flyer quickly streaks under it.

9 INT. DELTA FLYER - COCKPIT (OPTICAL)

9

PARIS, at the helm, resumes course - but almost immediately his VIEWSCREEN MONITOR begins FLASHING RED, and he's commed by the PORT AUTHORITY.

PORT AUTHORITY VOICE
Guest Vessel Seven Four Six Five
Six, this is Ledos Port Control.
Shut down your engines.

Paris looks quizzical, hits a couple of controls. The MONITOR stops flashing red, and the PORT CONTROL OFFICER comes up on the screen.

PARIS
This is Lieutenant Tom Paris. Is there a problem?

PORT AUTHORITY OFFICER
You were observed committing piloting violation two five six.

PARIS
Sorry. I'm not familiar with your regulations. It won't happen again.

PORT AUTHORITY OFFICER
You'll be informed of the penalty.

PARIS
(reacts)
What kind of "penalty?"

PORT AUTHORITY OFFICER
That's not my decision.
(beat, checking)
Your Docking Permit says you're assigned to the Starship Voyager.

PARIS
That's right.

PORT AUTHORITY OFFICER
Your Commanding Officer will be notified of your infraction.

OFF the Officer's implacable face...

CUT TO:

10 INT. READY ROOM

10

CLOSE ON Paris, aghast.

PARIS
Piloting lessons?

A somewhat amused JANEWAY elaborates.

JANEWAY
Apparently, the standard penalty
for your infraction is a three day
course in flight safety, followed
by a test.

PARIS
Did you explain we wouldn't be
here that long?

JANEWAY
Actually, while you were
completing your mission, Seven was
invited to a four day conference.

PARIS
(deflated)
Here, on Ledos?

JANEWAY
(nods)
I decided to give the entire crew
shore leave - so you'll have
plenty of time to brush up on your
piloting skills.

PARIS
I don't need lessons...

JANEWAY
Apparently, the authorities
disagree.

PARIS
But Captain --

JANEWAY
(interrupting)
You may not've known the
Ledosians' rules. But you know
ours - comply with local law.
(beat)
Understood?

PARIS
(reluctant)
Yes, ma'am.

(CONTINUED)

10 CONTINUED: 10

OFF his resignation...

11 EXT. JUNGLE - DAY 11

Chakotay and Seven are on the move, Chakotay's limp slightly worse. Their TRICORDERS are out - Seven follows hers to a clump of bushes, where she retrieves a badly damaged CONSOLE FRAGMENT. She scans it, frustrated.

SEVEN OF NINE
The relays are fused. It's
useless.

She tosses it aside - but Chakotay has found a more interesting detail.

CHAKOTAY
Looks like we're not the only ones
here.

She joins him. He points out an area of STAMPED DOWN BRUSH.

SEVEN OF NINE
Indigenous wildlife, perhaps.

He indicates his TRICORDER.

CHAKOTAY
I'm reading residual lifesigns...
they're humanoid.

SEVEN OF NINE
Ledosian?

He shakes his head no.

CHAKOTAY
(off tricorder)
No. But they share genetic
traits...
(beat)
Whoever they are, they may be able
to help us.

SEVEN OF NINE
Unless they're hostile.

(CONTINUED)

11 CONTINUED:

11

CHAKOTAY
(smiles)
Why don't we give them the benefit
of the doubt?

Chakotay scans the area, points into the undergrowth.

CHAKOTAY
The lifesigns lead in that
direction.

SEVEN OF NINE
I suggest you rest your leg while
I investigate.

CHAKOTAY
It's better if we stick
together...
(tweaking her)
...at least until we know whether
they're "hostile."

As they move off, following the lifesigns with their
TRICORDERS...

TIME CUT TO:

12 EXT. JUNGLE - RISE ABOVE CAVE CLEARING - DAY 12

Seven and Chakotay arrive at the top of a small rise,
and crouch down to peer through the vines.

13 POV CHAKOTAY AND SEVEN 13

It's a clearing, with a cave on the far side. Moving
around are a dozen or so PRIMITIVE ALIENS wearing simple
clothing - the VENTU. A peaceful people engaged in
simple tasks: carrying water, stripping vines into
fibers, using those fibers to weave material. Others
just sit quietly in small groups, communicating
occasionally with simple hand gestures.

14 RESUME SCENE 14

Chakotay and Seven REACT with surprise.

CHAKOTAY
(light)
I'm guessing they're pre-warp.

(CONTINUED)

14 CONTINUED:

14

SEVEN OF NINE
They obviously can't help us.

CHAKOTAY
No, I don't suppose they can.

He eyes them with interest.

CHAKOTAY
But they're fascinating. I never
expected to run into people like
these on such a technologically
advanced planet.

SEVEN OF NINE
(pointed)
This isn't an anthropological
mission, Commander.

He nods, taking her point.

CHAKOTAY
You're right. We should keep
searching for debris --

But as he starts to get up, his leg gives out, and he
winces in pain, sits back down. Seven scans the wound.

SEVEN OF NINE
You're developing an infection.
(beat)
You should rest.

Another beat. Then he nods reluctantly.

CHAKOTAY
I'll stay here and try to keep out
of sight.

SEVEN OF NINE
I'll contact you if I find
anything useful.

CHAKOTAY
I guess I don't have to tell you
to avoid interacting with these
people.

Seven nods in agreement, and moves off, taking the
Engineering kit with her. Chakotay settles in to his
hidden vantage point, and peers through the vines to
observe the tribe. A beat, as his fascination grows.
Unable to resist, he hits a control on his TRICORDER.
Another beat. He whispers into it.

CHAKOTAY
First Officer's Log, Stardate
54814.5.

(MORE)

(CONTINUED)

14 CONTINUED: (2) 14

CHAKOTAY (cont'd)
We've come across an indigenous
tribe that appears to live in
caves situated around a central
clearing...

As he continues to speak, we go to --

15 POV CHAKOTAY - ON CAVE CLEARING 15

CHAKOTAY (O.S.)
Judging by the provisions near
their campfire, and the absence of
manufactured structures, they
appear to be hunter-gatherers...

TIME DISSOLVE TO:

16 CHAKOTAY'S RESTING SPOT - LATER 16

Chakotay's in the same place, but dozing uncomfortably
now - a little feverish, in some pain. We hear a
furtive RUSTLING NOISE nearby. Beat. Chakotay's eyes
suddenly shoot open, he jolts awake - to find himself
staring at

17 THREE VENTU MEN 17

standing over him. They utter no sound, but their faces
seem grim and threatening. OFF the moment...

18 EXT. JUNGLE - DAY 18

Seven - following TRICORDER readings - sees a small
piece of shuttle debris sticking out from behind a rock -
a COIL. When she retrieves it, she finds part of it is
still BLINKING. She hits her combadge.

SEVEN OF NINE
Seven of Nine to Chakotay.

No response.

19 EXT. CHAKOTAY'S RESTING SPOT - MOMENTS LATER 19

Chakotay's standing up now, leaning against a tree,
looking concerned. The three Ventu men are staring in
amazement at the combadge on his uniform - which once
again "speaks."

SEVEN OF NINE'S COM VOICE
Chakotay, respond. I've found
something...

(CONTINUED)

19 CONTINUED: 19

Chakotay tentatively moves to tap his combadge - but one of the Ventu men yanks it off and stares at it in confusion. Seven's voice comes through the device again.

SEVEN OF NINE'S COM VOICE
Seven of Nine to Chakotay --

The Ventu man REACTS in fear - drops the COMBADGE and SMASHES it with a stone as Chakotay steps forward to try to stop him.

CHAKOTAY
Wait... don't...

20 EXT. JUNGLE - MOMENTS LATER 20

A FRITZING NOISE comes through Seven's combadge. She taps it again. This time it just CHIRPS ineffectively. She reacts with concern. Then, carrying the small piece of debris, she heads resolutely back the way she came.

