

MARSFALL

SEASON TWO  
EPISODE THREE

Course Correction

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PROLOGUE - INT. BARRACKS - DAY

ANDI: (Basics) Melissa Walker. Lieutenant Colonel, Mars Battalion One. Personal log. Outgoing message to Charles Heddleston. Twenty-one. Two. One.

CUE MUSIC: FRACTURED

MELISSA: I don't know how this colony survived all these years on this planet, but the flooding is getting worse. Things are falling apart and Jacki can't handle it. I've been trying to lead our people, but they're not disciplined, they talk back, they're messy, they just...(laughs) They're a lot like you. We really need everyone's favorite engineer back because we're a bit lost here without you. I'm a bit lost without...Well, I'm sure only someone like you would believe me when I say no one else could feel this frustrated.

If you're out there, if you're stuck or disoriented, well, too bad. You need to do whatever you can to find your way back home, now. (beat) I miss you, Chip.

ANDI: End personal log.

END PROLOGUE

CUE MUSIC: OVERTURE II

ACT ONE, SCENE 1 (1.1): INT. BARRACKS - DAY

The wind and rain blows against a piece of tarp covering a large hole in the side of the Barracks. The plastic FLAPS hard as a few soldiers work to repair the structure. Buckets of water SLOSH and SPLASH while a pump HUMS in the background.

ANDI, still in Basics, speaks from the room's speaker system.

CUE MUSIC: MAKING THE ROUNDS

CAPTAIN: We're at diminishing returns pumping out the lower level. Containment's flooded, and repairs are slow going.

MELISSA: When will the rain stop?

ANDI: I am unable to determine that at the present moment. There is no satellite imagery I can access.

MELISSA: It's been raining for five sols straight.

ANDI: That I can confirm.

MELISSA: As you were saying about the water, Captain.

CAPTAIN: This can't be the first time our colony's flooded. While we were in stasis, the bots must've placed plastic panels over the rusty walls. I once bought a used car and realized too late it was flooded only a few weeks earlier. It cost me three grand for repairs!

MELISSA: Any advice?

CAPTAIN: Always check behind the panels when buying used, ma'am.

MELISSA: I mean regarding our colony.

CAPTAIN: Oh. Well we can't take the colony to a mechanic, so I suggest we inspect the rest of the structure and seal the weakest spots as best we can.

MELISSA: Get another tarp and seal off the lower level.

CAPTAIN: We're out of tarp, ma'am.

MELISSA: ANDI, you need to print more.

ANDI: I cannot. What little materials I have left for printing are being repurposed with essential vitamins and minerals for your food.

CAPTAIN: You mean we've been eating plastic?

ANDI: Mostly, yes.

CAPTAIN: Uck!

MELISSA: Suck it up soldier. It's still better than what we had back in the Arctic.

CAPTAIN: Yes ma'am.

MELISSA: ANDI, how can we be low on materials already?

ANDI: Commander O'Rania has synthesized blankets, insulation, and other supplies necessary for her expedition.

MELISSA: She can't keep doing this! Where is she?

ANDI: In the Monastery.

Melissa walks towards the Barracks exit, one foot limping behind the other as her cane TAPS the ground with each step. Her cane gets caught and knocks over a tool box with a CLANG.

MELISSA: AH! Higgins! Pick up your equipment when you're done using it! Just because our Barracks is a pig-stye doesn't mean any of you will contribute to that. Do I make myself clear?

SOLDIERS: Yes, ma'am!

Melissa exits through the Barracks doors.

END SCENE

1.2: INT. MONASTERY - DAY

The fountain BUBBLES in the middle of the room as Jacki moves a few boxes around. Distracted, Jacki hardly pays any attention to Melissa standing in the middle of the room.

JACKI: I know the rain hasn't let up, but we've sealed the breaches pretty well.

MELISSA: One of my soldiers discovered extensive rusting in our walls. Our colony is in more immediate danger than we thought.

JACKI: (laughs) That's possible?

MELISSA: (stern) Yes, it is. Our colony has flooded many times over so if we don't find a way to completely seal it off then we're all going to drown.

