

'STAR TREK - Section 31'

TEASER

INT. KOMODO DRAGON STRIP CLUB - NIGHT

Dream Walker and Astrid stand still in the dark room as
BLARING STRIPPER MUSIC rages on.

A MAN

Stands outside an office, staring straight into the frame.

ASTRID AND DREAMWALKER

Still not moving, look frozen in time.

ASTRID

Why is he looking our way if he
can't see us?

DREAM WALKER

He can't see us. It's not even his
dream, unless...

ASTRID

He's lurking around here too?

DREAM WALKER

Continue on our way as if he were
not here. Act like the scenario.

ASTRID

That would mean we're in the
kitchen being hacked up.

DREAM WALKER

Good point. Repeat the safe word
in three seconds.

ASTRID

Agreed.

DREAM WALKER

Three, two, one --

ASTRID

Pac Man.

DREAM WALKER (CONT'D)

Paac Maan.

They fade out and back to the

SLEEPING GORN

Who move a little as they adjust to the new scenario.

THE TWO

Wake suddenly and bolt up.

ASTRID (CONT'D)
I wanna change my safe word.

DREAM WALKER
You can't.

ASTRID
What was that back there?

DREAM WALKER
You may be right. Come. We have
no time to waste.

They move away quickly toward their sleeping comrades.

ASTRID
Doesn't look like we're hacked up
yet.

DREAM WALKER
We may be infiltrating the wrong
dream world.

ASTRID
So he was dreaming he was in the
club?

DREAM WALKER
No. I use the dream world to
access the memories and
subconscious, something only an
experienced walker can do.

ASTRID
I started to figure that out
otherwise we could have been
involved in some sordid sex dream
with Gorn hookers.

DREAM WALKER
Not an unusual entry point as you
think.

ASTRID
Uck.

DREAM WALKER

That's why I define my exit point as soon as possible.

ASTRID

How are we going to find that guy?

DREAM WALKER

I will have to. These creatures are too primitive to control. As I inspected the construct of the dream, I realized they did not possess the awareness to consider outside influence. They have stovepipe vision. They focus on one thing and go for it with no regard to what could be waiting in the wings. In a few weeks, they might be better suited to inception. But now, all I can do is enter some suggestion and hope for the best.

ASTRID

But our mystery man is more advanced.

DREAM WALKER

He looks humanoid.

ASTRID

But from where?

DREAM WALKER

Doesn't matter. We need to get out of here.

ASTRID

How close do we have to be?

DREAM WALKER

Distance is not a factor, it is the number of dreamers between him and us. We would need to sort all the input to find the correct dreamer.

ASTRID

He must not be outside or within shouting distance. How about if we disrupt the sleep of everyone we can, then go in?

DREAM WALKER

Maybe.

ASTRID
Just a thought.

DREAM WALKER
Maybe, we can arouse everyone from
their deep sleep cycle long enough
to find him.

ASTRID
Didn't I just say that?

DREAM WALKER
Simply restating the objective.

ASTRID
Let's make some noise.

She lets out a LONG, BLOOD CURDLING SCREAM, causing her
companion to cover his ears.

DREAM WALKER
We do not need to scare them to
death! Just enough to --

She stops screaming.

ASTRID
Just making sure. That felt good.

DREAM WALKER
We need to be unconscious.

ASTRID
How are we gonna --

DREAM WALKER
Trust me.

He strikes her on both sides of the neck.

ASTRID
(rapidly losing it)
Ow! That was really --

She stares at him in shock, then he catches her as the lights
go out.

DREAM WALKER
Sorry.

He zeroes in on himself.

DREAM WALKER (CONT'D)
I hate this.

He sits on the ground and strikes himself with the same results.

END OF TEASER

ACT I

INT. FURBURGER'S - DAY

The Consortium sits at a table, headed by Valeri Chekov.

CHEKOV

Ladies, and I loosely use the word
and apologize to the real ones in
case there are any in a strip
joint.

MALI CUNNINGHAM

What did he say? Did he insult us?

MADDISON

Affirmative.

CHEKOV

I have a job you might be
interested in.

MALI CUNNINGHAM

Do we get paid?

CHEKOV

You become more relevant.

EMMA

But no money?

CHEKOV

You will get free room and board on
the new ship. What more could you
want?

MADDISON

Ship?

MADDIE

We can create a list of demands if
you'd like.

CHEKOV

I will throw it away.

MADDIE

(meekly)
Good to know.

MADDISON

New ship?

MALI CUNNINGHAM

New ship?

CHEKOV

Did I not say that?! Yes new ship!

MADDIE

What kind'a ship?

CHEKOV

I am sending you to Earth, to collect intelligence.

MALI CUNNINGHAM

Are we not smart enough?

MADDIE

Not that kind of intelligence. We're gonna be, spies.

CHEKOV

And you are not smart enough either.

MALI CUNNINGHAM

Ooo, I knew it was the first one, not the second.

CHEKOV

Observe only. Ascertain the level of damage, contact Isabella Scammerhorn and Rivers to collect their finding on Borg advancements, if they are even still there, and report back.

MADDIE

What if the Borg are still there?

CHEKOV

I am sending one of my closest advisors with you. He will make decisions, you will not.