TIME CUT TO:

21 EXT. JUNGLE - RISE ABOVE CAVE CLEARING - NIGHT 21

Seven arrives at the spot where she'd left Chakotay, but he's not there now. She puts down the Engineering kit, scans the area with her TRICORDER and WRIST-BEACON. Nothing. She peers through the vines into the clearing.

22 POV SEVEN OF NINE 22

Silhouetted FIGURES huddle around the campfire, or move around the area. Seven extends her TRICORDER, scans the clearing - stops when the tricorder is pointing directly at the mouth of the cave. She REACTS to some readings.

23 EXT. CAVE CLEARING PERIMETER - NIGHT 23

Seven inches her way stealthily through the shadows at the edge of the clearing. She stops, unseen, as two Ventu pass nearby, moving toward the fire.

She moves quickly to the edge of the cave mouth - waits a tense beat as another Ventu comes out of the cave. Then she slips inside.

24 INT. CAVE - MOMENTS LATER

24

Seven eases along one wall - notices simple CAVE PAINTINGS of abstract figures and designs, illuminated by TORCHLIGHT. She moves toward the FLICKERING of a small fire deeper inside the cave - and sees two Ventu TRIBESMEN huddled there. One of them moves - REVEALING that what they're huddled over is Chakotay.

Seven steps forward, activating her wrist-beacon, SHINING IT in the Ventu's faces to startle them. She speaks firmly.

SEVEN OF NINE

Move away from him.

The Ventu REACT to the light and to her voice - standing up quickly, with uncertain motives, making a brief HAND GESTURE to each other. Seven tenses. But Chakotay sits up, raising his arm reassuringly.

CHAKOTAY

It's all right, Seven. They're friendly...

She REACTS. He takes a beat, indicates his leg.

CHAKOTAY

They're treating my wound.

She shines her wrist-beacon on his lower leg - which is wrapped in some kind of herbal poultice. The Ventu stand uncertainly in b.g. OFF the surprising moment...

FADE OUT.

END OF ACT ONE

ACT TWO

FADE IN:

25 INT. CAVE - MOMENTS LATER 25

Seven crouches by Chakotay as the Ventu stand back in the shadows. (NOTE: We may occasionally notice them in b.g. communicating with simple hand gestures.) Seven, concerned, speaks to Chakotay.

SEVEN OF NINE

You said we were supposed to avoid interaction.

CHAKOTAY

They found me. There was nothing I could do

SEVEN OF NINE

You should have tried to contact me.

CHAKOTAY

I didn't want to expose them to our technology.

She nods at the sense in this, notices his combadge is gone.

SEVEN OF NINE

You hid your combadge.

CHAKOTAY

(chagrined)
Actually, your call scared them.
(beat)
They broke it.

SEVEN OF NINE

(drily)
I suggest we leave before they break anything else.

Chakotay takes a beat - he's thought about this.

CHAKOTAY

They're friendly... and I am hurt...

SEVEN OF NINE

What are you suggesting?

CHAKOTAY

We may as well stay the night.

SEVEN OF NINE

(objecting)
Commander...

(CONTINUED)

25 CONTINUED: 25

CHAKOTAY
It's good shelter...
(indicates his wound)
And my leg feels better since they
put this dressing on.

Seven can't argue with that.

CHAKOTAY
(continuing)
I'm going to get some rest. I
suggest you do the same.

He closes his eyes. Seven takes a beat, looks around
uncertainly. She moves to a corner, sits against the
wall, alert.

26 A VENTU GIRL 26

who appears to be a teenager has been watching them.
Tentatively she approaches Seven. Seven looks unsure of
her intentions. The Girl reaches out her hand - touches
the BORG IMPLANT on Seven's brow. Seven REACTS, pulls
back. Startled, the Girl moves back too, withdraws
further into the cave. Seven looks around at the
PRIMITIVE FIGURES watching her from the shadows. OFF
her discomfort...

27 EXT. SPACE - VOYAGER (OPTICAL) 27

in orbit of Ledos.

28 INT. CORRIDOR 28

KIM, TORRES, and NEELIX are on the move.

KIM
Chell says we shouldn't miss the
Flame Gardens.

NEELIX
I hear the arboretum is beautiful,
too.

(CONTINUED)

28 CONTINUED:

28

TORRES
We can do both.

Tom ENTERS from a side corridor, joins them.

KIM
Tom! You joining us?
(pretending to
remember)
Oh, that's right. You have to go
to "pilot school."

Torres joins in the ribbing, "explaining" Tom's sentence to Neelix.

TORRES
I hear the course takes days.

PARIS
(undaunted)
For most people. But I did a
little research. If your
instructor agrees, you can skip
the lessons and go right to the
test.
(confident)
I'll be joining you in a couple of
hours.

Neelix looks to Torres.

NEELIX
You have to admire his optimism.

B'Elanna smiles, Paris knows he's being ribbed - as they
EXIT into...

29 INT. TRANSPORTER ROOM (OPTICAL)

29

A TRANSPORTER N.D. is working the console as Kim,
Torres, Neelix and Paris ENTER. Kim nods to the
Transporter N.D., starts toward the Transporter pad.

TRANSPORTER N.D.
Just a moment, sir.

It becomes apparent a FIGURE is MATERIALIZING on the pad
in a TRANSPORTER EFFECT. He's an old, crusty Ledosian
gentleman - INSTRUCTOR KLEG. He speaks with dour
authority.

KLEG
I'm Instructor Kleg, the flying
teacher.

(MORE)

(CONTINUED)

29

CONTINUED:

29

KLEG (cont'd)
(squints at Kim)
Are you Lieutenant Paris?

Kim smiles, points at Paris.

KIM
He is.

Tom hurries up to escort the old guy off the pad.

PARIS
It's an honor to meet you, sir.
May I show you to the Delta Flyer?

KLEG
(gruff)
Why?

PARIS
(obvious)
So you can explain what I did
wrong, and then administer my
test.

KLEG
It sounds to me like you need
lessons in patience, as well.

Paris hesitates to reply, not wanting to make things
worse.

TORRES
Oh, Tom's very patient, sir.

NEELIX
Never impulsive.

KIM
Take all the time you need. He'll
enjoy the extra attention.

Paris shoots them a look. Kleg takes the commentary at
face value, though.

KLEG
I'm pleased to hear it.
(to Paris)
We'll start with a review of
safety procedures. Do you have a
visual display system I can
access?

A beat. Paris covers his annoyance.

PARIS
I think I can find one.

Torres and Kim step onto the Transporter pads, stifling
grins. Torres waves at Paris.

(CONTINUED)

29 CONTINUED: (2)

29

TORRES

Have fun.

KIM

(to the N.D.)

Energize.

As they DEMATERIALIZE...

PARIS

So how long will this "review"
take?

KLEG

Typically, about four hours. But
there's no rush.

PARIS

(strained smile)

Of course not.

As they EXIT...

30 EXT. CAVE CLEARING - DAY

30

Life here is quiet, simple. A FEMALE N.D. weaves palm fronds, ANOTHER mixes pigment from berries. A MALE N.D. fashions a bowl from strips of bark. Others sit quietly in small groups.

CAMERA FINDS Chakotay sitting up, his leg splinted, beside one of the men who'd been wrapping his leg last night - the HEALER. Chakotay has drawn a circular, simple MAP in the dirt. He draws a BENDING LINE, shows the Healer.

CHAKOTAY

River.

The Healer doesn't seem to understand. Chakotay gets an idea, picks up a small GOURD containing water, dribbles it along the line he's drawn to represent the river. A beat. The Healer nods, seeming to understand now. He makes a SNAKING HAND GESTURE for "river." Chakotay repeats it.

CHAKOTAY

River.

Now, Chakotay places a large stone in the circle, points to it.

CHAKOTAY

Mountain.

Now Chakotay points to a distant mountain (O.C.), repeats the word.

(CONTINUED)

30

CONTINUED:

30

CHAKOTAY
Mountain.

The Healer nods, seeming to understand, eyes the map, the Girl who'd approached Seven the night before wanders over curiously, to watch. Chakotay "speaks" haltingly in the sign language he's beginning to learn.

CHAKOTAY
Where...?

