STAR TREK: "Emergence" - 02/17/94 - CAST

STAR TREK: THE NEXT GENERATION
"Emergence"

CAST

PICARD
RIKER
DATA
BEVERLY
TROI
WORF
GEORDI

CONDUCTOR
ENGINEER
HAYSEED
HITMAN

Non-Speaking
N.D. SUPERNUMERARIES

Non-Speaking
FLAPPERS
MAN IN GREY FLANNEL SUIT
GUNSLINGER
STAR TREK: "Emergence" - 02/17/94 - SETS

STAR TREK: THE NEXT GENERATION
"Emergence"

SETS

INTERIORS

USS ENTERPRISE
BRIDGE
CORRIDOR
SICKBAY
ENGINEERING
JEFFERIES TUBE
HOLODECK
TRAIN/SALON CAR
TRAIN/ENGINE ROOM
OBSERVATION LOUNGE
CARGO BAY
READY ROOM

EXTERIORS

USS ENTERPRISE
NEW YORK STREET/SUBWAY
NY STREET/CONSTRUCTION SITE
NY STREET/INTERSECTION
PROBE
CORDANNAS      kore-DAN-us
GIORDANO       jee-or-DON-oh
MEKORDA        kore-DAN-us
FADE IN:

1 INT. REHEARSAL HALL

(Note: this is a re-dress of the Klingon Outpost set from "Firstborn".) The room is dark, the walls obscured by a light fog. DATA is standing in the dim light of a single burning TORCH. He is wearing loose-fitting, ritual ROBES, and he holds a carved wooden STAFF in one hand and a large, ancient-looking BOOK in the other. The SOUND of the nearby ocean can be heard. Data's voice is solemn, incantatory.

DATA
"I have bedimm'd the noontide sun,
call'd forth the mutinous winds,
and set roaring war: to the dread
rattling thunder have I given
fire, and rifted Jove's stout oak
with his own bolt..."

Data dramatically holds up the book.

DATA
(continuing)
But this rough magic I here
abjure; and, when I have requir'd
some Heavenly music -- which even
now I do -- to work mine end upon
their senses, that this airy charm
is for, I'll break my staff, bury
it certain fadoms in the earth,
and deeper than did ever plummet
sound -- I'll drown my book.

He stops suddenly, his face now completely "Data."

DATA
(continuing)
Captain, your attention is...
wandering.

2 INCLUDE PICARD (OPTICAL)

standing nearby in the half-light.

PICARD
I can barely see.
DATA
Sir, I am supposed to be attempting a Neo-Platonic magical rite -- the darkness is appropriate to such a ritual.

(continuing)

PICARD
This is a play, Data. The audience has to see you.

Data considers for a beat.

DATA
Perhaps I have been too... literal with respect to my set design.
(to computer)
Computer. Modify Holodeck program Data seven-three, Shakespeare's The Tempest, Act Five, scene one. Increase torchlight by twenty-percent.

The torch flares up.

PICARD
Much better.

DATA
Captain, I am not certain I fully understand the character of Prospero. I would appreciate any insights you may have to improve my performance.

Picard nods, considering for a beat.

PICARD
Well... Shakespeare witnessed the end of the Renaissance and the birth of the modern era. Prospero found himself in a world which no longer had any use for his powers...

Picard indicates the scene.

PICARD
(continuing)
Here he is about to perform one final creative act before giving up his art forever.

(continuing)
DATA
So there is a... tragic aspect to the character.

Picard nods. In the far distance, we just begin to hear an approaching SOUND.

PICARD
Yes, but he had an expectancy as well. A hopefulness about the future. All those "fandoms" in the earth were balanced by the Heavenly music...

The sound is now distinct enough so that both Picard and Data begin to notice.

PICARD
(continuing)
Shakespeare was a genius at mixing opposites...

Data is now staring into the distance in the direction it appears to be coming from, puzzled. Picard does the same, his voice trailing off...

PICARD
(continuing)
Past and future... Melancholy and hope...

Now a growing POINT OF LIGHT can be seen, getting closer as the sound starts to resemble a distant, increasing roar.

PICARD
(continuing)
Data, is this part of your program?

DATA
No, Sir.

The light and sound are much louder.

PICARD
Then what is it?

DATA
It appears to be a steam locomotive.

PICARD
A train?

(CONTINUED)
CONTINUED:

DATA
(nods)
If I am not mistaken.

PICARD
Computer, end program.

The glaring beam hits them like a horizontal spotlight. The roar grows. Picard reacts.

(continuing, louder)
Computer, end program...

Nothing. This is all too real. Picard and Data simultaneously DIVE CLEAR of the tracks.

PICARD AND DATA (OPTICAL)

hit the ground hard. They recover and look up at the train thundering by -- they catch glimpses of the car windows, the cranking, screeching wheels. The roar and clatter overwhelm any other sounds... And then suddenly it's past them... and it's gone. The room is back to way it was.

Picard has a slight SCRAPE on his forehead from the fall. OFF their puzzled expressions...

FADE OUT.

END OF TEASER
FADE IN:

(NOTE: Episode credits fall over opening scenes.)

INT. CORRIDOR

The Holodeck DOORS OPEN and Picard and Data step out
(NOTE: Data is still wearing the Prospero costume).
Data notices the cut on Picard's forehead.

DATA
(concerned)
Captain, you are injured...

PICARD
It's just a scrape... I'll have it
seen to...

Data begins to work the Holodeck panel.

DATA
The train we encountered is from
one of Doctor Crusher's Holodeck
programs. It is a re-creation of
the Orient Express, a train which
ran from Paris to Istanbul from
the late nineteenth century until --

PICARD
Yes, yes, I know about the Orient
Express... but what was it doing
on Prospero's Island?

DATA
There appears to have been a
malfunction in the Holodeck's
database retrieval system. The
two programs were somehow
temporarily linked together.

PICARD
Could this malfunction affect the
other Holodecks as well?

DATA
It is a possibility. I would have
to run a complete diagnostic to be
certain.

PICARD
All right, get to it. And shut
down all of the Holodecks until
you're finished, just to be on the
safe side.

(CONTINUED)
CONTINUED:

DATA

Aye, sir.

Picard heads down the corridor, leaving Data as he continues to work the panel.

INT. SICKBAY

Picard is sitting on a biobed as BEVERLY treats his forehead with a MEDICAL INSTRUMENT, healing the scrape as they speak.

PICARD

I never realized you were interested in the history of transportation. Did you know that at its peak, the Orient Express carried over (TECH-NUMBER) passengers a year?

BEVERLY

It's not really the train itself I was interested in...

PICARD

Then what?

BEVERLY

The experience.

(beat)

The Orient Express was... mystery and romance. It was an elegant way to see exotic places and meet fascinating people...

(beat)

Did you know that on one trip, both Sigmund Freud and Gertrude Stein just happened to be on the same car? They ended up spending dinner together every night from Vienna to Trieste.

Picard's intrigued by the notion.

PICARD

What could they have possibly had in common?

Beverly smiles.

BEVERLY

Why don't you take a ride yourself and find out?

(CONTINUED)
CONTINUED:

RIKER'S COM VOICE
Riker to Picard.

PICARD
(taps combadge)
Picard here.

RIKER'S COM VOICE
All sections are ready to begin
the survey, sir.

PICARD
(to com)
Very good. I'm on my way.

Picard jumps down from the biobed and heads for the
door.

BEVERLY
Think about that trip, Jean-Luc...
You never know who you'll meet on
the Orient Express...

Picard EXITS.

CUT TO:

EXT. SPACE - THE ENTERPRISE (OPTICAL)
at impulse.

PICARD (V.O.)
Captain's Log, Stardate 47869.2.
We have begun our survey of the
Mekorda sector. So far, it has
shown little promise of yielding
any new colony sites for the
Federation.