A tall, handsome PORTHOS PIKE, 40, steps in causing the girls to smile, and squirm.

CHEKOV (CONT'D)

This is Porthos Pike.

MADDISON

You disappeared.

PORTHOS

I had to in order to do this.

CHEKOV

That is classified. Everything you ask him is classified. Do not ask him anything.

MADDIE

Even if we ask him to take his shirt off?

CHEKOV

Especially that.

PORTHOS

I'm right here.

EMMA

Or dance?

CHEKOV

He cannot answer or perform any tasks of perversion or slavery.

EMMA

We wont ask then.

MADDIE

We'll order him to --

PORTHOS

Still here.

CHEKOV

He will be your pilot and my eyes. This is a test to see if you have what it takes to be a Section Thirty One.

PORTHOS

(to Chekov)

The ship is ready. We leave in one hour.

MADDIE

I have a hair appointment at three and she's hard to --

EMMA

(to Maddie)

I thought we were getting mani-pedis.

PORTHOS

One hour! In that time, you will need to make arrangements for how you want your belongings to be distributed in case you do not return.

BAILY TIPTON

(shocked)

Huh?

COAKLEY

(to Baily)

A will, in case we get snuffed out in our prime.

BAILY TIPTON

Snuffed?

MALI CUNNINGHAM

(anxious)

What if we don't wanna get prime snuffed?

CHEKOV

You're in the wrong business then. He will leave you behind if he needs to.

PORTHOS

I'm not that --

COAKLEY

(panicky)

Sudden realization of death and destruction is overwhelming me. Maddison, can you --

She looks around but no Maddison.

MALI CUNNINGHAM

She's gone again.

EMMA

So is hunky Porthos.

CHEKOV

I hate it when he does that!

MADDIE

We're used to it.

CHEKOV
Meet the shuttle in Lakeshore
Terrace's parking lot. Now, enjoy
your final meal.

MALI CUNNINGHAM
Last meal?

COAKLEY
(zombielike)
Dead bitches walking.

They look at each other in fear.

INT. ENTERPRISE BRIDGE - DAY

The quiet of the empty bridge is disturbed as the lift door
opens.

Peregrine and the bridge crew pile out.

PEREGRINE
I want to get underway as soon as
possible.
(into combadge)
Engineering!

MIRIAM SCOTT (V.O.)
Aye cap!

PEREGRINE
Are you ready to go to warp?

MIRIAM

Looks over the warp core.

MIRIAM SCOTT
We're ready as loong as we
dooon'goo over ta speed lim't, this
time.

PEREGRINE (V.O.)
I know. Warp five for the first
three hundred light years. How
long will it take?

MIRIAM SCOTT
Yer jes gonna tell me ta coot't in
haaf.

PEREGRINE (V.O.)
Never mind, Foster out.

She goes about her business.

MIRIAM SCOTT

(sotto, annoyed)

Hoo loong will it taak? It's in te
owna's manule! Reeed da tang mee
laad and doon't break mee ship agin
ya crazy baastarrd!

PEREGRINE

Sits a little perturbed tap his hadge.

ASTRID (O.S.)

Do you need me to show you how to
take communications offline,
before, that, happens again.

PEREGRINE

Lot's of seemingly minor stuff to
learn until it suddenly becomes, a
lot less minor. Helm. Set a
heading for our crew, then Earth,
and prepare to go to warp, as per
the owner's manual.

NATIMA LANG

Course locked in.

PEREGRINE

And again, the maiden voyage of the
Enterprise J shall resume.

(pause, to Helm)

Hit the gas Lieutenant Lang.

ENTERPRISE

Stirs, finds its bearing, moves to position, and flashes off
to warp.

INT. SHUTTLE - DAY

The girls, sitting in seats, quietly take in the ride by
staring longingly at the pilot.

Coakley gives a scrutinizing eyebrow flex..

COAKLEY

Wasn't he our high school
counselor?

MADDIE

He looks fams.

MALI CUNNINGHAM

Remember? He was assigned to Earth to watch over Gracie with Captain Ted.

MYRA CUNNINGHAM

He's the one Victoria blew in the coffin.

ALL

(sudden realization)

Ahh.

MADDIE

No wonder why he disappeared.

EMMA

A guy his age getting pleased by a sixteen year old student in the middle of a school activity.

MADDISON

I'd do it.

MALI CUNNINGHAM

We should be so lucky. I wonder if they ever did it.

BAILY TIPTON

Uh, wow.

COAKLEY

They had to.

MADDIE

No wonder why he disappeared.

MADDISON

I'd do him.

BAILY TIPTON

Oh, wow.

MADDISON

Hard and fast.

PORTHOS (O.S.)

This is a small ship...

The small size of the interior is shown by a

LONGER SHOT OF INTERIOR

Backing out enough to show that the girls are only a couple feet behind Porthos.

PORTHOS (CONT'D)
... and I can hear everything.

The girls dip their heads in humiliation.

MALI CUNNINGHAM
I did not know these people.

COAKLEY
(to Porthos)
We just thought you were lost, or dead.

PORTHOS
I'm alive, but hopefully, you knew that already. Yes, Miss Hall did, do some things but her identity was concealed, leading me to believe she was Lois Scammerhorn.