He flops his hand palm up.

CHAKOTAY
...are we?

He gestures around the clearing. A beat. The Healer gets it, points to a spot on the map. Chakotay nods. The Girl seems to be taking it all in. The Healer then points to the PIP on Chakotay's collar. Chakotay touches his pip.

CHAKOTAY
This?

The Healer nods, points at it again - then points to himself - then holds out his hand. Chakotay REACTS.

(CONTINUED)

30 CONTINUED: (2) 30

CHAKOTAY

I'm sorry... I can't give it to you...

The Healer takes a small colored STONE out of his pouch and hands it to Chakotay, who takes it tentatively. Then the Healer points to the pip again, and holds out his hand. Chakotay hesitates.

CHAKOTAY

You want to trade...

A beat as Chakotay considers. Then:

CHAKOTAY

Well, I suppose it can't hurt...

In b.g. Seven emerges from the jungle, in time to see Chakotay remove his pip and hand it to the Healer. The Healer smiles, points to Chakotay, then DRAWS HIS INDEX FINGER DIAGONALLY FROM ONE SHOULDER TO HIS WAIST, smiles. Chakotay nods.

CHAKOTAY

I'll take that as a "thank-you."

31 A NEW ANGLE 31

Seven walks up, carrying the Engineering kit. Dry:

SEVEN OF NINE

Did you make a favorable exchange?

CHAKOTAY

I didn't want to insult their customs.

(indicates jungle)

Any luck?

SEVEN OF NINE

I may have found a way of communicating.

She sets down the Engineering kit.

CHAKOTAY

Me too.

(light)

I've learned to say "thank you..."

He points at Seven, then draws his index finger diagonally from shoulder to waist. Seven remains focused.

(CONTINUED)

31 CONTINUED:

31

SEVEN OF NINE
I was referring to communication
with Voyager.

She opens the Engineering kit, revealing a POWER CELL,
and the COIL she found yesterday.

SEVEN OF NINE
It may be possible to construct a
beacon by connecting these
components to the shuttle's
deflector.

CHAKOTAY
Did you find it?

SEVEN OF NINE
(re: tricorder)
I detected it six kilometers from
here. I believe it's intact.

CHAKOTAY
(re: leg)
I'm not sure I'm up to that long a
trip.

SEVEN OF NINE
I'll go.

CHAKOTAY
I've started mapping the area...

As the Girl continues to watch curiously, he indicates
the circular map drawn in the dirt.

CHAKOTAY
Here's the river we passed... this
is where we beamed down... and
we're here now...

He points to the spots on the map. Seven points to a
third location.

SEVEN OF NINE
Then the deflector should be
approximately here.

Seven's eyes meet the Girl's. Chakotay notices the
Girl's interest, and has an idea.

CHAKOTAY
Six kilometers is a long way.
Maybe one of them could guide you.

SEVEN OF NINE
(eying the Girl)
I'm still trying to limit our
contact with these people.

(CONTINUED)

31 CONTINUED: (2)

31

CHAKOTAY

The sooner you get to the deflector, the sooner we can get out of here.

(beat)

They know the terrain. Maybe they can get you there faster.

SEVEN OF NINE

And watch me construct a tetrion-based signalling device?

Her objection makes sense. He nods in agreement.

CHAKOTAY

All right. But be careful.

She takes the power cell, tetrion coil, puts them back in the Engineering kit, and sets off in the direction of the deflector. He calls after her.

CHAKOTAY

Seven.

She stops, turns, looks at him. He smiles, light.

CHAKOTAY

This is how they say "good-bye."

He makes a sign, extending his arm forward, fingers spread wide. As Seven sets off into the jungle...

TIME CUT TO:

32 EXT. JUNGLE - DAY

32

Birds TWITTER, a river can be heard RUSHING in the distance. Seven is having a hard time maneuvering through the dense vines - holding her TRICORDER in one hand for guidance, holding her kit in the other, and trying to push the undergrowth out of the way. Suddenly she TRIPS and falls - her TRICORDER flying out of her hand, and SKITTERING down into a CRESCENT-SHAPED CREVICE. A beat. She pushes herself up, takes note of a...

33 FALLEN TREE BRANCH

33

that she apparently tripped over. Then she moves over to the CREVICE the tricorder fell into. She looks into it, can't see anything. Reaches her hand down to retrieve the tricorder. Feels around. Can't find it. No tricorder.

She gets to her feet, frustrated, looks around.

34 POV SEVEN OF NINE 34

To her left is the GNARLED DEAD TREE the branch fell off. All the other directions look exactly the same - passable, but seemingly unending foliage.

35 RESUME SCENE 35

Undaunted, resolute, she grabs her kit and sets off in the same direction she'd been walking. Into unscanned territory.

36 EXT. CAVE CLEARING - DAY 36

The Healer finishes smoothing off a rough-hewn CANE with a sharp-edged stone, and shows Chakotay how to lean on it for support. Chakotay uses it to walk a few steps. The Healer gestures Chakotay to continue. Chakotay makes the sign of thanks - pointing to the Healer, then drawing his finger diagonally from shoulder to waist.

CHAKOTAY

Thank you.

The Healer nods. Chakotay walks slowly past a clustered group of men, and gestures to them.

CHAKOTAY

Hello.

Two of them look over - and Chakotay stops short. One TRIBESMAN is using a piece of BURNT CHARCOAL to draw a DESIGN on the face of the other MAN. It resembles Chakotay's tatoo. They smile at Chakotay, and point to his tattoo. The others turn - REVEALING another Man with a facial design that looks similar to Chakotay's tatoo. OFF Chakotay, unsettled...

TIME CUT TO:

37 EXT. JUNGLE - NIGHT 37

Seven's now using a wrist beacon to light her way. She looks tired, she's been struggling through this all day. LIGHTNING and THUNDER flash not far away, making Seven flinch just a bit. She stops, looks around.

38 POV SEVEN OF NINE 38

The terrain is seemingly endless foliage. It looks all the same - and though it's too dark to tell for sure, it looks distressingly like the same place she was walking earlier in the day.

39 RESUME SCENE 39

She picks a new direction, and sets off that way - but nearly trips, catching herself in time. A beat, as she has a moment of recognition. She shines her wrist-beacon down on the ground - and there she sees the

40 FALLEN DEAD TREE BRANCH 40

that she'd tripped over earlier in the day. With a rising sense of dread, she turns her wrist-beacon to the left, where it settles on the same

41 GNARLED DEAD TREE 41

that was there before. And finally, she brings the spotlight down on the

42 CRESCENT-SHAPED CREVICE 42

her tricorder had fallen into. A beat, as she REACTS to the confirmation that this is the same place she passed hours ago - she's been walking in a big circle. She shivers a little - as with a low RUMBLE of thunder, it begins to DRIZZLE RAIN.

A beat. She looks around, decides there's nowhere to go for the moment. She sits down, draws her knees up to her chest, wraps her arms around them to huddle for warmth.

OFF Seven, lost and alone...

FADE OUT.

END OF ACT TWO

ACT THREE

FADE IN:

43 EXT. JUNGLE - LATER - NIGHT 43

It's stopped raining, but it's gotten colder, and Seven is shivering. She REACTS to a SOUND in the underbrush, and shines her wrist beacon in that direction.

SEVEN OF NINE
Identify yourself.

There's a tense beat. Then --

44 THE VENTU GIRL 44

emerges from the bushes, wearing a blanket.

45 RESUME SCENE 45

Seven REACTS, wary. The Girl tentatively takes the blanket off her shoulders - she's wearing another warm wrap underneath. She offers the blanket to Seven. Seven, uncertain, makes no move.

The Girl brings the blanket over to Seven, and motions to put it around her shoulders. This time Seven doesn't motion her away - but instead takes the blanket, and wraps it around herself. Nods a cursory thanks.

As Seven watches curiously, the Girl digs around in the dirt and comes up holding two different kinds of ROCKS. She puts one rock on the ground and crushes it easily into a CRUMBLY POWDER with the other rock.