JACKI: Flooding...hm. So that's why everything creaks so much.

MELISSA: Surprisingly not a design feature.

JACKI: Okay. I have a solution we can both be happy with! We get everyone on the bus and head for Olympus Mons.

MELISSA: That can't be the best solution.

JACKI: Come on, there's no higher ground in the solar system than Olympus Mons! Have faith, Melissa.

Jacki types on a computer as they talk, keys CLICKING away.

MELISSA: The last time somebody told me to have faith, six of my soldiers died.

JACKI: I've looked at our supplies, and as long as everyone's okay eating basic nutrients instead of our gourmet printed food, we can all make it there before the Martian winter ends.

Melissa SLAMS her hand on the table Jacki is working on.

MELISSA: Jacki! Would you stop and listen to me?

JACKI: (cold) What.

MELISSA: Give me one good reason why uprooting everyone for a several thousand mile journey is a better idea than trying to fix what we already have.

JACKI: We came here because someone painted a message inside a cave! Aren't you even a little bit curious what's out there?

MELISSA: That's why you're here, but the paintings are not our most important concern anymore.

JACKI: You know, I'm not taking kindly to your tone.

MELISSA: Nor am I taking kindly to your ideas.

JACKI: I'm in charge, Lieutenant Walker.

MELISSA: WE are supposed to be in charge, together.

JACKI: I- uh, (exhales) I mean I know that was the original plan, but don't you see how the cave paintings are what matter now?

MELISSA: Keeping everyone alive is what matters now. We're repairing the colony, and that's my final order.

JACKI: Your order?

MELISSA: You said everyone gets a voice and we agreed to full transparency. The colony needs to decide on this as a whole.

JACKI: I don't care what they think, Melissa! Hammond put us in charge- put ME in charge. If you have a problem with that, I'm sure I can find someone else to lead our militia.

Melissa tenses up.

MELISSA: I am in no place to finish this discussion, now. Excuse me, Jacki.

JACKI: Gladly.

Melissa limps out the door.



1.3 INT. COLONY HALLWAYS - DAY

Melissa limps down the hallway, cane THUNKING on the floor. Her implant alarm BEEPS once. She CLICKS the alarm to stop it and does not take the injection.

Footsteps run toward her and Chip rounds a corner. He stops running when he sees Melissa.

CHIP: Melissa!

MELISSA: Chip? You're back!

CHIP: Heh. It takes more than a drone strike and an exploding tower to get rid of me!

Chip hugs Melissa. They separate after an awkward few seconds.

CHIP: (CONT'D) (clears throat) I wanted to, I mean I had to come see you, and uh, Jacki, as soon as I could. How are you?

MELISSA: (embarrassed) Ohhhh, could be better, could be worse. I-I was worried about you, Chip. I'm glad you're okay.

CHIP: You were?

MELISSA: Uh, yes, of course.

CHIP: I'm glad you're alive. You really know what you're doing with the, uh, military side of things.

MELISSA: Thank you for detonating the charges. Y-You saved all of our lives.

CHIP: (awkward laugh) Happy to help. And you got a cool new cane, I like it!

Awkward pause.

CHIP: (CONT'D) Sorry, I didn't mean to say that.

MELISSA: It's fine. I just hate feeling restricted.

CHIP: I'm sure you could still bash someone pretty hard with it. You are Lieutenant Walker, after all.

MELISSA: (beat) Yeah.

Awkward pause.

CHIP: (beat) /Do you want to debrief over-?

MELISSA: /You probably need to see-

Chip chuckles. Awkward pause.

MELISSA: (CONT'D) Sorry, you were asking me something?

CHIP: Oh, just uh, did you want to get lunch? Uh, um, maybe some mac and cheese?

MELISSA: (beat) Sorry, Chip. Not right now.

Luna barks as she runs down the hallway. Mateo chases after her.

MATEO: Luna! Get back here!

MELISSA: Is that a dog?

Luna jumps up and licks Chip's face.