COAKLEY
That makes sense.

EMMA
They are both blonde.

MADDIE
All blondes look alike to me.

PORTHOS
Yes. And very similar in --

MALI CUNNINGHAM
Not blonde but still insulted.

MADDISON
How long here?

PORTHOS
As long as it takes to find our Earth bound people and check out the society. Since Enterprise had some mechanical problems, we will get to Earth first and relay intel to them.

THE SHUTTLE

Approaches the small black, Intrepid class ship, the black twin sister to Voyager, hovering in dock.

The shuttle skirts over the front of the saucer section and across the name of the ship.

U. S. S. Enigma

N. C. C. 19007

With the black shield of Section 31 prominently displayed.

INT. SHUTTLE

Porthos admires the ship while the girls pay no attention except for Maddison, who works her way up next to Porthos and slinks into the seat next to him.

PORTHOS

Same as Voyager, but in bad ass
Section 31 black.

MADDISON

Yup. Weapons?

PORTHOS

Isokinetic cannons, tricobalt warheads, bio-molecular warheads, multikinetic neutronic mines, Energy focusing probes, and a full compliment of fireflies with a variety of talents from --

MADDISON

Bat'leths?

PORTHOS

Do we have the most versatile hand to hand combat weapon in the universe? One.

MADDISON

Dibs.

PORTHOS

(disappointed)

Also, seventeen phaser banks, with focusing-linked phaser beam arrays -

-

MADDISON

Bored.

Porthos stares into the distance.

END OF ACT I

ACT II

INT. KOMODO STRIP CLUB - NIGHT

Astrid and Dream Walker stand still in the darkened room.

ASTRID
(concerned, whispering)
He saw us?

DREAM WALKER
We've already been through this.

ASTRID
When.

DREAM WALKER
We pulled out, talked about it and
now we're back in.

ASTRID
When?

DREAM WALKER
Your brain hasn't caught up with
out --

ASTRID
Oh. Yeah. But he sees us.

DREAM WALKER
(pragmatic)
Impossible. This is in the past.
We are not here therefore, you need
not whisper.

ASTRID
(whispering)
But he looked at us.

DREAM WALKER
He was looking at something in this
vicinity and you still do not need
to whisper.

ASTRID
(looking around)
There isn't anything here but us!

DREAM WALKER
(whispering, uneasy)
Shh. We may need to whisper.

ASTRID

(panic)

I thought you said he couldn't see us!

DREAM WALKER

He was, thinking of something and it just looked like he, was, looking, at us.

A Gorn stripper passes through them.

DREAM WALKER (CONT'D)

(startled)

See? Not a problem.

ASTRID

Doesn't matter what planet you're from, it sounds like you're just feeding me bull shit.

DREAM WALKER

I have no idea what you just said but I have a feeling it was disrespectful.

ASTRID

An Earth term for what you said is full of bull shit.

DREAM WALKER

How can what I said be full of, anything?

ASTRID

He saw us.

DREAM WALKER

Let's pretend he didn't and check out that room he was in. It might give us some insight as to who he might be.

He spots her heading toward the door and hustles to catch up.

DREAM WALKER (CONT'D)

Very odd lot these Earth dwellers.

INT. OFFICE

The door opens. Astrid sneaks in followed by Dream Walker who sports a bit of an uneasy look.

The room contains a desk that seems unused, no personal effects or pictures on the walls and an empty credenza behind the desk.

ASTRID
(looks around)
Doesn't look like anything.

They flank the desk, heading for the credenza.

DREAM WALKER
All the more curious.

He spies a

KEY

On the desk and swipes it.

ASTRID

tries the desk drawers, but none open.

ASTRID
Why would he be in here?

DREAM WALKER
(concerned)
I have encountered this before.

ASTRID
Sounds ominous.

DREAM WALKER
Now you think that what I say, is suddenly not magically transformed to this bull shit?

ASTRID
Your inflections changed, like you're, nervous.

DREAM WALKER
This being has the ability to hide the memories he chooses to, which means, he is aware, someone may be probing his mind.

ASTRID
If we're still in the Gorn's dreams, he must'a come in here.

Dream Walker tries some drawers in the credenza, tries the key to no avail, then the others, but nothing.

DREAM WALKER

Apparently so, otherwise we would not have been able to enter.

ASTRID

Which is why we can't open the drawers.

DREAM WALKER

I may have to do something drastic.

ASTRID

What can you do in somebody's dream that's drastic?

DREAM WALKER

A crossover.

ASTRID

Now I get to not know what you're talking about.

DREAM WALKER

Our mystery man may have seen us, but didn't know what he saw.

ASTRID

See, told ya.

Dream Walker quickly heads for the door with Astrid following.

DREAM WALKER

It takes practice for a less experienced walker to hone in on foreign elements in the dream.

ASTRID

So he's one of you?

They enter the

MAIN ROOM

Tracing the steps of the strange man.

DREAM WALKER

Or he's doing it mechanically.

ASTRID

An implant?

DREAM WALKER

This is how the Gorn can function
so well as they devolve.

ASTRID

Back into primordial ooze fish?

DREAM WALKER

Back into a more civilized society.

ASTRID

Really lost now.