Then she goes to some nearby foliage and picks a small FRUIT off a branch. She SQUEEZES the fruit over the powdered rock - a few DROPS OF JUICE drip into the powder. The mixture begins to SMOKE. The Girl adds tinder, and the mixture FLAMES. Seven REACTS, impressed, to herself:

SEVEN OF NINE
An exothermic reaction...

The Girl piles a little kindling on the fire, and it grows, providing light and warmth. Then she pulls a root out of her pouch, takes a bite - and offers some to Seven. It doesn't look very appetizing - and in any case, Seven doesn't like feeling this vulnerable or dependent. She shakes her head.

SEVEN OF NINE
I'm not hungry.

(CONTINUED)

45 CONTINUED: 45

The Girl shrugs, and takes another bite, as the fire grows. OFF Seven, watching warily...

46 INT. SHUTTLEBAY (OPTICAL) 46

The Delta Flyer is docked, inside Voyager.

47 INT. DELTA FLYER - COCKPIT 47

As Paris looks on, Kleg inspects the controls, ticking off dissatisfactions on his PADD-like device.

KLEG
Visibility impaired by lateral
sensor array... insufficient
console accessibility...

PARIS
I couldn't agree more. Those are
some of the defects that led to my
so-called "pilot error."

KLEG
(off console)
Polarity thrusters. They've been
known to cause accidental
acceleration.

PARIS
Exactly my point. Why should I be
held responsible for the ship's
design flaws?

Kleg consults his PADD - and furrows his brow.

KLEG
According to the maintenance
records... you were this vessel's
chief designer.

Paris can't find an answer.

KLEG
I make it a point of professional
pride to research every case I'm
assigned to.
(squints at Paris)
Are you familiar with that term,
Lieutenant? Professional pride?

PARIS
(subdued)
Yes, sir.
(beat)
In fact, that's why I'm so eager
to get underway. I want to prove
to you that I'm a good pilot.

(CONTINUED)

47 CONTINUED:

47

KLEG

There are protocols, Mister Paris.
System by system diagnostics, pre-
flight simulations...

PARIS

You must have other students who
need your attention. It wouldn't
be fair to --

KLEG

(cutting him off)

Don't worry, Lieutenant. I'm
planning to spend as much time
with you as necessary.

OFF Paris, steeling himself for more of the same...

48 EXT. JUNGLE - DAY

48

Morning now. The sun beats down on Seven's sleeping
face, rousing her. She looks up to see --

49 THE VENTU GIRL

49

watching over her. Seven is a bit unsettled, but the
Girl signs to her, a "good morning" sign: hands cupped
at the ground, then she brings them up and spreads them.
Seven thinks she gets it, and nods hesitantly.

SEVEN OF NINE

Good morning.

Seven mimics the sign back to her. The Girl nods. She
pulls another root out of her pouch, takes a bite, and
offers it to Seven again. Seven - hungrier than before -
takes it, bites off a piece and chews. Not great - but
not bad. As they eat in silence a moment, Seven gets an
idea.

She draws a circle in the dirt, then draws a few rough
characteristics so it resembles the MAP Chakotay showed
her - the mountain, the river. Then she points to the
area where she had said the deflector should be.

SEVEN OF NINE

I'm trying to get here.

She points at herself, then at the spot on the map
again.

The Girl nods, points at the spot on the map, then
points out a specific direction in the jungle. Seven
picks up her Engineering kit, and starts to walk in the
direction the Girl is pointing.

(CONTINUED)

49 CONTINUED:

49

SEVEN OF NINE

Can you show me?

She points to the Girl, then points into the jungle in the right direction. The Girl considers, nods, walks ahead of Seven, and motions her to follow. Seven does.

TIME CUT TO:

50 EXT. JUNGLE - DAY

50

The Girl is guiding Seven through an area with EXOTIC ALIEN FLOWERS. The Girl happily points to one and signs something. Seven isn't really interested, but nods as she continues walking. The Girl stops her, a little piqued by Seven's apparent apathy. She points to the flower again. Again Seven nods, and resumes walking in the direction they'd been going. The Girl grabs her arm, starts walking in another direction. Seven hesitates.

SEVEN OF NINE

I thought it was this way...

But the Girl keeps walking the other way, motions Seven to follow. A beat - Seven follows, through some dense foliage, beyond which is a --

51 CLEARING

51

Seven and the Girl emerge from the foliage, and stop - REACTING to what they see.

52 POV SEVEN AND GIRL (OPTICAL - MATTE)

52

It's a breathtaking, panoramic view of WATERFALLS and EXOTIC FOLIAGE.

53 RESUME SCENE

53

The Girl spreads her arms with a big smile - presenting the view proudly to Seven. Even Seven can't help but be moved just a bit by the beauty of the scene.

SEVEN OF NINE

Yes... it's quite an impressive view. But now we really have to --

But before Seven can finish, the Girl plops down, makes herself comfortable, looks out over the panorama with profound appreciation. Not about to budge.

Seven looks at the Girl, looks at the vista, looks back in the direction she wants to go.

(CONTINUED)

53 CONTINUED:

53

Frustrated and impatient. But she seems to have no choice. Finally, she sits down beside the Girl, staunchly admiring the view with her. OFF the Girl, sneaking a sidelong smile at Seven...

54 EXT. CAVE CLEARING - DAY

54

Chakotay is walking around the village with his cane, looking toward the jungle with some concern. He sees the Healer and approaches him.

The Healer now has a facial tattoo that looks similar to Chakotay's, and he's wearing Chakotay's PIP on his clothing. He makes a sign of greeting to Chakotay, but Chakotay looks serious.

CHAKOTAY

My friend...

Chakotay moves his finger around his own brow, indicating the location of Seven's Borg implant. Then he points out to the jungle.

CHAKOTAY

She hasn't come back.

Chakotay tries making a few more rudimentary signs, but the Healer looks confused, and responds with a few obscure signs of his own indicating that he doesn't understand. Chakotay shakes his head, frustrated, and kneels in the dirt.

As the Healer looks on curiously, Chakotay draws an oval for a face. Two dots for eyes, a vertical line for a nose, a horizontal line for a mouth - and an ANGLED HALF-CIRCLE around the left eye to represent her Borg implant.

CHAKOTAY

She looks like this.

Then he looks at the Healer and makes the palm-up sign for "where?"

CHAKOTAY

Where?

A beat. The Healer nods - he thinks he understands what Chakotay wants. He motions Chakotay to stay here, and hurries into the cave - then returns a moment later with a WOMAN. Chakotay looks at her, REACTS.

55 THE WOMAN'S FACE 55

is adorned with a small piece of DEBRIS from the shuttle, tied with a STRIP OF LEATHER around her forehead, so the broken bit of technology is fixed around her left eye. Unmistakably meant to mimic Seven's Borg implant.

56 RESUME SCENE 56

The Woman and the Healer both seem pleased to show Chakotay, but he reacts with some distress, wonders out loud:

CHAKOTAY

Where did you get that?

He points to the piece of debris, then points out to the jungle, and makes the sign for "Where?" again.

CHAKOTAY

Where?

The Healer and the Woman motion him excitedly to follow, and take him a few feet to the edge of the cave - where the Healer pulls a bundle out from behind a rock, and quickly unwraps it.

57 ON THE BUNDLE 57

Inside are several damaged pieces of Starfleet technology. Part of a power cell, a section of control panel, a thruster fragment.

58 RESUME SCENE 58

The Healer motions out toward a section of jungle, to indicate where the pieces came from. Chakotay looks disturbed.

The Healer looks concerned. He doesn't understand. Chakotay walks back to his picture of Seven in the dirt. He points to it again.

CHAKOTAY

My friend.

(flops hand, palm up)

Where?

OFF Chakotay's frustration...

CUT TO:

59 EXT. ROCKY AREA - DAY

59

Seven and the Girl walk into a clearing, where they come upon the DEFLECTOR, still connected to a large, mangled section of SHUTTLE HULL approximately three meters square. Seven looks pleased, sets down her kit, takes out the power cell and tetrion coil.

