

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.

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)