INT. BRIDGE

Picard and RIKER are at their command chairs, WORF at
Tactical and Data at Ops. N.D.s are at various
stations. Riker hands Picard a PADD.

RIKER
This region's basically the same
as the last one. Most of the
stars are main-sequence binaries
with no M-class planets around any
of them.

(CONTINUED)
CONTINUED:

PICARD
(reads PADD)
All right then, let's move on to the next survey region... Have stellar cartography begin a--

Suddenly, the SHIP LURCHES FORWARD.

PICARD
Mister Data, report.

DATA
(off console)
The ship has gone into warp, sir.

RIKER
Who gave the command?

DATA
(off console)
Apparently no one. Helm and navigation controls are not functioning.
(beat)
Our speed is now warp seven-point-three and holding.

PICARD
(to com)
Picard to Engineering. Mister La Forge, what's going on down there?

INTERCUT:

INT. ENGINEERING

GEORDI is frantically moving between consoles.

GEORDI
(to com)
I don't understand it, sir. The impulse systems suddenly cut out and the warp drive kicked in.

RIKER
Geordi, can you take the engines off-line?

GEORDI
I'm working on it...

Geordi moves off to work another console.

(CONTINUED)
PICARD
Data, what's our heading?

DATA
(off console)
Bearing one-eight-seven mark four. I am unable to determine our destination, but our present course is the shortest possible route away from the Mekorda sector.

Picard and Riker exchange a puzzled look.

GEORDI
(breaking in)
Captain, the computer's locked-out all of the propulsion controls... I can't access any of the overrides...
(beat)
If you want us to stop, we'll have to do an emergency warp core shut-down...

RIKER
(to Picard)
That'll leave us without warp power for more than a day...

But Picard does not like having the ship out of his control.

PICARD
Begin the procedure, Mister La Forge...

A tense beat... and then there is a VIOLENT JOLT as the ship suddenly drops out of warp.

DATA
(off console)
We are no longer at warp... Impulse power has resumed... all systems show normal.

RIKER
Where are we?

DATA
(off console)
We are approximately thirty-billion kilometers from our original position.

(CONTINUED)
PICARD
(to com)
Good work, Geordi.

Geordi is checking the readout of a console, shaking his head.

GEORDI
It wasn't me that took us out of warp, sir. I didn't have time to complete the shut-down procedure...

(beat)
We dropped out of warp the same way we went in -- spontaneously.

A puzzling beat. Picard doesn't like this one bit.

PICARD
(to com)
Well, I want a better explanation than that. Take the warp nacelles off-line and find one. Picard out.

OFF Picard and Riker's expressions.

EXT. SPACE - THE ENTERPRISE (OPTICAL)
moving at impulse.

INT. BRIDGE - AFT SCIENCE

Picard walks up to the station where Data and Geordi are carefully studying an OKUDAGRAM on the monitor. The graphic shows the ship surrounded by a "sea" of small, intense regions of energy.

PICARD
Have you found anything, yet?

GEORDI
Only that we've got more than one mystery here, sir...

Picard reacts.

(CONTINUED)
CONTINUED:

GEORDI (Cont'd)
We still don't know why the ship jumped into warp... but just before it did, it looks like there was a micro-gravitational distortion building up all around us.

Geordi indicates the monitor graphic which Picard studies briefly.

PICARD
(concerned)
Why didn't we realize that at the time?

GEORDI
Our sensors were never designed to register distortions of this nature. And yet a record of the distortions appeared in the log.

(beat)
Somehow, the detection sensitivity of our sensors has increased dramatically.

GEORDI
That's the other mystery.

Picard gives Geordi a puzzled look.

DATA
But one fact is clear. Based on this information, the micro-gravitational distortion was building rapidly in strength. If we had remained at our original position one-point seven seconds longer, the distortion would have ruptured our warp core.

GEORDI
If the Enterprise hadn't jumped into warp when it did... we would've been blown to pieces.

OFF Picard's reaction.

FADE OUT.

END OF ACT ONE
FADE IN:

EXT. SPACE - THE ENTERPRISE (OPTICAL)

moving at impulse.

PICARD (V.O.)

Captain's Log, Stardate 47870.3.
While we still have no explanation for why the ship jumped into warp, Mister La Forge has managed to trace the sensor anomaly to the port lateral array. He is currently investigating the problem with Commander Data.

INT. JEFFERIES TUBE

Data and Geordi are in a horizontal section of the tube, underneath an open MEESPANEL. Each man has a TRICORDER, and Geordi is working on the panel with a small TECH INSTRUMENT.

GEORDI

It just doesn't make any sense, Data... how could the sensors have affected the warp engines?

DATA

I do not know. There is no direct link between those systems.

GEORDI

(thinks)
Let's check out the ODN relay...
The close the overhead panel and begin moving down the tube.

DATA

Perhaps the engines were activated by a random power fluctuation.

GEORDI

(skeptical)
Which occurred just in time to save the ship with less than two seconds to spare?

(CONTINUED)
DATA
It is improbable... but it is also possible. And we have not found another explanation.

GEORDI
Well, I don't think I'm ready to start believing in luck...

Data considers this for a moment as they stop near another MEESPANEL in the side of the tube, and Geordi removes the panel's cover. As he turns to examine it, he pulls back in surprise.

GEORDI
(continuing)
What is this...?

Inside the panel he sees...

A COMPLEX NODE OF INTERCONNECTIONS
completely different in color and appearance from the circuitry around it. It has a strange, almost organic look.

RESUME SCENE
as Geordi and Data begin scanning the mysterious node.

GEORDI
(off tricorder)
It's some kind of circuit node... and it's connected to at least half a dozen points in the sensor array...

DATA
(off tricorder)
It appears to be connected to several other systems as well... the plasma distribution grid... the holo-imaging processors... and the warp control circuits.

GEORDI
I guess there is a link between the sensors and the engines after all.

Geordi takes out his tech instrument and attempts to probe the strange node... suddenly, a FORCE FIELD flashes briefly, forcing him back.

(CONTINUED)
CONTINUED:

He pulls back, startled.

GEORDI
A force field... where did that come from?

DATA
(off tricorder)
Apparently, from the node itself.

OFF their reactions.

INT. ENGINEERING

Data and Geordi are briefing Riker at the pool table. A monitor displays a GRAPHIC of the Enterprise, highlighting the locations of several connection nodes scattered throughout the ship. The connection nodes are all linked together, and the image suggests the crude beginnings of spider's web.

GEORDI
(re: graphic)
We found these "connection nodes" in several systems around the ship. At some level, they were all connected to each other.

DATA
There were nodes linking the sensors to our warp control and defensive systems. We believe that when the sensors detected the micro-gravitational distortion, the defensive systems reacted to the threat and activated the warp engines to protect us.

Riker takes in the information.

RIKER
So you're saying that these nodes can link systems which normally function independently of each other... and make them do things they were never designed to do.

DATA
That is correct.

A beat.

(CONTINUED)
RIKER
Where did they come from?

GEORDI
We're not sure. The replicator systems are being used to construct the nodes themselves... but we can't tell what's controlling the replicators...

RIKER
Is it possible that we encountered a weapon of some kind... or a spatial anomaly that could've triggered this effect?

DATA
We do not know for certain precisely what initiated the nodes. However, we have a more immediate problem.

(beat)
The nodes are multiplying. And as they increase the interconnections between our systems, it will become progressively more difficult to control the ship.

RIKER
What do you propose we do?

GEORDI
Well, it's not going to be easy to get rid of them.

(beat)
When we attempted to examine the circuitry of one of the nodes, it generated a force-field to keep us out.

RIKER
You make it sound like it was trying to protect itself...

DATA
Or it could simple be what they are programmed to do.

RIKER
Well, we can speculate about that later... after we get back control of the ship.

(CONTINUED)
DATA
Agreed...

Data indicates a point on the graphic.