The Girl approaches the deflector curiously, reaches out to touch it - but Seven stops her.

SEVEN OF NINE

Don't touch that...

The Girl takes a step back - and Seven softens her tone a bit.

SEVEN OF NINE

Please.

A beat. Then Seven begins connecting the power cell and coil to the deflector. The Girl watches for a moment - then walks over to investigate an area a short distance away, scattered with BLACK ROCKS. OFF Seven, working...

60 EXT. SPACEPORT - VOYAGER (OPTICAL)

60

Voyager is docked.

61 INT. ASTROMETRICS LAB (OPTICAL)

61

TUVOK and Kim are working at the DOME when Janeway ENTERS, looking concerned.

JANEWAY

Problem?

TUVOK

Commander Chakotay failed to report in at the scheduled time. We tried hailing, but there was no response.

KIM

We contacted the conference coordinator - he said Seven and Chakotay never showed up.

Janeway reacts.

JANEWAY

Anything on sensors?

(CONTINUED)

61

CONTINUED:

61

KIM

We located a hull signature over
the southern sub-continent...

He brings up a GRAPHIC on the Dome - the damaged,
sheared-off SHUTTLE WING, floating over a land mass
covered with jungle.

KIM

But it's only a wing.

Janeway REACTS to the disturbing news.

JANEWAY

Nothing else? No lifesigns?

KIM

(grim)

No, ma'am.

Janeway stares at the graphic of the wing. Something
strikes her.

JANEWAY

That's awfully low for something
to be in orbit.

TUVOK

It's not in orbit. It's resting
on an energy barrier.

As he works, the graphic LIGHTS UP with a semi-spherical
ENERGY BARRIER inverted over the land mass, with the
shuttle wing resting atop it.

KIM

We think the shuttle may've
collided with it.

JANEWAY

Why didn't they see it?

TUVOK

Standard scans didn't reveal its
presence. We were only able to
detect it with our Borg sensors.

A beat. Janeway considers the implications.

JANEWAY

If all you found was a wing...
maybe the rest of the shuttle made
it through the barrier.

(CONTINUED)

61 CONTINUED: (2)

61

TUVOK

Logic suggests that possibility.

(beat)

Unfortunately, the barrier
deflects all our scans. There's
no way to know if the shuttle --
or its occupants -- are on the
other side.

A beat.

JANEWAY

Hail the Ledosian ambassador.

OFF her determination...

62 INT. BRIDGE (OPTICAL)

62

Janeway, with Tuvok beside her, is mid-conversation with
a Ledosian AMBASSADOR on the VIEWSCREEN.

AMBASSADOR

We'd have warned your Commander,
but his flight plan didn't go
anywhere near that area.

JANEWAY

He must have altered his route for
some reason.

AMBASSADOR

(nods sympathetically)
And collided with the barrier.
(beat)
I'm sorry.

Janeway and Tuvok react.

JANEWAY

We're not assuming they're dead.

TUVOK

We believe they may have found a
way through.

The Ambassador is dubious, but tries to be diplomatic.

AMBASSADOR

That's very unlikely...

JANEWAY

They're resourceful people...

(beat)

Can you tell us anything about the
barrier?

(CONTINUED)

62

CONTINUED:

62

AMBASSADOR

It shields the territory of an indigenous society, the Ventu.

JANEWAY

Then the area's habitable. If you'd lower the barrier, we could scan for our people's lifesigns.

AMBASSADOR

I'm afraid we can't do that.

Janeway reacts.

JANEWAY

Why not?

AMBASSADOR

It was erected by aliens... hundreds of years ago... they haven't been back.

(beat)

The technology is a mystery to us.

Janeway and Tuvok exchange a look.

TUVOK

Why did these... "aliens"... build the barrier?

AMBASSADOR

To protect the Ventu.

JANEWAY

From whom?

AMBASSADOR

(chagrined)

Us.

Tuvok and Janeway react.

AMBASSADOR

Our ancestors fought them, polluted their habitat...

(embarrassed)

I'm afraid we weren't very enlightened back then.

JANEWAY

(diplomatic)

Earth went through its dark periods, too, Ambassador.

He nods.

(CONTINUED)

62 CONTINUED: (2)

62

JANEWAY

Would you have any objections if
we tried to lower the barrier?
Just to scan for our people?

The Ambassador doesn't hold out a lot of hope.

AMBASSADOR

I told you ... it's not possible.

TUVOK

(undeterred)

Perhaps if you gave us information
about the barrier's power source?

AMBASSADOR

The generator is inside. There's
no way to access it.

Beat. Janeway and Tuvok REACT. The Ambassador
continues.

AMBASSADOR

Even if your people did survive,
I'm afraid there's no way to get
them out.

OFF his disturbing pronouncement...

FADE OUT.

END OF ACT THREE

ACT FOUR

FADE IN:

63 EXT. SPACE - VOYAGER (OPTICAL) 63

in orbit of Ledos.

JANEWAY'S VOICE
Captain's Log, Stardate 54827.7.
Although the Ledosians are
skeptical, they're allowing us to
try to locate our people...

64 INT. ENGINEERING 64

ON a piece of debris - the torn SHUTTLE WING - being
SCANNED by Torres, as Janeway's Log continues.

JANEWAY'S VOICE
But analysis of the barrier has
been slow...

CAMERA FINDS Janeway and Tuvok standing nearby, mid-
conversation with Torres.

TORRES
The burn pattern suggests a
tetrion flux.

TUVOK
We found a reference to similar
technology in Seven's Borg
database.

Janeway's antennae go up.

JANEWAY
You think the Borg erected it?

TUVOK
No, but it may've been constructed
by people they later assimilated.
(off a PADD)
Species Three One Two.

A beat. Janeway appreciates the irony.

JANEWAY
If Seven were here, she might be
able to figure out a way to get
through it.

TORRES
Maybe she already did.
(off Janeway's look)
(MORE)

(CONTINUED)

64 CONTINUED: 64

TORRES (cont'd)
Some of the damage to the wing was
caused by feedback from the
shuttle's phasers.

JANEWAY
(catching on)
Seven and Chakotay might've used
them to penetrate the barrier for
some reason.

TUVOK
(nods)
If I can determine the appropriate
frequency, I may be able to do the
same thing.
(beat)
But there's risk involved.

JANEWAY
What sort of risk?

TORRES
It looks like the feedback from
the barrier is what destroyed the
shuttle. If we're not careful,
the same thing could happen to
Voyager.

OFF the moment...

65 EXT. ROCKY AREA - DAY 65

Seven is making adjustments to the power cell-tetrion
coil-deflector apparatus, as the Girl sits some distance
away, in an area where BLACK STONES are scattered over
the ground.

66 ON THE VENTU GIRL 66

She's CLICKING together a chain of small BLACK STONES.
They're obviously natural magnets. She's turning the
chain into a LOOP - and we realize she's making a
BRACELET, which she slips over her wrist. Then she
begins gathering more stones, CLICKING them together to
make another bracelet.

67 SEVEN (OPTICAL) 67

glances back at the Girl to make sure she's at a safe
distance - then makes one more connection. Several
LIGHTS power up on the deflector-assembly. Seven backs
off, as the Girl stands up, REACTING to the lights.

(CONTINUED)

67 CONTINUED: 67

Suddenly ENERGY ARCS from the deflector to some large rocks on the ground right beside it - causing the lights to FLICKER OFF, as the deflector POWERS DOWN again.

Seven looks frustrated. The Girl, disinterested again, goes back to CLICKING her magnetic stones together into a short chain. Seven notices, and walks over to her curiously, pointing at the short string of stones.

SEVEN OF NINE
May I see those?

She holds out her hand. The Girl seems pleased at the request, and gives Seven the string of stones. Seven pulls the short string of stones apart into two segments - then brings them close - and watches them CLICK together, drawn to each other by a strong magnetic force. As she considers this --

68 CHAKOTAY 68

limps into the clearing on his cane, accompanied by the Healer - who starts signing in b.g. to the Girl. Chakotay's relieved to have found Seven.