DREAM WALKER

In my journeys through the
evolution of diferent species, I
have occasionally experienced some
species who's spirits recycle into
other bodies after the old one
expires.

ASTRID

Like reincarnation.

DREAM WALKER

They recycle far enough back I can
see how they evolve, thousands of
years. I did my thesis on such an
encounter --

ASTRID

Skip to the punch line.

DREAM WALKER

I do not wish to hit you.

ASTRID

No, the end, the point, the payoff.

DREAM WALKER

Oh, fine. We evolve to a higher
life form, at least that's what
we'd like to think, but we only go
so far before our bodies begin
to...

ASTRID

We all evolve back to creepy
crawlies?

DREAM WALKER

Unless the species comes across the
Devolver.

ASTRID

I'm getting it, I think. This guy
is --

DREAM WALKER

A legend, a myth from another
sector of the galaxy. Few have
ever met him and those who do go
through a hellish experience. He's
a traveler in pursuit of
knowledge... possibly the most
knowledgeable being in the
universe.

ASTRID

Not what I was going to say, but
better in a way. How are we gonna
jump the dude?

DREAM WALKER

Why would we wish to, jump on him?

ASTRID

Get in his head.

DREAM WALKER

I am, trepidacious about that
approach. I've never ventured into
that type of mind before.

ASTRID

Too smart for you?

DREAM WALKER

Too much information. Our minds
would not be able to handle the
cascade of information if a dump
were to occur. He is probably
waking up anyway.

ASTRID

A dump. Nice label.

DREAM WALKER

It is a sudden flash. The nervous
system has safeguards against
falling into the dream state too
quickly.

(MORE)

DREAM WALKER (CONT'D)

It wakes us up by shocking our system with a minimal electrical charge that stimulates the brain which stimulates it to recall all it's stored information at once, kind of, the white noise of the brain and that's what the dump would cause.

ASTRID

So it's like having our fingers stuck in light socket.

DREAM WALKER

Only far more violent. I don't know if we would be simply stunned for a moment or killed by the experience.

ASTRID

So the Devolver is supposed to do what, reverse the process of evolution, by the name I assume?

DREAM WALKER

He takes them back to their highest achieving era.

ASTRID

For what purpose?

DREAM WALKER

Unknown. Perhaps to glean knowledge he can't extract from their over evolved minds.

ASTRID

Because he can't interpret the information due to an advanced language base he can't understand.

DREAM WALKER

Didn't I just say that?

ASTRID

I said it better.
(perks)
There he is.

THE MAN

Sits on a park bench in a beautiful park, flowers everywhere on a spring day.

DREAM WALKER

We are now in his dream.

ASTRID

(disappointed)

Oh, that was fast. What now?

DREAM WALKER

Find the exit. All we needed to do is make contact at a point where his dreams were still joined with the Gorn's, but we cannot let him out of our sight, otherwise we'll be kicked out.

ASTRID

Where's the exit?

DREAM WALKER

In this state, we are objectively viewing the dream rather than through his point of view. It has it's advantages and disadvantages, one of which is it makes it more difficult to find our way out, but look for a much more defined area that looks not so surrealistic.

ASTRID

I think dream school is over. Let's just do this.

DREAM WALKER

Sorry, just answering your question. I was an instructor in my younger years. Always will be I suppose.

ASTRID

I hated school. I just wanted to assimilate information like a Borg.

DREAM WALKER

What is that?

ASTRID

Hopefully, you'll never know.

DREAM WALKER

You and our friend here would not have a lot in common. Ah, here we are.

THE MAN

Sits on the bench, reading a tablet. Everything is much clearer and concise and in color.

DREAM WALKER (O.S.) (CONT'D)

He obsesses over acquiring information, even in his dream world, he cannot help but continue to consume it.

ASTRID (O.S.)

(still justifying)

I don't have anything against information...

ASTRID

Watches the man on the bench from behind a bush.

ASTRID (CONT'D)

As long as I don't have to read it, hear it, or wait for it.

DREAM WALKER

So you fear them, but aspire to be one of your, Borg creatures?

ASTRID

Not on your life. They used to be like you and me but were assimilated into a cyborg collective bent on gleaning the galaxy of it's technology.

DREAM WALKER

What do you want to do, observe this man further or get your friends out of the feedlot?

ASTRID

How much time do we have?

DREAM WALKER

It could be five minutes later or five hours later. Linear time does not exist here, so there isn't any way to measure it's passing.

ASTRID

Not knowing how to process that, let's get my crew out of the pen and save the lectures for someone who cares.

DREAM WALKER
(flirty)
You know you want to know.

ASTRID
My brain's so full it I feel like
I'm next to the speakers at a
Beastie Boys concert --

A RUMBLE.

ASTRID (CONT'D)
(loses footing)
...with pyrotechnics?! What was
that?

DREAM WALKER
(urgent)
We may be too late. You go back to
your friends. I'll stay in here as
long as I can.

ASTRID
We're not done.

DREAM WALKER
The Gorn is waking up.

Another RUMBLE and their surroundings begin lose focus and
fade away.

DREAM WALKER (CONT'D)
Take my hand.

He reaches and she grabs his hand.

ASTRID
What are you going to do?

DREAM WALKER
Work on a solution.

He closes his eyes.