DATA
(continuing)
All of the nodal connections intersect in Holodeck three. It appears to be a... focal point of some kind.

GEORDI
We might be able to find a way to use the Holodeck circuits to disable the nodes... permanently.

Riker considers for a beat.

RIKER
All right. Let's do it.

OFF their expression as they stare thoughtfully at the graphic.

CUT TO:

INT. CORRIDOR

Riker, Data, and Worf are standing outside the Holodeck; both Data and Worf have TRICORDERS. Data is tapping commands into the control panel.

DATA
(puzzled)
Commander, the Holodeck appears to be in operation.

RIKER
I thought you shut down the entire system.

DATA
I did. However, it has re-activated itself... and it will not disengage.

WORF
Which program is running?

(CONTINUED)
DATA
(off panel)
Several different programs appear to be running simultaneously.
(beat)
I do not know what we will see inside.

RIKER
Well... there's one way to find out...

The three exchange a look and then step through the door into...

INT. HOLODECK/TRAIN - SALON CAR

It's a classic Victorian salon car, decorated in the opulent, grand style of the time. There's a door at each end and the WINDOWS are covered by closed DRAPES; a SIGNAL CABLE runs along one of the walls, used by passengers to signal the engineer. The HUMMING of the rails and the CLACKETY-CLOCK of the tracks can be heard as the train speeds along.

Data immediately begins scanning the area as Riker and Worf try to get their bearings, carefully observing the bizarre scene:

Two 1920's Zelda Fitzgerald-style FLAPPERS sit at an elegant table with a briefcase-wielding MAN IN A GREY FLANNEL SUIT. They are engrossed in piecing together a large JIGSAW PUZZLE of a strange, multi-colored THREE-DIMENSIONAL MOLECULE...

A Medieval KNIGHT in shining armor is in another corner of the car. He is carefully cutting a folded newspaper with a large pair of SCISSORS. Beside him is a HAYSEED wearing a floppy straw hat and overalls, a corn cob pipe stuck in his mouth -- a real hick. The Hayseed watches, fascinated, as the Knight continues to cut...

A dangerous-looking GUNSLINGER straight out of the Old West stalks silently up and down the aisle. He moves with what might be murderous intent to the Flapper and the Flannel Man... he reaches for his belt... and pulls out a PUZZLE PIECE. He places it just where it belongs into the puzzle, then takes a seat to help them continue...

RIKER
(a bit overwhelmed)
You weren't kidding, Data...

(CONTINUED)
DATA
(off tricorder)
No, sir. I estimate that this... scene consists of portions of at least seven distinct Holodeck programs...

WORF
It will be difficult to locate the affected circuits through these physical structures...

RIKER
Do what you can for now...

Data and Worf acknowledge and move off, scanning the cabin.

At that moment, the front door OPENS, and the CONDUCTOR ENTERS the car. He is dressed like a typical American trainman circa 1920 and has the typical cheery-but-take-no-guff attitude of his kind.

CONDUCTOR
Tickets please... please have your tickets ready...

The Conductor stops near the Hayseed and the Knight.

CONDUCTOR
(continuing, to Hayseed)
Tickets?

HAYSEED
Here yuh go...

The Hayseed fishes through his pockets for a couple of TICKETS and hands them to the Conductor.

HAYSEED
(excited)
You know, I've never even been away from home... and now I'm goin' all the way to (TECH)-NAME City!

CONDUCTOR
(politely)
I hear it's lovely there this time of year...

As the Conductor punches the tickets, the Knight stops cutting his newspaper and opens it out -- he has fashioned it into a STRING OF PAPER DOLLS.

(CONTINUED)
CONTINUED: (2)

He shows it expectantly to the Conductor.

CONDUCTOR

Very nice, sir. Enjoy your trip.

The Conductor hands the tickets back to the Hayseed and continues down the aisle, moving past Riker, Data, and Worf as if they didn't exist.

CONDUCTOR

(continuing)

Tickets please... please have your tickets ready...

Riker, Data and Worf exchange a baffled look.

RIKER

"(TECH)-NAME City"? Where's that...?

Riker moves to one of the windows and draws the drapes and peers outside.

OUTSIDE THE WINDOW

there is only darkness and a swirling, mysterious FOG. It's as if the train was traveling through... nothing.

RESUME SCENE

Riker pulls back and closes the drapes.

WORF (O.S.)

Commander...

Riker turns to see Data and Worf standing near a section of the car's wall. They are scanning it carefully with their tricorders. Riker joins them.

WORF

(continuing)

We have located a large concentration of nodes behind this wall... They appear to be connected directly to the Holodeck's main power grid.

RIKER

What would happen if we (TECH)-overloaded the main power coupling?

(CONTINUED)
DATA
It would destroy the coupling itself... but it might also destroy the nodal connections in the process.

RIKER
Then it's worth a shot. Let's--

CONDUCTOR (O.S.)
Get away from that...

The Conductor is standing right behind them. His voice is cold and suspicious, and all traces of his earlier, cheerful manner are gone. Everyone in the car is now staring at the group, seeing them for the first time. It's a spooky, unsettling moment.

CONDUCTOR (continuing)
Would you gentlemen care to show me your tickets?

DATA
We do not have any tickets.

CONDUCTOR
No tickets...

He moves a little closer, menacingly... This is getting really creepy. Riker tries to fake his way out.

RIKER
We... left them in our compartments.
(to Worf)
I told you to bring the tickets.

WORF
I... forgot.

CONDUCTOR
I don't think you folks belong on this train...

He starts to move in... and suddenly, the front door of the car BURSTS OPEN, and the ENGINEER rushes in. He is an excitable, bespectacled man in a traditional train engineer's uniform. He moves straight for the Conductor.

(CONTINUED)
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19 CONTINUED: (2)

ENGINEER
(to Conductor)
You leave these people alone!
They're only trying to help!

CONDUCTOR
Get back to the engine. This
doesn't concern you.

The Engineer puts himself between the Conductor and
Riker, Data, and Worf.

ENGINEER
You folks be careful...

He gestures to the Conductor and the other passengers.

ENGINEER
(continuing)
They're trying to hijack the
train...

The Hayseed stands up and moves forward.

HAYSEED
Hey, if you're the Engineer, then
who's doing the drivin'?

But before the Engineer can answer...

BLAM! A SINGLE, LOUD PISTOL SHOT suddenly rings out.
The Engineer pitches forward into Riker's arms -- dead.

REVEAL THE HITMAN

standing in the doorway, a smoking Colt Army .45
AUTOMATIC PISTOL cradled comfortably in his hand.

HITMAN
I am.

20

INT. ENGINEERING

Suddenly, a console EXPLODES in a shower of sparks near
Geordi, sending him reeling backwards.

An N.D. STARFLEET ENSIGN rushes to his aid -- Geordi
is already struggling to his feet. He's all right,
just a little dazed.

(CONTINUED)
CONTINUED:

GEORDI
I'm all right...

Geordi looks at the ruined console.

GEORDI
(continuing, disbelief)
It looks like the navigational relays overloaded...

INT. HOLODECK/TRAIN - SALON CAR

As Riker lowers the Engineer's body to the floor, The Hitman moves to the Signal Cable along the wall, shoving the Hayseed down into a seat on his way there.

The Hitman tugs the cable several times, causing several CHIMES to sound. Suddenly, the wheels SCREECH and the train LURCHES, tossing everybody to one side. With a LOUD BLAST from the train's WHISTLE, the train straightens itself again and continues forward even faster than before...

DATA
I believe we have changed direction...

The Conductor rushes to the window and takes a quick look outside. He steps back delighted.

CONDUCTOR
Good work, sir! Now we're on the right track!
(to everyone)
Ladies and Gentlemen... we are on our way!

The passengers begin to cheer wildly...
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23
INT. ENGINEERING

Suddenly, the warp core -- which until now had been idle with the ship at impulse -- comes to life and begins to PULSE... the SHIP LURCHES FORWARD.