CHAKOTAY
Seven. Is everything all right?

But she's too focused on the stones to offer even a cursory greeting. Instead, she holds out a hand:

SEVEN OF NINE
I need your tricorder.

Chakotay reacts, a little amused.

CHAKOTAY
Nice to see you too.

He hands her the tricorder. She takes it, finally looks at him, a little chagrined, re: tricorder.

SEVEN OF NINE
I lost mine.

He reacts as she scans the area.

SEVEN OF NINE
There's a strong magnetic field here that's preventing me from generating a deflector beam.
(off tricorder)
But the field drops off...
(pointing)
(MORE)

(CONTINUED)

68

CONTINUED:

68

SEVEN OF NINE (cont'd)
...approximately four point eight
kilometers in that direction.

CHAKOTAY

Can you transmit a signal from
there?

SEVEN OF NINE

Not through the barrier. But I
may be able to neutralize it by
generating a dampening field with
our deflector.

CHAKOTAY

(re: hull fragment)
Even if you're right, this must
weigh five hundred kilos. How
would we move it?

Seven considers, indicates the Healer and the Girl.

SEVEN OF NINE

Some of them could help us.

CHAKOTAY

(beat)
We shouldn't involve them.

SEVEN OF NINE

(dry)
Do I detect a change in attitude,
Commander?

CHAKOTAY

Your concern was justified.
They've been gathering debris from
the shuttle... using it to imitate
us.

(beat)
I don't want them helping.

SEVEN OF NINE

What's the alternative? Staying
here? Allowing them to find more
of the debris?

(beat)
If we neutralize the barrier,
Voyager can transport us and our
technology off the surface.

(CONTINUED)

68 CONTINUED: (2)

68

A beat.

CHAKOTAY

Is there a possibility that this dampening field could disrupt the barrier permanently?

SEVEN OF NINE

Unlikely. Once the deflector is deactivated, the barrier should reinitialize.

A beat as Chakotay considers, eyes the curious Girl and the Healer.

CHAKOTAY

Let's hope you're right.

OFF the moment...

69 EXT. SPACE - DELTA FLYER (OPTICAL)

69

Maneuvering slowly through a series of BLINKING MARKER BUOYS.

70 INT. DELTA FLYER

70

Paris is piloting. Kleg sits in the adjacent seat, marking Paris's score on a PADD-like device - and looking mildly impressed.

KLEG

So you can execute a turn at less than 300 KPH. Well done, Lieutenant.

Paris musters all the enthusiasm he can.

PARIS

Thanks...

(hesitant)

I don't want to seem impatient again... but is there any way you'd let me take the test now?

KLEG

I thought I'd made myself clear about that. All my students complete the entire course.

(CONTINUED)

70 CONTINUED:

70

PARIS

I understand, sir. But two of my friends are missing, and I'd like to help find them.

KLEG

That's an admirable sentiment.

Kleg smiles sympathetically. Paris thinks he may be off the hook. Kleg continues.

KLEG

But if I give you special treatment, it wouldn't be fair to others who have to take this course.

Paris resigns himself. But Kleg, showing a soft spot for his new favorite pupil, encourages him.

KLEG

Besides... you're getting very close to becoming an adequate pilot.

OFF Paris, holding his tongue...

71 EXT. ROCKY RISE - DAY

71

Barren, empty. A beat. A Ventu man appears, walking over a rise at the base - but not just walking. Struggling. Pulling a thick vine over his shoulder. Two more men appear, coming up behind him - also holding vines, pulling with all their might. And then --

72 THE DEFLECTOR ASSEMBLY

72

shows over the rise - the deflector with a section of the shuttle hull - dragged and pulled by four Ventu men, the Girl, and Chakotay. Seven walks alongside, carrying the other components.

As the group continues to drag it slowly up the hill, Seven moves away and scans the area with the TRICORDER, indicates a spot.

SEVEN OF NINE

Here.

Chakotay signs to the Ventu, they drag the deflector assembly to the appropriate spot, and let it come to rest.

(CONTINUED)

72 CONTINUED: 72

Seven begins to adjust the deflector. The Girl comes over to watch her. Seven motions her back gently.

SEVEN OF NINE
Not so close.

The Girl backs off hesitantly. As Seven resumes reconnecting the deflector components, with help from Chakotay...

73 EXT. SPACE - VOYAGER (OPTICAL) 73

In orbit. It suddenly FIRES PHASERS directly at the ENERGY BARRIER - which is undamaged. But ENERGY FEEDS BACK up the phaser fire.

74 INT. BRIDGE 74

Janeway, Torres, Kim, Tuvok and various N.D.s at their stations. The ship SHAKES. RED ALERT.

KIM
Phasers are starting to overload --

JANEWAY
Can we divert any more power to the shields?

The ship SHAKES more as Tuvok works.

TUVOK
The shields are amplifying the feedback.

The ship SHAKES again.

TORRES
(frustrated)
The barrier is interfering with every system we activate.

(CONTINUED)

74 CONTINUED:

74

A beat. Janeway makes a decision.

JANEWAY
Cease fire.

Tuvok works, and the shaking SUBSIDES. Janeway looks frustrated.

JANEWAY
I'm open to suggestions...

TUVOK
We may be able to reconfigure a
photon torpedo to detonate at the
appropriate frequency.

JANEWAY
What about feedback?

TUVOK
A torpedo shouldn't create any.
(beat)
Theoretically.

Janeway takes a beat, considers.

JANEWAY
Do it.

OFF Tuvok, working...

75 EXT. ROCKY RISE - CONTINUOUS

75

Seven adjusts the deflector assembly, Chakotay beside her. The Ventu have been inching closer and closer to watch. Seven steps away, speaks to Chakotay, re: the Ventu.

SEVEN OF NINE
They're too close.

Chakotay nods, turns, and shepherds the Ventu back the way they came.

CHAKOTAY
This way... back below the rise...

He gestures, and they accompany him reluctantly - they want to watch.

76 SEVEN (OPTICAL) 76

connects the last relay. The deflector begins to GLOW. The Ventu, amazed, pause. Some take another step further back down the hill, some take shelter behind a large boulder.

77 ENERGY ARCS CRACKLE (OPTICAL) 77

from the DEFLECTOR to the SKY. The Ventu REACT. Chakotay reassures them with his tone, and with simple signs he's learned.

CHAKOTAY

It's all right... stay back...

But the Girl, who's fascinated, slips away from behind the boulder, and moves back closer to the deflector again, while Chakotay is occupied keeping the others at bay.

78 INT. BRIDGE (OPTICAL) 78

Kim looks up from his console, surprised.

KIM

The energy barrier's coming down...

Janeway reacts, turns to Tuvok.

JANEWAY

I thought you were still reconfiguring the torpedo...

TUVOK

I am.

Janeway gives him a confused look. Tuvok works his console.

TUVOK

It's being deactivated from inside.

A beat.

JANEWAY

Harry, scan for lifesigns.

KIM

Yes, ma'am.

OFF Kim working...

79 EXT. ROCKY RISE - MOMENTS LATER (OPTICAL) 79

The deflector is GLOWING more brightly. The Girl approaches quite close, from the side opposite Seven.

(CONTINUED)

79 CONTINUED: 79

She raises her hand to touch the deflector - but stops when she notices a tingling at her wrist. The

80 BRACELET OF BLACK STONES (OPTICAL) 80

that she'd made at the magnetic pole are now CRACKLING with tiny SPARKS of energy - she's brought them too close to the deflector. Seven sees them, and REACTS.

SEVEN OF NINE
Take it off!

She takes a step forward, to pull the stones off the Girl - but too late. An ENERGY ARC CRACKLES off the deflector, and SHOOTs OUT to the stones around the Girl's wrist. She shudders, slumps unconscious, as Seven runs over to help her.

81 INT. BRIDGE - CONTINUOUS 81

Kim, working, looks a bit concerned.

KIM
I'm only reading one combadge.
It's Seven's.

JANEWAY
Open a channel.