DREAM WALKER (CONT'D)
Repeat your extraction word.

ASTRID
(tapping heels together)
There's no place like home.
There's no place like home.

DREAM WALKER
I said only, one, word.

ASTRID

Not as much fun. There's no place
like home. There's no place --

SHOCK CUT:

ASTRID

Opens her eyes, still laying in the dirt near the sleeping
Dream Walker. She frowns, grabs the sides of her neck as she
stares straight up at

THREE FACES

Staring down at her.

ASTRID (O.S.) (CONT'D)

What are you lookin' at?

CREW MEMBER 3

People who just lay in dirt are
either drunk or dead.

CREW MEMBER 1

Usually dead.

She rises as the morning sun peeks through the willow trees
surrounding the strip club.

ASTRID

Now there's a third reason.

Several others are up, watching them.

ASTRID (CONT'D)

What are you looking at?

She gets to her feet, dusts herself off.

CREW MEMBER 2

You two just slept in the dirt like
animals.

ASTRID

I like the dirt and some animals
sleep in trees.

She rises.

CREW MEMBER 1

What about him?

ASTRID
(hurries up)
He's working on a way out of here.
I gotta help the lizards.

CREW MEMBER 1
(condescending)
They took someone else ten minutes ago.

ASTRID
Who?

CREW MEMBER 1
(following)
Someone from the group that was here before.

ASTRID
It's worse than we thought. That building is a lizard strip club that serves --

CREW MEMBER 1
Huh?

ASTRID
They do the butchering in the kitchen, and it's us.

CREW MEMBER 1
We kind'a surmised that, but, a lizard strip club?

ASTRID
I think I saw other pens of people on the other side of this place.

CREW MEMBER 1
But you were here all the time, in the dirt.

ASTRID
I'll explain later.

CREW MEMBER 1
Still can't get over lizard strip joints. How do they --

ASTRID
We've passed that. They'll be coming for us so we need to take a defensive --

CREW MEMBER 2
(scared, rushing up)
Here they come again!

The prisoners retreat into the pen.

TWO GORN

Work the lock, combining to turn the key until it releases.
They open the gate.

ASTRID (O.S.)
They figured it out, good for them.

ASTRID

Comes close to the crew members.

ASTRID (CONT'D)
We have to stick close together.

CREW MEMBER 1
We should rush 'em and break out of
here before they eat us all!

ASTRID
No. We can't afford to arouse the
others. My buddy here is working on
it.

CREW MEMBER 2
He's asleep, in the dirt!

ASTRID
Trust me. Shouldn't be long. My
only concern is one Gorn is under
our influence, but other's a toss
up.

CREW MEMBER 2
What influence?

THE GORN

Open the gates, cast their icy gazes at the people.

END OF ACT II

ACT III

EXT. FEEDLOT

The two Gorn stand at the open gate, hungrily watching the people, then turn and waddle away.

THE PRISONERS

Stand, not knowing what to do as

ASTRID

Starts for the open gate.

ASTRID

(a bit uneasy)

Now it's time to cautiously semi-storm the gate...

She leads the

TIMID CROWD

through the gates quickly.

ASTRID (CONT'D)

But quietly.

CREW MEMBER 1

What about sleeping ugly back there.

CREW MEMBER 2

In the dirt.

ASTRID

He should be --

Dream Walker rushes past followed by a dust cloud.

ASTRID (CONT'D)

Ah, there he goes.

DREAM WALKER

We need to hurry.
(turns back to Astrid)

(MORE)

DREAM WALKER (CONT'D)

I managed to get one to do it and the other I figured you'd forget to help with the key so I woke him up too, or her, but they have seventeen words for the word eat and only one for release and it's only a slight growl difference so I may have told them to eat us so just to be safe --

A GORN GROWEL sends everyone moving faster.

DREAM WALKER (CONT'D)

...or not. Move quickly!

They quickly follow him.

ASTRID

Where are we going?

DREAM WALKER

Up the side. Since most of your escape pods ended up down here, you probably saw the only vegetation on the planet and took it as a plus, bad move.

ASTRID

I thought it might be the only place survivable for any length of time.

DREAM WALKER

Basically what I just said. Unfortunately, bad move.

ASTRID

But we're out and heading for freedom, good move?

DREAM WALKER

We're doomed up there.

He steers them to the right, into the trees.

ASTRID

Mister optimist.

DREAM WALKER

This is a crater where it's more hospitable to the lizards.

(MORE)

DREAM WALKER (CONT'D)

Up there, the soil is bad, the trees don't grow, there isn't any surface water except for the occasional spring but it evaporates minutes after it reaches the hot air, and no shade to cool off in --

ASTRID

And cold blooded creatures can't take heat or cold and they can't get moving right away which will be to our advantage. I learned that last night.

The others blindly follow them.

DREAM WALKER

Since we'll not survive up there for very long, we need to detour here and hide.

ASTRID

A hundred people? My shuttle is on the other side of the crater --

DREAM WALKER

Can you fit all these people in it?

ASTRID

I was just getting to that. No. I brought as many as it would hold let alone the ones from the pods and the others.

DREAM WALKER

Then you will choose who is to go and who is to stay and, end up in the kitchen.

ASTRID

I can't do that.