Geordi quickly moves to the pool table and studies the readouts.

PICARD'S COM VOICE
Picard to La Forge. What's going on? We just went into warp...

GEORDI
(off console)
We've lost engine and helm controls again, sir... but this time, they're completely burned out.
(beat, grim)
I don't know if we can stop the ship.

24
INT. HOLODECK/TRAIN - SALON CAR

The Hitman and the Conductor have moved back to Riker, Data, and Worf. The Hitman's gun is still drawn.

HITMAN
(to Conductor)
What are they doing here?

CONDUCTOR
I don't know... I think we should get rid of them...

The Hitman takes a careful look at our people and then coolly slips his pistol back inside his jacket.

HITMAN
Take care of it.

The Hitman moves off. The Conductor slowly turns to face our people.

CONDUCTOR
Are you going to leave... or am I going to have to throw you off this train?

The Conductor looks like he's ready to do it... Riker and Worf are ready for a fight when Data pulls them back.

(CONTINUED)
DATA
(quietly)
According to my tricorder, the Holodeck safeties have just been disengaged. A physical altercation at this time may not be advisable.

A tense beat.

RIKER
All right... let's get out of here.

Riker, Data, and Worf move slowly to the exit as the Conductor watches them leave...

CUT TO:

INT. ENGINEERING

Riker, Data, Geordi and Worf are gathered around the pool table. A monitor GRAPHIC displays the connection nodes throughout the ship; compared to the previous graphic, the number of nodes has increased dramatically, and the "spider's web" of connections has become far more complex.

GEORDI
We lost helm control at approximately the same moment that the Holodeck train "changed course." Maybe those events were connected... maybe your actions on the Holodeck had a direct affect on the ship.

WORF
Is that possible?

DATA
Perhaps. Consider the number of systems affected by the nodes...
(indicates graphic)
Our sensors, engines, replicators... they are all working together now, almost independently of the main computer. And the nodes connect all of them through the Holodeck.

Riker is considering the notion carefully.

(CONTINUED)
Riker
But then what about the images we saw...? What do they mean... and how are they connected to what's happening to the ship?

As Riker speaks, Data's attention is drawn to the graphic -- there's something in it he recognizes.

Data
Commander... I believe I may understand what is happening?

Data points to the graphic.

Data
The (TECH) configurations of the nodal connections is similar to the structure of my positronic brain. It appears that the nodes are in the process of creating a rudimentary neural net.

(beat)
It is possible that the ship is forming an intelligence.

Off their stunned reactions...

Fade out.

End of Act Two
FADE IN:

26 EXT. SPACE - THE ENTERPRISE (OPTICAL)
at warp.

27 INT. OBSERVATION LOUNGE (OPTICAL)

Data is standing at the wall monitor, briefing Picard, Riker, Beverly, TROI, Geordi, and Worf. The monitor displays a GRAPHIC of THREE SEPARATE IMAGES.

Data indicates the first image.

DATA
This is a synaptic map of the human neo-cortex...
(indicates second image)
This is a cross-section of my positronic net...
(indicates third image)
And this is a schematic of the connection nodes linking the ship's systems...

The three images bear a striking similarity.

DATA
(continuing)
I believe some sort of neural matrix has formed on the ship. It is still relatively primitive, but it is an intelligence nonetheless.

TROI
How could this happen?

DATA
I believe it is an emergent property.

PICARD
Explain.

DATA
Complex systems can sometimes behave in ways that are entirely unpredictable. The idea of emergent properties is essentially that "some things are more than the sum of their parts."

(MORE)

(CONTINUED)
DATA (Cont'd)

(beat)
Doctor Crusher. Could you give a biological example?

Beverly nods -- she's familiar with the theory.

BEVERLY
For example, you might be able to describe how a human brain works... the cellular functions, the neuro-chemical interactions, the electrical structures... but none of that would let you predict human consciousness.

DATA
Precisely. Consciousness is an emergent property.

A beat as the group absorbes this.

TROI
The Enterprise isn't a biological system.

DATA
But it does have all the characteristics of one. The ship "sees" with its sensors... "talks" with its communications systems... and even "reproduces" with the replicators...

Geordi's beginning to spark to the notion.

GEORDI
Maybe all it needed was one special element to get those pieces working together... and make something new out of them...

RIKER
Then whatever caused the connection nodes to form is also responsible for this emergent intelligence.

Data nods. There's a beat as they consider the implications -- it's a difficult concept to accept.

(CONTINUED)
PICARD
All right. Let's say the ship is... intelligent. What is it trying to do?

DATA
I think we can interpret the ship's initial warp jump as simple survival instinct...

WORF
But where is the ship taking us now? What does it... want?

DATA
I believe the key to understanding the ship's behavior lies in the Holodeck.
(beat)
All of the connection nodes intersect at that location. It is clearly some kind of processing center.

PICARD
Do you think the ship could be using the Holodeck in an attempt to communicate with us?

DATA
If that is the case, I would be hard pressed to know what it is trying to say.

TROI
It sounds as if this intelligence is still rather primitive... still developing... if it is trying to communicate, it may not know how yet.
(to Picard)
Sir, I'd like to go to the Holodeck. Maybe I can help to figure out what the ship is trying to do.

PICARD
Very well. Mister Data, Mister Worf, you'll go along. See if there's any way to re-establish control without destroying the nodes completely.
(MORE)

(CONTINUED)
CONTINUED: (3)

PICARD (Cont'd)
(beat)
If this ship truly is an emerging intelligence, then it's our responsibility to treat it with the same respect we would give any other being.

Data nods and the meeting breaks up.

CUT TO:

INT. HOLODECK/TRAIN - SALON CAR

Troi, Data, and Worf ENTER from the rear door. Data is carrying a small SCANNING DEVICE. They hear a loud CLANG... CLANG... CLANG... and turn toward it...

THE SCENE

One of the Flappers is attempting to give the Knight a drink from a beautiful CHALICE... but she keeps banging it against his visor. CLANG... CLANG... CLANG.

Elsewhere, the Man in the Grey Flannel Suit sits in a chair, calmly reading a newspaper. Beside him, the Gunslinger is bound head-to-toe in a heavy rope, a gag stuffed in his mouth.

The Hayseed and one of the Flappers are sitting at the elegant table, still working on the jigsaw puzzle.

The Conductor is nowhere to be seen.

Troi reacts to the bizarre scene.

WORF
Welcome aboard, Counselor...

Data activates his device.

DATA
If you will attempt to distract people from what I am doing, I will attempt to run a (TECH) power trace to locate a critical node junction.

Data moves away down the car, slowly scanning the walls with his device as he goes.
STAR TREK: "Emergence" - 02/17/94 - ACT THREE

30 TROI AND WORF

move to the elegant table where The Hayseed looks up at them.

WORF
Have you finished the puzzle yet?

HAYSEED
Not yet... but we're gettin' close.

Worf and Troi look curiously at the puzzle.

31 INCLUDE THE PUZZLE

The nearly complete puzzle is a picture of a strange, multi-colored THREE-DIMENSIONAL molecule -- it suggests a cross between a strand of DNA and an electronic circuit.

WORF
Do you recognize it?

TROI
I've never seen anything like it...

WORF
I'd like to help.

Worf takes a seat... Troi moves off. The Hayseed smiles and hands Worf a piece of the puzzle.

HAYSEED
I can't find where this one goes...

Worf takes the piece and after a brief search, places it correctly in the puzzle.

WORF
Tell me... exactly what are you making?

HAYSEED
What do you think we're makin'? A puzzle!

Worf tries again.

WORF
No, I mean the picture. What is it?

(CONTINUED)
STAR TREK: "Emergence" - 02/17/94 - ACT THREE

31 CONTINUED:

HAYSEED
I don't know. It's a surprise.