CHIP: (laughing) This is Luna! Hey, hey, easy girl.

MATEO: Do you know any Russian?

MELISSA: Russian?

Grigory RUNS around the corner.

GRIGORY: (in Russian) Luna! What do you think you're doing? Get over here right now!

MELISSA: Excuse me, sir. And you are?

GRIGORY: (in English) Grigory Kharkov, of Krasny Volk.

MELISSA: You're from Red Wolf?

Melissa steps toward Grigory. Luna growls.

MELISSA: (CONT'D) You think you can just stroll on in /here and get to us from the inside?

CHIP: /Whoa, whoa! Easy, Melissa, it's okay-

MELISSA: Stand down, Chip! I will not be spoken to in the same tone you just used with the dog.

GRIGORY: I know you may have reservations to my presence here. But I promise I was not trying to hurt anyone.

MELISSA: Two of my soldiers DIED defending our colony from your attack.

CHIP: He was trying to protect us. And he saved me and Mateo from...from uh...

MELISSA: From what, exactly?

GRIGORY: Shadows.

MELISSA: Shadows? You're starting to sound like Jacki.

GRIGORY: Has she also seen them also? The ones that come in swarms, that /arken and kill all they touch?

CHIP: (laughs) Ah yeah, so that's not as easily explained, but Grigory is no threat to us. You can trust me.

Keila yells down the hall as she walks up to them.

KEILA: Chip, Mateo, and Grigory! Get back into the Med Bay now!

Luna barks and whines.

GRIGORY: (in Russian) Luna, come with me.

CHIP: Oh shi-ahhh- we gotta go. Keila's going to kill us.

MELISSA: Mhm, I do believe she's capable of that.

Keila grabs Chip.

KEILA: Right now! I don't want you infecting everyone with Martian Lung again.

CHIP: Again?

MELISSA: Keila found a way to remove the spores.

CHIP: Awesome! So long Chip Pox!

GRIGORY: Chip...Pox? This name, it's garbage.

CHIP: Sorry pal, I was patient zero, I get to name it.

GRIGORY: I have been surviving on the surface by eating my holodets long before you landed, so no, I choose the name. Grisha's Grip. My symptoms did act like influenza after all.

MATEO: I'm the first one in our colony who breathed in the Martian air, and that disease made me feel all sorts of crazy. (sheepish) I thought we'd call it Mateo Madness.

MELISSA: (side of mouth) That one's not half bad.

KEILA: EXCUSE me. I'm the only damn doctor on this rock. It's called Martian Lung. I need to oversee this procedure, so please come with me now.

CHIP: Uh, see you later, Melissa.

MELISSA: Later, Chip.

Chip, Mateo, and Grigory follow Keila back to Med Bay as Luna scampers after them.

END ACT

ACT TWO, SCENE 1 (2.1): BARRACKS - NIGHT

Melissa walks across the Barracks. Water DRIPS from the ceiling into a bucket as the wind blows the tarp.

Geoff's muffled singing comes from inside Melissa's quarters.

GEOFF: (singing)

Follow the drinking gourd,

Follow the drinking gourd,

For the old man is a-waiting for to carry you to freedom,

Follow the drinking gourd.

Now the river bank will make

A mighty good road the dead trees will show you the way...

Geoff's singing grows louder as Melissa opens the door.

END SCENE

2.2: INT. MELISSA'S QUARTERS - NIGHT

Melissa enters her small room and closes the door behind her.  
Geoff stops singing. He is quite tipsy.

CUE MUSIC: COMMON INTERESTS

GEOFF: (speaking) Ah, Melissa. Nice to s-see you.

MELISSA: What are you singing?

GEOFF: (clears throat) *Drinkin' Gourd*. Song's been in my family  
for a long time.

MELISSA: You're drunk.

GEOFF: Not yet. But I'm about to change that. Will you join me?

MELISSA: No.

GEOFF: You sure? Single malt, aged twelve years. Give or take  
fourteen hundred more. Come on you've earned it.

Melissa sighs and opens a drawer. She pulls out two glasses and  
sets them down with a THUNK.