DREAM WALKER

Then you will all be dinner for the lizards.

ASTRID

I vote for plan C.

DREAM WALKER

There isn't one.

ASTRID

Where is your ship?

DREAM WALKER

(hesitant)

I was stranded here, exiled, by my people.

ASTRID

No plan C. What did you do?

DREAM WALKER

They say I misused my, abilities.

ASTRID

How?

DREAM WALKER

(snippy)

Enough. The Gorn may not be able to catch us but I'd like to get as much of a head start as possible to arrive at your shuttle safely.

ASTRID

(snooty)

Didn't I just say that before?

She walks ahead, leaving Dream Maker.

ASTRID (O.S.) (CONT'D)

We're not done.

DREAM WALKER

I knew you'd choose not to end up on a dinner plate.

He continues with the crowd up the slope.

INT. SCIENCE LAB

A Gorn is strapped to a table, unconscious.

THE DEVOLVER

Looks under a binocular magnifier, adding a

TINY COMPONENT

To another. He sets it in place.

THE DEVOLVER

Works a bit, snatches it up and carries it to the Gorn on the table. Picks up a small circular saw and, turns it on, and moves it to the

GORN'S FOREHEAD

Where he turns the instrument on and moves it to the forehead.

THE DEVOLVER

Looks intense as the saw's SOUND IS ONE OF SAWING BONE.

VOICE (O.S.)

Doctor. The holding pen is open.

THE DEVOLVER

(stops his progress)

I'm busy. Catch them and make them pay.

VOICE (O.S.)

They have a head start.

THE DEVOLVER

Where can they go?

A Gorn, much more advanced than the others, appears across from the Devolver.

GORN 1

My people are still recovering from the cold.

THE DEVOLVER

Get them warmed up or do it yourself. Unless you want to go hungry.

GORN 1

(thoughtful)

There are other pens.

THE DEVOLVER

Not fattened and not categorized to your liking. I am busy here improving your population as you asked.

GORN 1

You need to control our food supply!

THE DEVOLVER

I do not need to control anything except the quality of your upgrades.

(MORE)

THE DEVOLVER (CONT'D)

You are the one who controls your
augmentations. You told me you could.

GORN 1

I can but I need to know what I can
expect from these new lots.

THE DEVOLVER

Call customer service. All I can
say is they are smarter and more
agile than the previous
evolutionary stage. I am adding a
component to give you the ability
to keep your blood warm at night so
you can work after sunset.

GORN 1

When do I receive the upgrade?

THE DEVOLVER

As soon as you bring back the
prisoners.

GORN 1

I will track them personally.

THE DEVOLVER

Go now.

The Gorn departs as Devolver continues to saw.

INT. ENTERPRISE BRIDGE

Peregrine sits in the chair.

WILDFANG

Captain, we've picked up six more
from the pods.

PEREGRINE

How many more do we have?

WILDFANG

I'm seeing about sixty spread out
all over.

ADRIAN

To save time, why can't we just
beam them over.

PEREGRINE

We need the pods in case this
happens again.

ADRIAN

You're not thinking of exceeding
the --

PEREGRINE

I can dream, can't I?

ADRIAN

I'm not the one who has to answer
to Scott.

PEREGRINE

I thought I was the captain here.

ADRIAN

I wouldn't say that aloud to Miss
Scott.

PEREGRINE

Continue on, picking up our strays.
As we pick up capable pilots, send
them out in flyers to assist in the
retrieval. I'm getting antsy to
get going.

ADRIAN

That will be advisable.

PEREGRINE

(gets up)

I'll be in my ready room studying
tactical displays working the
replicators. Take the conn
Commander.

Adrian pops up and sits in the chair.

ADRIAN

(to crew)

Continue with retrieval and begin
scanning the planet for survivors.

Peregrine moves, yawning, toward his ready room as

VICTORIA

Appears in the lift, emerges and views the bridge.

VICTORIA

Captain, a minute?

PEREGRINE

Please, my ready room?

VICTORIA
What are you ready for?

PEREGRINE
(confused)
To go to my ready room?

VICTORIA
Oh, your office.

PEREGRINE
(moving to room)
My, ready room.

VICTORIA
Do you go in there because you're
not ready to be out here?

WILDFANG (O.S.)
She's got a point.

PEREGRINE
Follow me into my office.

VICTORIA
I have a problem.

PEREGRINE
You're gonna tell me about it, I
have a feeling.

They enter the

READY ROOM

She sits behind his desk, confidently.

VICTORIA
Not as comfortable as my Krakatoa
chair.

Peregrine, stifled for a moment, sits in the guest chair.

PEREGRINE
What can I do for you?

VICTORIA
When can my duties resume? I've
got lots of ideas that need to be
implemented and we need to hit it
while the fire is burning.

PEREGRINE

You exhibited some behaviors that coincided with symptoms of P-T-S-D -
-

VICTORIA

I'm past that, put me to work.

PEREGRINE

How have your sessions with Freud been going?

VICTORIA

He's a hologram who's a little on the pervy side. I think he's been doing it with an old hologram named Doctor Ruth. Who the hell is that?

PEREGRINE

Without a counselor, he's all we got.

VICTORIA

If I get back to work, I can put this behind me and use my networking skills to find my bestie.