The Hayseed hands Worf another piece.

32 CLOSE ON - A FIVE CARD POKER HAND

as it's being fanned out in someone's hand. A ten of club, jack of diamonds, king of spades, ace of hearts -- and a two of clubs.

33 INCLUDE THE HITMAN

holding the cards, with Troi looking over his shoulder. The Hitman, somewhat annoyed, removes the two of clubs -- and doesn't even look at her.

TROI
Can you deal me in?

HITMAN
Look, lady... I'm trying to fill an inside straight. If you've got any words of wisdom that might help me do that -- terrific. Otherwise, butt out.

Troi sits down.

HITMAN
(to other player)
What'll it be, pal? You want another card? Or are you gonna hold?

34 INCLUDE THE OTHER PLAYER

who we now see is the dead Engineer -- he's propped up in a chair, limp, eyes closed, five cards stuck in his lifeless hands.

He pulls a card from the deck.

TROI
(re: Engineer)
Why did you kill him?

HITMAN
Somebody had to.

(CONTINUED)
TROI
Why?

HITMAN
He didn't like where we were goin'... So I changed his ticket.

TROI
Where are we going?

The Hitman gives her a look, but says nothing. Instead, he puts his cards on the table.

HITMAN
(to dead Engineer)
Can you beat that?

Troi reacts -- the Hitman has laid down five identical cards, each one with a picture of the strange, THREE-DIMENSIONAL molecule on it.

The Hitman reaches over and takes the cards out of the dead Engineer's hands and looks at them.

HITMAN
Didn't think so. I guess you lose...

The Hitman reaches into the Engineer's pocket and pulls out a BRICK OF GOLD, which he slips casually into his jacket. Then he reshuffles the deck and begins to deal another hand...

ANOTHER ANGLE - DATA AND WORF

are near one of the windows. Data's device is pointed at the wall.

DATA
I believe there is a critical node junction several meters beyond this wall... it is not accessible from this compartment.

Worf pulls aside the drapes and they look through the window. The fog from before is gone, and now there is only darkness...

WORF
We appear to be in some sort of underground passage...

(CONTINUED)
STAR TREK: "Emergence" - 02/17/94 - ACT THREE

35 CONTINUED:

CONDUCTOR (O.S.)
Keystone City, next stop...

Data and Worf turn to see the Conductor walking down the aisle, calling out to the passengers, who are reacting to the news with obvious excitement.

CONDUCTOR
(continuing)
Don't forget to check the overhead racks and under your seats for any belongings you may have left behind... And please remain in your seat until the train has come to a complete stop...

The Conductor stops in front of Data and Worf. He looks at them closely and raises an eyebrow -- he's annoyed, but not violent like the last time.

CONDUCTOR
(continuing)
Well, look who's back. How many times do I have to throw you boys off my train?

WORF
We do not want any trouble, sir. We are simply... passengers.

CONDUCTOR
(not buying it)
Oh, passengers. Going to (TECH)-NAME City, eh?

DATA
Yes.

CONDUCTOR
Then I'm sure you wouldn't mind showing me your tickets?

Worf grits his teeth -- not again...

CONDUCTOR
(continuing)
Right. Sorry, boys... You're getting off right here...

With his words, the train HISSES to a stop.

(CONTINUED)
CONTINUED: (2)

CONDUCTOR
(continuing)
Keystone City... everyone off for
Keystone City...

The Conductor begins to force Data and Worf toward the
door...

TROI

is still with the Hitman at the card table when he
suddenly stands up.

HITMAN
This is my stop...

The Hitman moves quickly for the EXIT. For a short
beat, Troi watches him leave, and then, playing a
hunch... she follows him...

INCLUDE DATA AND WORF

who are still being pushed out by the Conductor. The
Hitman brushes past them and out the rear door. Troi
approaches.

TROI
(to Data and Worf)
Come on, follow me...

All three EXIT through the rear door...

EXT. HOLODECK/NEW YORK STREET - BROOKLYN SUBWAY - DAY

Troi, Data, and Worf emerge from the subway, walking up
the stairs into the middle of the street. The place is
completely deserted.

Troi looks around in vain for the Hitman.

TROI
(frustrated)
Where did he go...?

Data immediately begins scanning the area with his
device. He moves out into the intersection...
STAR TREK: "Emergence" - 02/17/94 - ACT THREE

39 FOLLOW DATA

as he carefully scans the street. He stops at a MANHOLE COVER in the middle of the intersection.

DATA
I believe I have found the critical junction...

As Troi and Worf move to join him, Data makes an adjustment to his device...

40 THE MANHOLE COVER DISAPPEARS (OPTICAL)

revealing a HIGH-TECH INTERFACE underneath.

41 RESUME SCENE

as Data bends down and begins to hook his device into the interface.

DATA
I will initiate a low-intensity (TECH) field through the junction. That may disengage the nodal connections without destroying them.

WORF
(indicates off-screen)
Counselor! She turns to see...

42 THE HITMAN

as he moves furtively out of sight around a corner.

43 RESUME SCENE

TROI
There he is...
(beat)
Data, keep at it... Worf, you're with me.

Troi and Worf move away off-screen. Data continues to work.

Suddenly, out of nowhere, a 1940's era CHECKER TAXICAB screeches around a corner, heading straight for Data...

(CONTINUED)
CONTINUED:

Data moves quickly out of the way as the TAXI races past, barely missing him. It drives out of sight, disappearing around a corner.

OFF Data's expression...

EXT. HOLODECK/NY STREET - CONSTRUCTION SITE - DAY

It's the front of an apartment building. The MAIN DOOR is surrounded by SCAFFOLDING -- it's been almost entirely bricked-in, and there's a PILE OF BRICKS on the ground in front of it. It's a strangely incongruous site on this nice, finished residential block.

The Hitman appears from around a corner, moving quickly towards the construction site. Troi and Worf arrive a beat later.

TROI
What are you doing here?

They cautiously move toward him as he locates a particular spot on the bricked-in door. There's a HOLE in the middle -- one brick is missing, purposefully left out.

The Hitman smiles and turns to them.

HITMAN
Laying the foundation...

The Hitman reaches into his coat and pulls out the gold brick. He puts into the hole -- it fits perfectly.

THE BRICK (OPTICAL)

For a moment, the brick GLOWS brightly with a strange, unearthly light... when the glow fades, the gold brick is no longer visible -- the face of the brick wall is one continuous whole... it's complete.

RESUME SCENE

HITMAN
Now, if you'll excuse me, I've got a train to catch.

(CONTINUED)
CONTINUED:

He takes off. Troi and Worf move forward and examine the brick wall curiously...

CUT TO:

INT. BRIDGE - AFT SCIENCE

The ship is at RED ALERT. Geordi is working the console as Picard watches with concern.

GEORDI
(off console)
I don't understand it, sir...
Cargo Bay Five suddenly started to depressurize...

PICARD
Did everyone get out in time?

GEORDI
Yes, sir, and I've re-established the containment field... But I'm reading massive power surges, and all sorts of transporter activity...

(beat)
There's something weird going on in there, sir.

PICARD
Get a team down there immediately. I want to know what's going on.

GEORDI
Aye, sir.

Geordi moves away to the Turbolift. OFF Picard's expression.

CUT TO:

INT. CARGO BAY

Geordi ENTERS with TWO N.D. STARFLEET OFFICERS -- and they immediately see an incredible sight.
on the floor, FADEING in and out, as if it were in a transporter beam, trying to materialize. It is solid and semi-transparent, a tiny shape, not unlike one of the sections of the molecular image we've been seeing.

GEORDI
(taps combadge)
La Forge to Bridge...

PICARD'S COM VOICE
Picard here... what's going on?

GEORDI
I'm not exactly sure, sir...

OFF Geordi's astonished expression.

FADE OUT.

