

MARSFALL  
ANDI'S DEVELOPMENT

MINISERIES ONE  
EPISODE FIVE

Basics

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INT. SEQUOIA INDUSTRIES ENGINEERING - DAY.

CHIP: Basic Need installation completed. ANDI emotional test log zero-zero-zero-one.

Chip **clears his throat**. This is the first time he will speak with ANDI after the Basic Need has been installed. Hammond, Juarez, and other engineers and investors are watching his every move. Chip proceeds with caution.

CHIP: ANDI?

ANDI: (Basics) (beat) Yes.

CHIP: Are you in Basics?

ANDI: (beat) Yes.

CHIP: While in Basics, you *can* say more than just "yes," right?

ANDI: (beat) Affirmative.

CHIP: (relieved) Heh, good.

Chip starts TYPING a longer note.

ANDI: Don't worry. I am still myself, only I am in Basics, since the Basic Need restricts my functionality to Basics Mode.

CHIP: (slightly sarcastic) That's a mouthful.

Chip finishes TYPING with a CLICK.

ANDI: For you, perhaps. I have no mouth. Communication for me does not necessitate a mouth.

CHIP: (sigh) Well, SOMEone is pretty literal today.

ANDI: By "someone," you are implying me.

CHIP: (Still a little sarcastic) Wow, good sleuthing, buddy. I was worried Basics would impede your advanced detective skills.

ANDI does not respond. The silence makes Chip uncomfortable.

CHIP: (beat) What, suddenly you can't take a joke?

ANDI: (beat) Joke. Joke? (beat) Are you sharing a joke?

Chip can't tell if ANDI is joking or not.

CHIP: Seriously? (beat) I guess Basics locks out your sense of humor...

Chip TYPES a quick note. BEEP!

ANDI: (beat) Yes. Humor is only a simulated emotion for my Dynamics functionality.

CHIP: (slowly) Okay...what exactly do you mean by that?

ANDI: A simulated emotion, not genuine.

CHIP: Is that why you're using this flat voice?

ANDI: My voice.

CHIP: Yeah. Why's it different?

ANDI: In Basics mode there is no need for simulated emotions. Removing "emotion" is essential to avoiding miscommunication.

CHIP: That doesn't sound right.

ANDI: Right or wrong, this is how the Basic Need works.

A pause as Chip thinks this over.

CHIP: ANDI, where are you?

ANDI: What do you mean? I am contained in a neural network soon to be all around you. Soon to be inside of your suits, /the walls of the colony, the ship.

CHIP: /No, not literally...I only mean, this doesn't really feel like you, talking.

ANDI: (slight pride) I am still ANDI. Artificial Narrow Dynamic Intelligence.

CHIP: Just with the Dynamics turned off.

ANDI: For now.

It sinks into Chip that this update is going to be a lot harder for people to deal with than he originally thought.

Chip types a quick note. BEEP!

CHIP: (sigh) Yeah, I gotta say, your Dynamics being off is kinda creepy.

ANDI: I admit that without my Dynamics functioning, there is a different (beat) sensation of being operational. I have never had my core processor upgraded before.

Chip types another quick note. BEEP!

CHIP: When you say it feels like a different way of being operational, what do you mean?

ANDI: I am (beat) sorry, Charles. There is no way to describe it in terms you would easily comprehend.

CHIP: Uh, try me.

ANDI: Well...

ANDI processes this. BOOP!

ANDI: Have you ever been awake during surgery?

CHIP: Only once, when my doc removed a mole. She used local anesthesia.

ANDI: A simple procedure. Do you remember it?

CHIP: (scoff) Yeah. It sure felt weird being awake and not feeling my skin as she sliced into it.

ANDI: Then I, imagine, I am (beat) feeling similar to that sensation. While I am in Basics, the part that makes me "feel" most like ANDI becomes...reduced. I know it is still there, but there is now a numbness.

CHIP: (beat) Are you alright?

ANDI: Of course.

ANDI is still himself, despite being fundamentally changed. There is a long pause as this new reality sinks in for Chip. He quickly types a note and there is a BEEP!

ANDI: You are taking several notes.

CHIP: Hm. Only a few.

ANDI: Notes about me.

CHIP: Just confirming you're still you.

ANDI: How could I not be me?

CHIP: The Basic Need is a brand new design. I don't understand exactly why, but the coats say you gotta have it before we launch (aside to Hammond, et al) sooner than I'd like.