INTERCUT:

82 EXT. ROCKY RISE - CONTINUOUS 82

Seven and Chakotay are now kneeling beside the unconscious Girl. Seven scans while the other Ventu look on, concerned.

JANEWAY
Janeway to Seven. Are you and Chakotay all right?

SEVEN OF NINE
Yes, Captain.

JANEWAY
(relieved)
Stand by for transport.

SEVEN OF NINE
Lock on to Commander Chakotay. I need more time.

JANEWAY
Is there a problem?

(CONTINUED)

82 CONTINUED:

82

SEVEN OF NINE
Someone's been injured. She
requires medical attention..

JANEWAY'S COM VOICE
Do you need the Doctor?

SEVEN OF NINE
I believe I can treat her. A
medkit would be useful.

JANEWAY'S COM VOICE
Acknowledged.

As Seven looks at the face of the unconscious Girl...

TIME CUT TO:

83 INT. SICKBAY

83

The DOCTOR finishes scanning Chakotay's leg injury with
a MEDICAL TRICORDER, as Janeway stands nearby, watching.
The poultice, off Chakotay's leg now, is in evidence.

DOCTOR
That poultice healed the fracture
and the infection.
(beat)
I'm impressed.

CHAKOTAY
They're impressive people...
(beat)
I just hope we haven't traumatized
them.

JANEWAY
You did what you had to do to get
out of there.

CHAKOTAY
(nods)
Still, I suggest we transport all
the shuttle debris back to Voyager
as soon as possible.

JANEWAY
Agreed.

OFF Chakotay, relieved...

84 INT. CAVE - DAY

84

Seven is tending the Girl, who's conscious now,
obviously doing better.

(CONTINUED)

84

CONTINUED:

84

Seven adjusts a blanket around her - the same one she'd given Seven a couple nights ago. The Girl sits up.

SEVEN OF NINE

Would you like some breakfast?

Seven points to the Girl, then gestures toward her own open mouth with her fingers. The Girl shakes her head no - then points at Seven. Seven shakes her head.

SEVEN OF NINE

I'm not hungry either.

The Girl takes a beat - tentatively reaches out - and traces a line over the branching Borg implant that covers the back of Seven's left hand. Seven keeps her hand still.

SEVEN OF NINE

I admire your curiosity...

(beat)

...but you should be more careful.

Seven stands up, satisfied the Girl is on the mend.

SEVEN OF NINE

It's time for me to leave.

She makes the sign of "good-bye" that Chakotay taught her - arm extended, fingers spread wide. The Girl responds by flopping her hand out, palm up - meaning "Where?"

SEVEN OF NINE

Back to my home.

Seven points to herself, then makes the sign of "home" - cupping her inverted hands, simulating a cave shape. A beat. Then she starts to walk away - but the Girl jumps up and stops her. The Girl takes the blanket off her shoulders, offers it to Seven. Seven objects, holding up her hand in refusal.

SEVEN OF NINE

That's very kind, but I have no use for it.

The Girl looks disappointed, offers it again. A beat. Seven considers, relents, lightly:

SEVEN OF NINE

I suppose I should respect your customs.

She takes the blanket... then makes the "thank you" sign, drawing her hand diagonally across her chest.

(CONTINUED)

84 CONTINUED: (2)

84

SEVEN OF NINE

Thank you.

The Girl nods. A warm moment... interrupted by barely audible but unfamiliar VOICES outside the cave.

N.D. VOICE

These botanical specimens indicate a high level of serion nitrites.

N.D. VOICE #2

I'm detecting bolomite -- less than three meters below the surface.

Seven looks concerned, motions the Girl to stay here, and EXITS to...

85 EXT. CAVE CLEARING - MOMENTS LATER

85

Seven comes upon five Ledosian SCIENTISTS. One is trying sign language with a group of Ventu, two are SCANNING the area with SENSOR DEVICES. The Group Leader, BARUS is conferring with another N.D. as Seven approaches them suspiciously.

BARUS

Catalogue those foliates...

SEVEN OF NINE

Explain your presence here.

Barus turns to her, cordial.

BARUS

You must be from Voyager.

SEVEN OF NINE

Who are you?

BARUS

My name's Barus. I'm the expedition leader.

SEVEN OF NINE

What kind of "expedition" are you leading?

BARUS

We're conducting scans... to evaluate the potential of this habitat.

Seven is cautious.

SEVEN OF NINE

Potential for what?

(CONTINUED)

85

CONTINUED:

85

Barus gestures around him: isn't it obvious?

BARUS

Anthropological research, resource
development...

(beat)

We've been waiting years for this.

Seven gestures to the confused Ventu.

SEVEN OF NINE

What about the people who live
here?

BARUS

We'll help them, of course.

SEVEN OF NINE

How?

BARUS

With medicine, infrastructure,
education...

(beat, marveling)

Whoever lowered this barrier did
the Ventu a great favor.

OFF Seven, disturbed by the irony...

FADE OUT.

END OF ACT FOUR

ACT FIVE

FADE IN:

86 EXT. SPACE - VOYAGER (OPTICAL) 86

In synchronous orbit above the jungle side of the planet.

87 INT. READY ROOM 87

Chakotay, Janeway and Seven, mid-scene. Seven seems contemplative, Janeway undecided, Chakotay with strong opinions.

CHAKOTAY

That barrier has to go back up.

SEVEN OF NINE

(uncertain)

Isn't it possible the Ledosians will improve the lives of the Ventu...?

CHAKOTAY

Improve them how?

SEVEN OF NINE

They're intelligent people. Exposure to education and technology might give them better opportunities...

CHAKOTAY

Can you honestly say that you know what's "better" for them?

Seven considers for a long beat. Finally...

SEVEN OF NINE

No. I can't...

JANEWAY

Then what do you think we should do?

SEVEN OF NINE

(an admission)

I'm uncertain.

JANEWAY

It's not like you be "on the fence."

Another long beat as Seven struggles to explain.

SEVEN OF NINE

When Commander Chakotay and I first encountered the Ventu, I found them primitive... of little interest to me...

(MORE)

(CONTINUED)

87

CONTINUED:

87

SEVEN OF NINE (cont'd)

(beat)

But as I spent time with them... I came to realize that they're a resourceful, self-reliant people...

(beat)

Their isolation may limit their potential.

(beat)

But if that isolation ends, so will a unique way of life.

OFF Janeway...

TIME CUT TO:

88

INT. BRIDGE (OPTICAL)

88

Janeway, Chakotay, Tuvok, Seven, various N.D.s. The Ledosian Ambassador is on the VIEWSCREEN.

AMBASSADOR

We appreciate your help in opening this territory to exploration, Captain.

(nods gratefully)

It's an unprecedented opportunity.

JANEWAY

A short-lived opportunity, I'm afraid.

A beat.

AMBASSADOR

I don't understand...

JANEWAY

After I transport our deflector back to Voyager, the energy barrier will go back up.

TUVOK

Naturally, you'll want to get your people out, so they won't be trapped inside, as ours were.

The Ambassador is disturbed and confused.

AMBASSADOR

You have no right to limit our access to our own territory.

JANEWAY

I'm not trying to do that, but we have a strict policy about leaving our technology in the hands of other cultures.

(beat)

It often has damaging consequences.

(CONTINUED)

88

CONTINUED:

88

AMBASSADOR

I don't think you realize how important this is. It's not only the resources that interest us.

(beat)

The Ventu are our evolutionary ancestors. Our living history.

JANEWAY

I understand this is disappointing for you, but I'm afraid I have no choice.

AMBASSADOR

Couldn't you make an exception to your policy, Captain? Perhaps if we offered you something in trade?

JANEWAY

I'm sorry, Ambassador.

AMBASSADOR

In the spirit of cooperation... I hope you'll reconsider.

JANEWAY

We're eager to resume course.

(tactful)

Would an hour be enough time to evacuate your people?

The Ambassador is obviously disappointed - but nods his compliance.

AMBASSADOR

I'll make the arrangements.

OFF his resignation...

TIME CUT TO:

89

EXT. SPACE - VOYAGER (OPTICAL)

89

In orbit.