PEREGRINE

We have a couple things to do before we can go back to our normal lives, if that ever happens again.

VICTORIA

First priority should be to save Gracie from whatever danger she's in now.

PEREGRINE

We don't even know where she is.

VICTORIA

My network says she's on Earth, so the reset took place the way it should have, but that's all I can get out of them without some face time and we get no face time sputtering around out here.

PEREGRINE

How could you have a network if everything's been reset.

VICTORIA

I network quickly. A girl without a network is just a guy without a penis.

PEREGRINE

I'll try not to remember that.

VICTORIA

Well, am I useful enough to be an asset?

PEREGRINE

You have some good resources. Do they say anything about the condition of Earth?

VICTORIA

I didn't ask. Not my concern.

PEREGRINE

Your planet is your concern.

VICTORIA

I can only think of one concern at a time.

PEREGRINE

We will be heading there as soon --

VICTORIA

Her presence here is of utmost importance.

PEREGRINE

And she will be reclaimed in time, but she may not want to be wrenched from her new life.

VICTORIA

Why would she not want to be saved from certain death, or Pascagoula?

PEREGRINE

She may not be in danger, or, married with three kids. Did you think of that?

VICTORIA

Then we'll need to tear a hole in that spacey condensed timey thingy and wrench out the good Gracie.

GRACIE

A bit nervous, she takes a deep, courage gathering breath and stares into the

PEREGRINE (V.O.)
I don't think that's the way it,
hell.

EYES OF AN ASIAN GUARD

Armed and pointing his weapon at her, along with six more at the front door of Tammy's house.

GRACIE

Stares them down, puffing out her chest with a deep breath.

END OF ACT III

ACT IV

EXT. TAMMY'S PORCH

Several guards surround Gracie. She sizes them up, takes a step toward an Asian guard, the leader, to a sudden tensing of weapons.

GRACIE
(to the Asian guard)
I have an appointment with your boss.

THE TWO

Stand face to face.

ASIAN GUARD
She does not make appointments.

GRACIE
(vamping)
Oh, well, good. I'll wait.

ASIAN GUARD
(snooty)
Who are you?

GRACIE
Gracie Usher. Big fan.

He turns to the other guards, looking for answers they do not have.

GRACIE (CONT'D)
What are you waiting for, a tip?

ASIAN GUARD
(snarls)
One moment.

He turns and enters the house.

VICTORIA (V.O.)
She needs to be a higher priority.
She needs me.

She grits as the other

GUARDS

remain in place, weapons drawn.

GRACIE (O.S.)

What are you looking at, numb nuts?

They do not flinch.

VICTORIA

Still expectant.

VICTORIA

She's probably hanging in some pervs garage from one of those kinky sex swings getting spanked by some fat southern boy from Biloxi.

PEREGRINE

I'll gather a special away team.

VICTORIA

I'm in it.

PEREGRINE

You're not trained to be --

VICTORIA

My job is nothing but away missions except for the office stuff.

PEREGRINE

Not like this.

VICTORIA

You'll need a skilled negotiator to deal with a society you know nothing about.

PEREGRINE

We will deploy the team and, you, as soon as we arrive.

VICTORIA

See, that wasn't so hard.

PEREGRINE

Anything else? I had to ask --

VICTORIA

How long will the trip take?

PEREGRINE

(hesitant)

Twenty, six, days.

VICTORIA

(appalled)

Not acceptable! We need to get to her, A-S-A-P.

PEREGRINE

Our engines are new and cannot be --

VICTORIA

The new ship smell has warn off.
Hit the gas!

PEREGRINE

We cant risk another break down.

VICTORIA

How many Flyers do we have?

PEREGRINE

(skeptical)

A few.

VICTORIA

Give me one. I believe I heard they can go faster.

PEREGRINE

We need them in case of attack.

VICTORIA

(changes to negotiator)

I have a ten gallon cask of Romulan ale in my possession, to sweeten the pot.

PEREGRINE

Bribing me?

VICTORIA

You don't see, bribe, in negotiation, do you?

PEREGRINE

(confused)

I never looked --

VICTORIA

Ah, not even any B's.

PEREGRINE

How do you know about my preference for Romulan ale?

VICTORIA

I study my prey's weaknesses.
Yours are skinny blondes with booty
butts, spicy food and Romulan ale.
I can't do much about the butts,
but, I can help with the other two.

PEREGRINE

You have Romulan --

VICTORIA

It's the best in the quadrant. I
was going to use it to obtain some
(air quotes)
Secret
(stop air quotes)
Recipes from an Orion restaurant
famous for it's Hasperat soufflé.

PEREGRINE

I, have, developed an affection for
--

VICTORIA

I knew that too, and Romulan ale to
wash it down? I hear Hasperat can
be a bit on the painful side.

PEREGRINE

It'll singe the hair off your --
Romulan ale is illegal in the Star
Trek universe.

VICTORIA

But not here, yet. And you can
have that ten gallon cask, all to
yourself. You're thinking about
it. I can tell.

PEREGRINE

I'm a starship captain.

VICTORIA

Six years ago you were dressing up
as a Klingon for ComiCon --

PEREGRINE

Wow, you do go deep.