END OF ACT THREE
FADE IN:

50 EXT. HOLODECK/NY STREET - CONSTRUCTION SITE - DAY

Troi and Worf are still examining the brick wall, trying to understand what just happened.

TROI
That man said he was "laying a foundation"...

WORF
But a foundation for what...?
The question hangs in the air... neither one has an answer.

TROI
(taps combadge)
Troi to Data...

DATA'S COM VOICE
Data here.

TROI
(to com)
How are you coming with that node junction?

51 EXT. HOLODECK/NY STREET - INTERSECTION - DAY -
CLOSE ON DATA

DATA
(to com)
I encountered a minor difficulty, Counselor...

52 WIDEN TO REVEAL

Data is working with only one of his hands in the manhole -- his other hand is holding the front bumper of the taxi, which is spinning its wheels in a futile attempt to run him over.

DATA
(continuing, to com)
But it has been dealt with. I am ready to disengage the junction whenever you are ready.

TROI'S COM VOICE
Go ahead...

(CONTINUED)
DATA
I am initiating the (TECH) field... now.

Data taps a command on his device which begins to HUM.
A moment later, the ground begins to TREMBLE...

INT. CARGO BAY (OPTICAL)
Geordi and his team are scanning the mysterious object on the ground, which is still in the process of MATERIALIZING.

GEORDI
(to N.D., off tricorder)
It looks like the ship's replicator and transporter systems have been merged somehow... they're working together to create this... the question is, what is it?

They stare at the strange "molecular" shape for a moment.

GEORDI
(continuing, to N.D.)
Ensign, I want to run a full spectral analysis on --

Suddenly, the ship begins to SHAKE and lights FLICKER. Geordi reads his tricorder.

GEORDI
(continuing)
I'm picking up a massive power fluctuation... we're losing structural integrity...

EXT. HOLODECK/NY STREET - CONSTRUCTION SITE
The tremble has grown into a violent SHAKING. Troi and Worf glance around in concern.

TROI
What's happening?

WORF
An earthquake...?

(CONTINUED)
A sudden JOLT causes a flurry of BRICKS to fall off the scaffolding around the door frame. Troi is nearest to the bricked-in wall as it starts to collapse. She dives for safety, but gets HIT by the falling debris.

WORF
(continuing)
Deanna!

Troi falls to the ground. Worf rushes to her, drags her out of the falling debris to safety. She sits up, alive but badly bruised and shaken.

EXT. HOLODECK/NY STREET - INTERSECTION - DAY

Data is still at the manhole with his device.

GEORDI'S COM VOICE
La Forge to Data -- if you're doing something to the nodes, you should stop!

DATA
Acknowledged...

Data quickly works his device. The HUM of the device subsides... and the shaking quickly DIES DOWN. The taxi's engine stops running; Data lets go of it.

INT. CARGO BAY

GEORDI
Data... I think we should get together and compare notes.

He heads for the door.

INT. SICKBAY

The entire senior staff. Troi is sitting on a biobed as Beverly treats her injuries.

DATA
Once again, the ship has acted to protect itself from our efforts to disengage the nodes. Whatever it is doing -- it intends to continue.

(CONTINUED)
GEORDI
I'm betting it all has something to do with the object that's forming in the Cargo Bay.

PICARD
What is this... object?

GEORDI
I wish I could tell you. It's composed of (TECH), (TECH), and a few other compounds we can't identify. From what I can tell, it's being constructed atom by atom in a (TECH) configuration...

RIKER
Well, it's putting a severe drain on all our systems.
(beat)
Warp power has dropped forty-seven percent... and we've lost life support on Decks eleven and twelve.

Picard considers this grim situation, turns to the others.

PICARD
(to Troi)
Were you able to establish any level of communication with the characters on the Holodeck?

TROI
I'm not certain the ship is necessarily trying to communicate with us.
(beat)
I'd liken the Holodeck to its... imagination.

PICARD
What do you mean?

TROI
I've been thinking about the images we saw. They do reflect what's happened to the ship, but not in a literal way. They're more like... metaphorical images.
(MORE)

(CONTINUED)
TROI (Cont'd)

(beat)
The train's Engineer, for example... when he was killed, we lost helm control.

WORF
So he may have represented the ship's navigational system...

TROI
That's right. And I think the train represents the Enterprise itself. It's a vehicle... it's carrying people... it's going somewhere.

(beat)
And look at the common themes that are playing out on the Holodeck. A puzzle being put together... a foundation being laid... a paper doll being fashioned. All images of something being constructed... of something being made.

PICARD
Like the object in the Cargo Bay... the ship appears to be making something.

TROI
I think there's a kind of... creative process going on in the Holodeck. It's as if the ship were having a... "daydream"... a kind of creative reverie about what it's trying to do...

A beat -- they consider the mystery.

TROI
(continuing)
Captain... I want to go back into the Holodeck, interact a little more with the images... if I force things a bit, I might be able to figure this out.

BEVERLY
Deanna, the injuries you got on the Holodeck could have killed you...
DATA
And we have not been able to re-establish the safeties.

TROI
I'm aware of that.

She turns to Picard, waiting for an answer. A beat, then Picard nods -- there isn't much choice.

PICARD
Make it so.
(beat)
But keep this in mind. Every attempt we've made to thwart the ship has ended in failure. Maybe it's time to start helping it.

OFF their reactions.

CUT TO:

INT. HOLODECK/TRAIN - SALON CAR

Troi, Data, and Worf ENTER. The Conductor marches up the aisle, angry.

CONDUCTOR
You don't belong on this train!

Worf hands the Conductor THREE TICKETS.

WORF
Three for "TECH-NAMES" City.

The Conductor takes the tickets, surprised and a little suspicious.

TROI
I think you'll find they're in order.

With a friendly look, the Conductor punches the tickets and hands them back to Worf.

CONDUCTOR
Guess I was wrong about you folks. Welcome aboard.

They take a quick look around the car -- something here looks different.

(CONTINUED)
DATA
Several of the characters are missing...

Sure enough, the Knight, the Gunslinger, and the one of the Flappers are gone. The remaining characters -- the Hayseed, the Man in the Grey Flannel Suit, and the remaining Flapper -- look uneasy. Troi goes up to the Hayseed.

TROI
What happened to the other passengers?

HAYSEED
I dunno. They're just gone...

Suddenly, the car lights DIM, and FLICKER slightly. The group reacts, looking around the car.

WORF
What was that?

The Conductor seems a little concerned himself.

CONDUCTOR
We've been having some problems... the engine's running out of steam... I hope we make it to (TECH NAME) city on time.

TROI
Is there anything we could do to help?

The Conductor considers.

CONDUCTOR
Well, I could use a strong back up in the Engine Room... maybe we could get back on schedule.

He looks pointedly at Worf.

TROI
Why don't you go with him, Worf... We'll do what we can back here.

Worf nods and moves off with the Conductor. Troi and Data confer.

(CONTINUED)
DATA
The engine trouble here on the
train mirrors the power drain on
the Enterprise.

TROI
And the missing passengers may
represent the ship's life support
failures...

HAYSEED
(concerned)
'Scuse me... are we goin' to get
to (TECH NAME) city okay?

TROI
Of course we are. Don't worry
about a thing.

(beat)
Now... I want you to tell me
everything you know about (TECH
NAME) city.

HAYSEED
Well... they got a restaurant
there... where you can eat all
you want, any time...

Data joins the group.

DATA
What kind of food do they serve?

The Hayseed ponders this question.

HAYSEED
Well... real good food, from what
I hear.

CUT TO:

INT. HOLODECK/TRAIN - ENGINE ROOM

There is a coal-fired BOILER and a CONTROL BOX with
several gears and levers. The Conductor hands Worf a
shovel and opens the boiler door. He gestures off-
camera.

(CONTINUED)
CONTINUED:

CONDUCTOR
Well, there's the coal and there's the boiler.
(beat)
Sure obliged for your help.