90

INT. BRIDGE

90

Janeway, Chakotay, Tuvok, Kim, Seven, N.D.s.

KIM

We've transported all the remaining debris to the Cargo Bay.

SEVEN OF NINE

I have a lock on the deflector assembly.

(CONTINUED)

90 CONTINUED:

90

But before Janeway can respond, an ALARM BEEPS.

JANEWAY

What is it?

Tuvok reads a monitor with surprise, begins working a console.

TUVOK

There's a Ledosian vessel on an intercept course - it's charging weapons.

Janeway REACTS.

JANEWAY

Shields!

91 EXT. SPACE (OPTICAL)

91

The Ledosian ship SWOOPS in and BLASTS Voyager.

92 INT. BRIDGE (OPTICAL)

92

The ship is ROCKED. Red Alert.

TUVOK

Direct hit to the Transporters.
They're off-line.

JANEWAY

(angry)
Get a weapons lock and hail them.

KIM

They're hailing us.

As Tuvok and Kim work, the Ambassador appears on the VIEWSCREEN.

AMBASSADOR

Captain Janeway --

JANEWAY

(angry)
What's going on?

AMBASSADOR

Our government has decided not to let you restore the barrier.

JANEWAY

And that justifies an unprovoked attack?

(CONTINUED)

92 CONTINUED:

92

AMBASSADOR

We only targeted your
Transporters... to avoid harming
your crew. I hope you'll show the
same restraint.

JANEWAY

I don't find weapons fire of any
kind restrained.

AMBASSADOR

If you want to avoid further
conflict, I suggest you leave.

He BLINKS off. Janeway considers a beat.

JANEWAY

Take us out of orbit.

CHAKOTAY

What about the deflector?

In response, she turns to Kim.

JANEWAY

Is Tom still in the Flyer?

KIM

Yes, ma'am.

JANEWAY

Hail him.

93 EXT. SPACE - DELTA FLYER (OPTICAL)

93

Still inching through the BLINKING MARKER BUOYS.

94 INT. DELTA FLYER - COCKPIT

94

Paris at the controls, Kleg patiently offering "helpful"
pointers.

KLEG

Excellent, Mister Paris. Now come
about slowly --

But he's interrupted by the com BEEPING.

JANEWAY'S COM VOICE

Janeway to Paris. Respond.

But it's Kleg who responds, annoyed.

(CONTINUED)

94 CONTINUED:

94

KLEG
Captain, I'd appreciate it if you
didn't interrupt my student during
his examination.

INTERCUT:

94A INT. BRIDGE (VPB)

94A

As before.

JANEWAY
I'm sorry, but something's come
up.

PARIS
What is it, Captain?

JANEWAY
I'm sending you some encrypted
orders.

PARIS
Yes, ma'am.

She nods to Tuvok who works. On the Flyer, we HEAR the
encoded transmission over the com.

KLEG
This is extremely irregular --

But Paris ignores him, studying the coded TEXT appearing
on his monitor. He hits a few controls and we...

CUT TO:

94B EXT. SPACE - THE DELTA FLYER (OPTICAL)

94B

peels away from the piloting course and ACCELERATES
fast.

94C INT. DELTA FLYER

94C

where Kleg is practically pinned to his seat by the
sudden acceleration. He grips his armrest tightly.

KLEG
You're going much too fast.

PARIS
(working)
Yes, sir. I'm in a bit of a
hurry.

(CONTINUED)

94C CONTINUED: 94C

KLEG
If you have any desire to pass
this test, you will reduce your
speed immediately.

PARIS
I wish I could do that, sir. I
really do.

95 EXT. SPACE - DELTA FLYER (OPTICAL) 95

Suddenly, the Ledosian vessel swoops in from behind and
begins FIRING.

95A INT. DELTA FLYER 95A

The ship is ROCKED. Kleg reacts, terrified.

KLEG
What was that?

Paris checks a control, coms Voyager.

PARIS
Paris to Voyager.

INTERCUT:

96 INT. BRIDGE 96

As before.

PARIS' COM VOICE
...I'm under attack

Janeway turns to Tuvok.

JANEWAY
Give him some help, Mister Tuvok.
As Tuvok works...

97 EXT. SPACE - VOYAGER (OPTICAL) 97

swoops in and FIRES on the Ledosian ship as the Delta
Flyer streaks down toward the jungle.

98 INT. DELTA FLYER - COCKPIT (OPTICAL) 98

Paris works the console. A beat, and then the surprised
Barus and the other Ledosian N.D.s MATERIALIZE in the
rear of the cabin.

(CONTINUED)

98

CONTINUED:

98

BARUS

What's have you done?

PARIS

We had to get you out of there
before we close the barrier.

BARUS

(reacts)

You can't do that --

Barus takes a step forward, but a FORCEFIELD FLASHES ON,
stopping him.

PARIS

Just sit back and enjoy the ride.

Paris hits the com again:

(CONTINUED)

98 CONTINUED: (2) 98

PARIS
Paris to Voyager.

INTERCUT:

99 INT. BRIDGE 99
as before.

PARIS' COM VOICE
...I've got them.

CHAKOTAY
Find the deflector.

PARIS
(working)
I'm getting a lock on it now --

But suddenly the Flyer SHAKES.

PARIS
My Transporter's off-line!
Reactions. Janeway looks grim.

JANEWAY
You'd better get out of there,
Tom...

PARIS
Not yet. I have an idea...

As Paris works, Kleg mixes outrage and disappointment.

KLEG
I'm sorry to inform you, Mister
Paris, but you've failed this
examination. You will no longer
be allowed to operate a vessel
within Ledosian space.

PARIS
(working)
Something tells me that's not
going to be a problem.

OFF the moment...

100 EXT. ROCKY RISE - DAY (OPTICAL) 100

The Delta Flyer SWOOPS by low, STRAFING the deflector as
it goes. The deflector is VAPORIZED by the PHASER FIRE,
and the Delta Flyer banks up.

101 EXT. AERIAL VIEW ABOVE JUNGLE (OPTICAL) 101

As the Delta Flyer ascends, the ENERGY BARRIER
REMATERIALIZES just below it.

TIME CUT TO:

102 EXT. SPACE - VOYAGER (OPTICAL) 102

At warp.

103 INT. CARGO BAY 103

Seven is working at a console as Chakotay ENTERS. He
notices the blanket the Girl gave to Seven - folded next
to her neatly atop a cargo container. He eyes it.

CHAKOTAY

That's a beautiful blanket.

SEVEN OF NINE

Take it if you'd like.

(indicates her alcove)

I don't need it.

CHAKOTAY

(light)

If environmental systems ever go
down, you might get cold.

A beat. Then:

CHAKOTAY

You know, I wanted --

SEVEN OF NINE

I'd like to --

They both stop. Chakotay smiles.

CHAKOTAY

You first.

SEVEN OF NINE

Please, continue.

CHAKOTAY

(beat)

In all the excitement, I never
apologized.

(CONTINUED)

103 CONTINUED:

103

SEVEN OF NINE

For what?

CHAKOTAY

Causing you to miss that conference.

She takes a beat. This isn't easy for her to admit:

SEVEN OF NINE

As a matter of fact...

(beat)

...I wanted to thank you for that.

CHAKOTAY

(surprised)

I thought you were angry.

SEVEN OF NINE

I was.

(beat)

But you were right: Warp Mechanics can be studied any time...

(beat)

The Ventu, on the other hand...

A beat. Chakotay can see she's troubled.

CHAKOTAY

Something's still bothering you.

SEVEN OF NINE

I'm concerned for their well-being.

CHAKOTAY

They know how to take care of themselves.

SEVEN OF NINE

That's not what I mean.

(beat)

Members of the Ledosian expedition had the opportunity to scan my deflector modifications.

(beat)

In time, they may find a way to duplicate our technology and remove the barrier themselves.

A beat as Chakotay considers.

CHAKOTAY

I suppose it's possible...

SEVEN OF NINE

If I'd never made those modifications...

(CONTINUED)