MELISSA: Pour me a glass.

Geoff POURS whiskey into the two glasses.

GEOFF: To our fearless leaders, yourself included.

He CLINKS her glass and **gulps**. Melissa **sips** hers lightly.

MELISSA: Thank you, Geoff. How've you been holding up?

GEOFF: (laughs) I don't know. No one's asked me how I've felt  
since we left Earth.

MELISSA: I'm sorry it's been so tough for you, but at least we're still alive.

GEOFF: Unlike everyone we worked for on Earth. Now you and I have to ensure the survival of this entire colony.

MELISSA: Along with Jacki.

GEOFF: If it weren't for us, Jacki would've run us even further into the ground.

MELISSA: I will NOT discuss the Commander while you're in this state of mind.

GEOFF: Sure, sure, that's fine. After all, I'm just a glorified accountant.

Geoff **POURS** himself another drink.

MELISSA: Don't play the victim with me. You worked for a private prison before you sleazed your way into tech.

GEOFF: I had my family to think of. Setting up my deadbeat sister and her children with a spot on the lunar base doesn't come cheap. And for what? Have I heard from them? No. Money well spent, indeed.

Geoff **gulps** his drink.

MELISSA: Money doesn't make every problem go away.

GEOFF: Certainly not here. All my life I've bought myself success, but now, w-w-what do I have left?

MELISSA: Humanity.

GEOFF: Humanity's dipshits.

MELISSA: Language.



GEOFF: Oh come off it. We're surrounded by a bunch of low-level morons and sycophants.

MELISSA: You disgust me.

GEOFF: I don't run from who I am. We have a lot more in common than you realize.

MELISSA: Geoff, please. I know what you're doing.

GEOFF: (laughs) All I'm saying is, people like us have to stick together.

MELISSA: WE are not the same. I come from a proud military family, while you come from privilege.

GEOFF: So does Jacki. If you want to spend your final sols serving some painter chasing magic glowing rocks, then by all means, march your soldiers out into the Martian wilderness. I'm sure it'll all work out fine.

MELISSA: (cold) You should get some rest, sir. If you'd like to speak to me again, do it when you're sober.

Geoff stands and exits the room.

END SCENE

2.3: INT. CAFETERIA - MORNING

The cafeteria is a bit noisy this morning. Several colonists mill about in the background as rain POUNDS the skylights.

CUE MUSIC: WHAT'S FOR BREAKFAST

Melissa walks up to the serving station.

MELISSA: What's for breakfast?

ANDI: Nutrient gel.

A farty SQUIRT of liquid dumps onto Melissa's plate.

MELISSA: Thanks.

CHIP: I thought I'd eaten the worst out in the jungle, but ANDI took it to a new level with this slop.

MELISSA: Is it that bad?

CHIP: Just try not to look at it. I set my "food" down over there, if you wanna join me.

MELISSA: Sure.

CHIP: Here, let me give you a hand with that.

MELISSA: Thanks.

Chip grabs Melissa's tray and they walk to a table.

MELISSA: (CONT'D) What's that on your wrist?

CHIP: Oh, it's all that's left of my old neural suit. It was hell out there, and I never want to forget how close I came to dying. I feel like I've been given a second chance.

MELISSA: I understand. I'm going to keep my cane and cut out the enhancements that aren't essential for life support.

CHIP: You can quit, just like that?

MELISSA: Anti-aging stims don't come with any physical withdrawal. I've cheated death three times, and I'm proud of it. It's time I show my scars.

CHIP: Three times? Wow...Congratulations...?

MELISSA: (proud) Thank you.

Chip sets her tray down on the table. Wei shouts to Chip as she runs over to them.

WEI: CHIP!!!

CHIP: WEI!!!

WEI: Ohhh my God, I thought you died!

She picks him up in a huge bear hug, squeezing him hard.

CHIP: Whoa! (laughing) Alright, alright, you can put me down now.

WEI: (grunts) Oh man, you are not going to believe what's happened since you've been gone! But where have you been? You have to tell me everything!