Worf takes the shovel from him, dips into the off-camera pile of coal, and begins shoveling it into the boiler.

CONDUCTOR
(continuing)
Well done, sir. I think this will make a difference, all right...

Worf keeps shoveling.

INT. BRIDGE

Picard and Riker. Riker is studying his chair console.

RIKER
(off console)
I don't know how or why, sir... but power's almost back to normal levels... life support systems coming on line on all decks.

PICARD
What's our heading?

RIKER
It looks like we're on course for... Giordano Beta-five. It's a white dwarf star...

They exchange a puzzled look...

CUT TO:

INT. HOLODECK/TRAIN - ENGINE ROOM - THE FURNACE

The train is ROARING along faster than ever. Worf is shoveling coal into the boiler; the Conductor acts as cheerleader.

CONDUCTOR
That's the way... keep it steady... put your back into it!

Worf begins to shovel faster...
EXT. SPACE - THE ENTERPRISE (OPTICAL)
as it nears a WHITE STAR, a BEAM shoots forth from the ship into the star.

INT. BRIDGE

Riker reacts to his console.

RIKER
The ship is using a modified tractor beam to collect (TECH) particles from the star.

PICARD
(to Picard)
(TECH) particles... "TECH-NAME" City. This is what the ship was looking for...

The ship suddenly SHAKES.

RIKER
(off console)
Sir, the (TECH) particles are being routed through the transporter system -- and into Cargo Bay Five.

Riker and Picard exchange a look.

PICARD
(to com)
Geordi... what's going on?

INT. CARGO BAY (OPTICAL)

Geordi and his team are standing near the object, scanning it with their tricorders. The object is beginning to GLOW BRIGHTLY FROM WITHIN. It is now much larger than before and clearly resembles the strange molecule we've seen before...

GEORDI
(off tricorder, to com)
The object's absorbing (TECH) particles, sir... and it's growing even faster than before.

(beat; amazed)
Sir... I'm picking up internal energy emissions from this thing...

(CONTINUED)
CONTINUED:

RIKER
What do you mean?

GEORDI
It's beginning to generate its own energy...

Riker and Picard react.

Suddenly, the glow DIMS, begins to FADE... Geordi looks at his tricorder in alarm.

GEORDI
(continuing)
Captain -- the (TECH) particle concentration is dropping... the object's energy output is decreasing...

Riker checks his console.

RIKER
The beam's exhausted the supply of (TECH) particles in the star... there's nothing left to take out...

INT. HOLODECK/TRAIN - ENGINE ROOM

The Conductor's checking the boiler, panicking...

CONDUCTOR
Something's wrong...

WORF
What is it...?

The Conductor stares frantically out the windows...

CONDUCTOR
(distraught)
This was supposed to be "TECH-NAME" City...

EXT. SPACE - THE ENTERPRISE (OPTICAL)

The particle beam BREAKS UP completely and DISAPPEARS...
INT. CARGO BAY (OPTICAL)

The GLOW from the object FADES and DARKENS. The nearly finished "molecule" now appears inert...

INT. HOLODECK/TRAIN - ENGINE ROOM

The Conductor moves to the controls, grabs a lever.

CONDUCTOR
We've been on the wrong track all along!

He pulls the lever back hard.

INT. HOLODECK/TRAIN - SALON CAR

With an awful SCREECH OF THE TRACKS, the train lurches from side to side -- Troi, Data and the other passengers are thrown about in the terrible grinding, CRASH. The train has DERAILLED. Everything goes black...

FADE OUT.

END OF ACT FOUR
FADE IN:

EXT. SPACE - THE ENTERPRISE (STOCK OPTICAL)

hanging in space at an extreme angle -- as if "derailed" itself.

INT. HOLODECK/TRAIN - SALON CAR

It's a smoking wreck inside, and the train has come to a complete stop. Data and Troi struggle to their feet -- Troi is battered and bruised but okay. As they try to get their bearings, Worf enters from the forward door.

WORF
Are you all right?

TROI
Yes... what happened?

WORF
The Conductor derailed the train.

DATA
(taps combadge)
Data to Captain Picard...

INT. CARGO BAY (OPTICAL)

Picard and Riker have joined Geordi in the Cargo Bay. Geordi is running his tricorder over the now DIMLY-FLICKERING Object.

PICARD
(to Com)
Picard here.

DATA'S COM VOICE
We have had an accident in the Holodeck. Has anything happened to the Enterprise?

PICARD
Yes -- a ship-wide shutdown. We've lost attitude control and most systems have been knocked offline.

GEORDI (O.S.)
Captain, I think you better take a look at this...

(CONTINUED)
Picard turns to Geordi.

**GEORDI**
(continuing)
Somehow the ship was converting the (TECH) particles from the star into some form of energy... and then feeding it to this object.
(beat)
It got bigger as the ship absorbed more particles.

**RIKER**
Then what went wrong?

**GEORDI**
The Giordano Beta star ran out of (TECH) particles.
(beat)
I think this object was trying to reach a critical energy level... some sort of activation threshold.

**RIKER**
Activation of what?

**GEORDI**
Well... the emission patterns I was picking up before the particle beam cut off were almost... organic.

**PICARD**
Are you suggesting that the Enterprise has been attempting to create... a lifeform?

**GEORDI**
I think so...
A stunned beat. Picard stares at the object with a curious wonder.

**PICARD**
Will it... survive?

**GEORDI**
(off tricorder)
Its energy levels are dropping pretty rapidly... Unless it gets an infusion of (TECH) particles soon... I don't think so.

(CONTINUED)
CONTINUED: (2)

A grim beat.

TROI'S COM VOICE

Captain.

PICARD

Go ahead, Counselor.

INT. HOLODECK/TRAIN - SALON CAR

Data, Worf and Troi are again in the passenger car. Everything appears to be back to normal, and the train is speeding along.

TROI

(to Com)

The train is moving again.

INT. CARGO BAY

The ship LURCHES forward. Geordi checks a nearby console.

GEORDI

So are we. The Enterprise is at warp nine...

Reactions. Picard heads for the door.

PICARD

Let's get back to the Bridge.

EXT. SPACE - THE ENTERPRISE (OPTICAL)

at warp.

INT. HOLODECK/TRAIN - SALON CAR

The Conductor suddenly ENTERS through the back door and rushes to the front. He is surprised and not pleased to find the team there.

CONDUCTOR

What are you doing here? This is not a passenger run...

Troi ignores the question.

TROI

Where are we going now?

(CONTINUED)
CONTINUED:

CONDUCTOR
"New TECH-NAME" City...

He brushes past them.

CONDUCTOR
(continuing)
I've got no time for passengers...
no time...

He runs out the front door.

DATA
(taps combadge)
Captain, our new destination is
"New TECH-NAME City."

INT. BRIDGE

Picard and Riker are in their command positions; Geordi is studying the Aft Science console in the background.

PICARD
(to Riker)
What's our course?

RIKER
(checks his console)
We're heading for the Cordannas system.

PICARD
Another white dwarf star?

RIKER
Yes. It's the closest one to our position... and a new source of (TECH) particles.

PICARD
"New TECH-NAME City".

A beat. Geordi steps away from his console.

GEORDI
Captain, we've got a problem...

Picard and Riker turn to face him.

(CONTINUED)
GEORDI
(continuing)
Even at warp nine, the Cordannas system is over twelve hours from here...

PICARD
Will the object in the cargo bay survive that long?

GEORDI
I think it will, sir, but that's not the problem...

(beat)
The ship's diverted all of our systems to maximize propulsion -- including life support.

(beat)
We've got less than two hours.

Picard takes in the news. His mind is racing, trying to find a way out of this dilemma.

PICARD
(to com)
Mister Data, we have to stop the Enterprise. That means you have to get control of that train.

DATA'S COM VOICE
Understood, sir.