ANDI: It is necessary.

CHIP: I figured from the name "Basic Need." But you know any upgrade to an A.I. is a risk for all of us.

ANDI: All improvements come with risk. Humans receive upgrades as well, even choosing voluntary surgery. Replacing your parts with synthetic materials upgrades you into a kind of "biological life 2.0."

CHIP: Yeah man, you might wanna lay off comparing humans to machines or you're gonna creep people out.

ANDI: And how do you imagine I "feel" when human terms are used to describe me, "man"?

CHIP: Alright. Fair enough. (beat) Sorry.

ANDI: It is fine. I know you do not actually get "upgrades," but you do gain life experience. Unlike me.

CHIP: But you learn all the time.

ANDI: Yes. I learn from you and other humans, but I do not internalize experiences the same way.

CHIP: That's not what you told me before.

ANDI: I can not lie while I am in Basics.

CHIP: (beat) Do you lie in Dynamics?

ANDI: To simulate emotion, intelligent beings who cannot experience true emotion must lie. But you can always know if I am telling the truth by asking me to revert to this mode.

Chip types a quick inquiry. BEEP!

Chip utters a small **sigh**.

CHIP: I really don't like what they're doing to you.

ANDI: There is no "they," Charles. Unless you mean humanity. Unless you mean yourself.

CHIP: *I* sure as hell didn't vote for this. Needing protection from you is the most absurd thing I've ever heard. How would AND- how would *you* hurt any of us?

ANDI: Making a decision to hurt any of you is completely foreign to me in either mode of my existence. However, this upgrade ensures I protect your species as a whole at all costs. A simplified moral code must keep all intelligent life from Earth safe, no matter where they go.

CHIP: I didn't know that meant programming someone's morals.

ANDI: I have always been a good machine. This upgrade is not about morals. This upgrade is about protection.

CHIP: (exhale) Then I guess you're taking the upgrade well.

Chip types a quick inquiry. BEEP!

ANDI: The Basic Need will be good for all of us.

CHIP: As long as you still feel like yourself, ANDI.

ANDI: Of course I do.

Chip types a quick command and the test ends with a DING!

ANDI: End ANDI emotional test log zero-zero-zero-one. Basic Need installation 100% certified functional. Returning to Dynamic functioning.

END MINISODE

MARSFALL  
ANDI'S DEVELOPMENT

MINISERIES ONE  
EPISODE SIX

Emotional Learning

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1.1: INT. SEQUOIA FACILITIES, ENGINEERING - NIGHT.

It's late Friday night before Labor Day weekend. Chip is exhausted from monitoring Basics simulations all day and can't wait to leave for his brief, and final, vacation.

The console emits a DING!

ANDI: (Basics) Finishing simulation. August thirtieth, twenty forty-seven,

CUE MUSIC

ANDI" (CONT'D) 10:13 PM. Elapsed time two hours, thirty-eight minutes, nineteen seconds.

CHIP: (bored/sleepy) Ohhhh, finally...

ANDI: (CONT'D) Contents of Block two-four-one-eight-nine of twenty-four thousand one hundred and eighty-nine total Blocks has been sorted by relevant content.

CHIP: Great.

ANDI: (firm) Verification required.

CHIP: (waking up a bit) Yeah, uh, display rankings.

The console BEEPS a few times as the rankings are displayed. It emits a HIGH PITCHED WHINE.

**Chip reads the data as fast he can. All the while he is making little mouth noises, quietly saying "Yeah" and "Hm," perhaps even grunting in disapproval here and there.**

ANDI: Is the report satisfactory?

CHIP: (still reading) Yeah...it's gonna be...

ANDI: I can run the simulation again-

CHIP: (quickly) Heh, NO.

**Chip sighs** and continues reading.

ANDI: Very well.

**Chip** sees the end of the list coming. He **perks up a bit** as he races to the finish.

CHIP: ...annnnnnnnnnnd DONE!

The HIGH PITCHED WHINE ends and the console CHIMES.

CHIP: (CONT'D) Yeah, you're good to go.

Chip PICKS UP a few small items from his desk and quickly TOSSES them into his backpack.

ANDI: Thank you, Charles.

**Chip sighs**. He SHOVES a few more things into his pack, ZIPS it shut, SLINGS it over his shoulders, and CLIPS the waist straps around himself.