VICTORIA

(stone cold)
This is for Gracie. My bestie. Do
we have a deal?

PEREGRINE

I've never crossed paths with a
Fergengi, but --

VICTORIA

I've got one in my network. I'll
hook you up but be careful, he's a
mean Dabo player.

PEREGRINE

A, barrel?

She nods, smiling slyly.

EXT. PLANET SURFACE

The frame skirts along the parched landscape for miles,
passing several escape pods, footprints leading up a ridge
and into a

LARGE CRATER

A mile or so across, green with vegetation, completely out of
place.

An oasis of aspen, willows, tall grasses, and a small trickle
of water dropping into the bottom where several pens of
people are scattered about, surrounding a building masked by
the trees.

The pen nearest the building is empty with a human assessing
it's condition.

THE DEVOLVER

Gazes out along the rim of the crater as a Gorn comes
alongside.

The Gorn gives him several growls.

DEVOLVER

Station several guards at the site
of their shuttle. It's the only
place they can go.

Several more growls later, the Gorn shuffles off as he checks
the

LOCK

on the gate, then the

DEVOLVER

Gives it a puzzled scowl and drops it to the ground.

He takes a walk toward the rim of the crater.

EXT. WILDERNESS

MANY FOOTSTEPS are heard as several people come into view in through the trees.

Astrid and Dream Walker emerge from the brush, quickly approaching a Crewman.

ASTRID

We need to stop and rest. I'll go ahead and scout the ship.

CREW MEMBER 1

People are complaining about water.

DREAM WALKER

There's a small spring coming from the side of the crater just above us. I can show you.

ASTRID

You can take them up in small groups. We can't bring any attention and a herd of people slashing through the trees draws lizard eyes.

CREW MEMBER 1

Got it.

ASTRID

First, I need you to come with me. Well get water later.

CREW MEMBER 1

The people are complaining a lot.

ASTRID

They could be dinner right now.

CREW MEMBER 1

Your point is made.

ASTRID

We'll find the water on the way back.

CREW MEMBER 1

What are we gonna do if the Gorn
are all over our ship?

ASTRID

I hear Gorn tastes like chicken.

DREAM WALKER

More like snake.

CREW MEMBER 1

Which tastes like chicken.

DREAM WALKER

I don't even know what a chicken
is.

ASTRID

They're a bird that tastes like
Gorn only they can't eat you back.

DREAM WALKER

It's a, date.

They head out into the thicket.

ASTRID

You didn't, use that, never mind.

EXT. CLEARING

The shuttle sits with several Gorn patrolling the perimeter.

ASTRID AND DREAM WALKER

Shuffle behind a bush and peek through.

DREAM WALKER

We're out of luck.

ASTRID

How many of these dudes can you
influence in a single night?

DREAM WALKER

I've never tried large groups. Two
at most.

ASTRID

If I go in with you, can we get a
few more?

DREAM WALKER

I can show you how to influence our friends, but again, we don't know how long it will take --

ASTRID

Because there isn't any time there.

DREAM WALKER

But, we are no match for these creatures, and they're good trackers.

ASTRID

They probably have patrols looking for us.

DREAM WALKER

Until then, lets find a cool spot and discuss strategy.

ASTRID

We need to keep moving.

DREAM WALKER

You're people complain too much to keep moving.

ASTRID

These people are burger flippers, not mercenaries.

DREAM WALKER

It's interesting what people in common jobs are capable of when confronted with a desperate situation.

ASTRID

I worked in a very strange forensics lab.

DREAM WALKER

And yet, look at you now.

ASTRID

What about the Devolver dude?

DREAM WALKER

After I show you the procedure, I'll take a little trip into his dream world and see about giving him a more, congenial attitude.

ASTRID

It's a date.

DREAM WALKER

So why was it wrong when I --

ASTRID

Never mind!

They stop suddenly. Dream Walker grabs Astrid and ducks her behind a boulder.

DREAM WALKER

The Gorn are everywhere.

Astrid peeks around the boulder at

GORN

Moving in and out of the ship. Two have particle weapons while others barely are able to remain upright.

ASTRID AND DREAM WALKER

Dodge back behind the rock.

ASTRID

Have you noticed some of the lizards seem to be more advanced than others?

DREAM WALKER

They are being treated individually.

ASTRID

Which means not that many are advanced enough to handle weapons. So if we take out the advanced ones --

DREAM WALKER

The others will revert to their base instincts and flee --

ASTRID

Or fight and eat us.

DREAM WALKER

Now who's cup is empty?

ASTRID

Just brainstorming. We'll just have to wait and attack them in their sleep.

DREAM WALKER

Works for me.

ASTRID

The last time I got into a fight, I was a nervous wreck for days.

DREAM WALKER

My gift, was also, not meant to wage war.

ASTRID

Think of yours as, influencing them away from war, and away from munching us.

DREAM WALKER

When you say it that way --

DEVOLVER (O.S.)

I have found that an army marches on its stomach.

The two turn in alarm to see

THE DEVOLVER

Behind them, curious.

DEVOLVER (CONT'D)

... which is why I need you all to cooperate and nourish my children.
(another curious gaze)
You two seem familiar. We, have, met before.

A band of Gorn with weapons emerge from the trees behind him.

END SHOW