PICARD
(to Geordi)
The ship wants (TECH) particles... and it thinks that the Cordannas system is the closest source...

(beat)
Is there another source for (TECH) particles -- something closer?

GEORDI
White dwarf stars are the only natural source of (TECH) particles, sir.

PICARD
What about artificial sources? Is there any way to create them?

OFF Geordi's intrigued expression...
INT. HOLODECK/TRAIN - SALON CAR

The three confer.

DATA
How did the Conductor stop the train?

WORF
There are control gears and a braking lever in the engine room.

TROI

Let's go...

They turn to head to the front of the car... and stop dead in their tracks.

THE FRONT DOOR

is blocked by all the characters we've seen on the train (except the Conductor, the Engineer, and the Hitman): the Knight, the Gunslinger, the Flappers, the Man in the Grey Flannel Suit, and the Hayseed. They have the look of a surly mob...

HAYSEED

Sorry, folks. But you ain't goin' nowhere.

INT. BRIDGE - AFT SCIENCE

The monitor is displaying a STAR MAP as Geordi works the console. Picard and Riker stand nearby, watching.

GEORDI

I think I've found something, sir. It's a class-seven nebula roughly one-point-six light years from here...

(beat)
If we fire a (TECH)-modified probe into it, the reaction could create (TECH) particles.

PICARD

Good... begin the probe modifications.

GEORDI

Aye, sir.

Geordi moves away to another console.

(CONTINUED)
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80 CONTINUED:

RIKER
(to Picard)
Now all we need is to get the ship
to go where we want it to.

81 INT. HOLODECK/TRAIN - SALON CAR

Troi, Data, and Worf have the situation mostly in
control. The Flappers have withdrawn to the side in
alarm. The Man in the Grey Flannel Suit is already out
cold, slumped on a chair or sofa. Worf HOLDS the
Knight at arm's length, flailing helplessly. Data has
the Gunslinger in a hammerlock. The Hayseed stands
nervously at the door, the last obstacle. Troi
approaches him.

HAYSEED
Ma'am... I can't let y'all
through...

She wraps her arms around his neck.

TROI
Couldn't we just... talk about it?

She runs her hands through his hair. He blushes,
flustered. She moves her lips close to his.

TROI
(softly)
Please...?

He is helpless. She kisses him -- and as she does,
eyes Data... "Now." Data lets go of the Gunslinger
and hurries out of the salon car.

82 INT. HOLODECK/TRAIN - ENGINE ROOM

Data ENTERS to see the Conductor and the Hitman
standing in front of the brake lever and control box.
The Hitman has drawn his gun. The boiler is burning
brightly behind them.

CONDUCTOR
All right, that's far enough.

Data stops.

HITMAN
Sorry to spoil your party, pal...
it's nothing personal.

(CONTINUED)
DATA
I must take over control of the train.

CONDUCTOR
(no way)
We're going to New TECH-NAME City.

HITMAN
So just sit back and enjoy the ride...

Without a word, Data moves at ANDROID SPEED... he takes the gun out of the Hitman's hands and shoves both men against the wall, away from the brake lever.

Data trains the gun on both men as he taps his combadge.

DATA
(to com)
Data to Captain Picard...

INTERCUT:

INT. BRIDGE
Picard and Riker at command; Geordi at Aft Science.

DATA (continuing)
I have taken control of the engine room.

PICARD
(to com)
Understood. Try to slow us to sub-light speed. Then see if you can approximate a heading of oh-eight-three mark seven.

DATA
I will attempt to do so.

As Data puts a hand on the controls the Conductor takes a step forward.

CONDUCTOR
(desperate)
Don't do it... please...

Data brandishes his weapon... and the Conductor steps back. Data slowly pulls back the brake lever...
drops out of warp. A NEBULA is visible in the distance.

INT. BRIDGE

PICARD
Are we within range?

GEORDI
Yes, sir.

PICARD
Launch the probe.

GEORDI
(work console)
Probe away...

We hear the SOUND of the Probe launch.

EXT. SPACE - THE PROBE (STOCK OPTICAL)

blasts into the Nebula... a short beat later, the Nebula explodes into a dazzling, shimmering GLOW.

INT. BRIDGE

GEORDI
(off console)
It's working, sir... the reaction's producing (TECH) particles...

RIKER
But will it be enough?

Geordi doesn't know...

INT. HOLODECK/TRAIN - ENGINE ROOM

Both the Conductor and the Hitman are looking curiously out the window as Data watches them carefully.

CONDUCTOR
(scratches his head)
Well, what do you know... we're here...

HITMAN
New TECH-NAME City...

(Continued)
CONTINUED:

The Conductor shrugs. He smiles and steps up to the control box and sounds the STEAM WHISTLE.

EXT. SPACE - THE ENTERPRISE (OPTICAL)

A particle BEAM from the ship is tapping into the glowing NEBULA.

INT. CARGO BAY (OPTICAL)

Picard, Beverly, and Geordi are watching the Object — it's almost fully formed now, and is GLOWING with a strong, powerful radiance.

BEVERLY
It's beautiful...

Riker ENTERS and moves to Picard.

RIKER
The connection nodes are disappearing from the ship. It looks like they're being converted into energy for the life form.

GEORDI
Captain, look...

The Object is now complete. It RISES off the floor and begins to SPARKLE with a transporter-like effect.

GEORDI
(continuing)
It's beginning to dematerialize, sir.

PICARD
Is it leaving...?

Our people get one final, glimpse of the fully-formed structure... weird, alien, beautiful... before the Object DEMATERIALIZES...

EXT. SPACE - THE ENTERPRISE (OPTICAL)

and REMATERIALIZES outside the ship. Then the Object moves gently away and disappears into space.

CUT TO:
INT. HOLODECK/TRAIN - SALON CAR (OPTICAL)

All the characters we've seen are in the car, champagne glasses in hand, raised for a toast. Troi, Data and Worf have joined them.

CONDUCTOR

Cheers.

As glasses touch -- **the scene disappears.**

INT. HOLODECK

Worf, Troi and Data are standing in an empty Holodeck. OFF their expressions...

EXT. SPACE - THE ENTERPRISE (OPTICAL)

The ship at impulse across a field of stars.

PICARD (V.O.)

Captain's log, Supplemental. The ship is back under our control, and all traces of the connection nodes and the emergent intelligence are gone. The object created by the Enterprise has disappeared into space...

INT. READY ROOM

Picard is working at his computer when the door CHIMES.

PICARD

Come.

The DOOR OPENS and Data ENTERS.

DATA

Captain, I am staging a scene from The Tempest this evening for a small audience. I would like you to attend.

Picard stands from the desk.

PICARD

I'd be honored. Which scene?

DATA

Miranda's first encounter with other human beings.

(CONTINUED)
PICARD
(smiles)
"Oh brave new world that has such
people in it."

DATA
It seemed appropriate.

Data pauses a beat.

DATA
Captain. You took a significant
risk in allowing the Enterprise to
complete its... task.

PICARD
Why do you say that?

DATA
Because the end product was
unknown. The object could have
been dangerous. It may in fact,
be dangerous...

PICARD
And I've allowed it go off on its
merry way.

DATA
Yes, sir.

Picard considers for a moment.

PICARD
The intelligence that emerged on
the Enterprise... it didn't just
come out of the ship's systems --
it came out of us. Our mission
records, our personal logs, even
our Holodeck games -- our
fantasies.

Picard steps over to the window and stares out.

PICARD
(continuing)
If our experiences with the
Enterprise have been honorable and
good...

He turns back to Data.

(CONTINUED)
PICARD
(continuing)
How could we not trust the sum of
those experiences to be the same?

Data reflects for a moment, then nods, turns and leaves
the Ready Room. Picard glances again out the window,
sits back down at his computer and gets back to work...

FADE OUT.

END OF ACT FIVE

THE END