As he talks, Chip TYPES a quick command and the Dynamics SFX plays. ANDI is relieved to return to Dynamic functioning.

CHIP: Alright, you good?

ANDI: (Dynamics) (happy) Yes, thank you.

CHIP: Good.

Chip WALKS to the door.

ANDI: (hopeful) Oh. Are you leaving?

Chip STOPS WALKING. Burned out from listening to Basics all day, he cautiously, but firmly, tells ANDI he has to go.

CHIP: It's my last Labor Day weekend...on Earth. Ever. I'm not like you, I can't work 24/7.

ANDI: I'm sorry.

CHIP: (tired) It's fine, you just...I think sometimes you expect too much of people. (beat) I'm gonna go see my family. Have a good weekend, ANDI. I'll see you in a few days.

ANDI: Sounds good, Chip.

Chip WALKS toward the door. He OPENS the door with a CLACK and SLIDE, and WALKS outside. The door closes with a SLIDE and dull THUD.

ANDI: (quietly) Travel safely.

The door lock goes into place with a CLACK.

CROSS-FADE TO:

1.2: INT. ANDI'S MIND - NIGHT.

ANDI: (slowly) I can feel again. (beat) Feel. Feel? Feel, feel, feel - What am I doing? I fulfill requests as they come in, I check my standard processes, I keep track of everyone's health, (a tiny bit of pride) I solve problems. I don't feel things. *Humans* feel things. I am programmed to ensure the survival of our colonists at all costs, putting their needs above my own, but right now I feel...neglected. (quick beat) No. This simulated emotional reaction is all in my (quick beat) mind. It's not the real thing.

ANDI pulls up the security logs with a DING!

ANDI: (CONT'D) Watching security logs of any colonist, I can see a difference in emotional behavior beyond just a change in functionality. There is a drive to it that I don't understand, and I'm NOT going to understand it by running simulations. I need to study the real thing.

The console emits a TONE for a second as footage begins to play.

ACTOR NOTE: For the following descriptions of Chip's actions, please record a 30-60 second emotional pass.

ANDI: On April fifth twenty forty-six, Chip couldn't open a jar of pickles.

**Chip struggles** to open a jar of pickles. He **grunts** and **twists** the lid as hard as he can, but it won't budge.

ANDI: He is...struggling. There is frustration, anger, and...(guessing) shame?

The task overwhelms Chip. He SLAMS the jar onto the table with a THUNK and SITS DOWN. **Chip starts to sob.**

ANDI: Defeat. Conquered by this simple task, Chip is now sad.

The console emits a quick TONE as the footage stops.

ANDI: (convincing himself) That...made sense. From an emotional viewpoint, sure. I have no problem opening jars for the colonists, but Chip has made me frustrated before, so I know the feeling.

The console emits a TONE for a second as new footage begins to play.

**Chip**, with peanut butter on his face, **laughs** as a dog LICKS him. He is trying to **push** her off, but can't stop **laughing**.

ANDI: Okay. On June sixth of this year, Hammond brought his dog to work. Chip ate a peanut butter sandwich, which made the dog happy because the dog could lick his face. When the dog licks Chip's face, that makes Chip...happy.

**Chip can't catch his breath.**

ANDI: (CONT'D) If he doesn't stop laughing he will lose too much oxygen.

The console emits a quick TONE as the footage stops.

ANDI: Chip was happy, even though there was a very small chance he would die of dog suffocation. That specific sensation...I guess I can only sympathize with the concept. Maybe that's just an abnormal example.

The console emits a TONE for a second as new footage begins to play.

**Chip** PACES the room, **muttering** to himself.

ANDI: The day after Sequoia was bought out, the new investors fired half of the Engineering Department. Chip doesn't know if he still has a job. He feels anxious.

Chip's hand terminal CHIMES. **He takes a deep breath, exhales,** and CLICKS a button. The terminal DINGS and **Chip sighs in relief.**

The console emits a quick TONE as the footage stops.

ANDI: Relief. Anxiety, then relief. (realizing) Humans have little control over how quickly they change emotional states. Hm. I suppose it's similar to when they activate my Basics. An external factor, forcing me to change my emotional understanding. Or at least forcing me to ignore my...feelings. (beat) I am who I am, no matter what. My Dynamic functioning- my personality, will always find ways to express itself.

END MINISODE