CHIP: Oh jeez, well, it's kinda a long story, but I was going to, uh, tell Melissa here, about everything, so...

WEI: Okay, great! So where are we sitting?

CHIP: (get lost, but friendly) Uh...we?

MELISSA: It's fine, Chip. You and Wei should catch up.

CHIP: No, I, I'm sure Wei was just saying "Hi" so we should, ummm...

Awkward pause.

WEI: (quick laugh/side of mouth) Wow...someone's got a crush, huh?

CHIP: (stammering) Oh what, y-you-? N-n- (laughs)No, it's- ah-uh, it's not like that, she's not-

MELISSA: (bashful) We can talk later. I'd actually like a moment to myself before the sol starts.

CHIP: Okay then. I'll see ya...

WEI: Bye for now!

MELISSA: Heddleston. Han.

Chip and Wei walk to another table. Melissa sits down slowly and plays with her food while listening to them talk.

WEI: Oooh! Heddleston and Han! I would watch the shit out of that show!

CHIP: Sounds kind of like one of those mindless buddy cop serials.

WEI: Yeah, but OUR cops would be a cat and dog that solve mysteries together in a flying Vuvuzela horn!

Chip laughs.

CHIP: That's ridiculous!

WEI: Oh, hush. I'd be the cat, obviously, /since I'm nimble and quick on my feet, and you'd be the dog...

Jacki WALKS up to Melissa's table.

JACKI: /Melissa? Hey, Melissa?

MELISSA: Oh, uh, good morning.

JACKI: Mind if I join you?

MELISSA: That's fine.

Jacki sits down.

JACKI: I know we had some disagreements yesterday, but I feel we're on the verge of discovering something incredible.

MELISSA: We're alive on an alien planet. Everything we see is incredible.

JACKI: You didn't see what I saw.

MELISSA: I know! You left me here.

JACKI: Thank God I did. Everyone is alive because of you. Thank you. But now that I'm back, protocol says you need to support my decisions.

MELISSA: I don't have to support everything you say. Not every decision has to be made solely by you.

JACKI: The colonists need to know what's really happening out there.

MELISSA: It's been a torrential downpour for several sols - that's what's really happening out there. I'm not a "yes man." If you won't listen to reason, I don't know what to say-

JACKI: You're not listening to me.

MELISSA: Doesn't seem like I have to since you're always taking the initiative.

JACKI: We're going to Olympus Mons. That's an order.

MELISSA: No.

JACKI: I thought soldiers always followed orders.

Melissa SCRAPES back her chair and stands.

MELISSA: I'm done following orders.

She grabs her cane, and walks out of the Cafeteria.

END ACT

ACT THREE, SCENE 1 (3.1): INT. HALLWAYS - DAY

Chip walks up to Geoff and Melissa, standing outside the Monastery.

CHIP: Hm. So I see you're going over Jacki's head now?

MELISSA: I'm just calling a meeting.

CHIP: She's the Commander.

GEOFF: And Melissa is the Military Commander.

CHIP: So you're talking her into mutiny, yeah?

GEOFF: Don't be so dramatic. We're the last humans on this planet, and probably the last ones in this universe! We can do whatever we damn well please.

MELISSA: People are ready to flee this colony.

CHIP: Yeah, and Jacki's one of them. But she has a plan for us.

MELISSA: No she doesn't. Chip...something happened to her.

CHIP: I know something happened to her, something happened to me too!

MELISSA: She's not well.

CHIP: I can't listen to you say that.

GEOFF: But you can listen to some "commander" prattle on about paintings in caves. Our investors saw the value in making a new home with this colonial expedition.

MELISSA: That's not something Jacki wants to do.

CHIP: Overthrowing our commander won't make you a hero.

GEOFF: No one is a hero, that's the point. Remember that when we talk to her. I'll see you both inside.

Geoff walks into the Monastery closing the door behind him.

CHIP: What happened to loyalty to your commander?

MELISSA: I'm loyal to this colony, not any one person.

CHIP: You sure? The Melissa I know wouldn't act like this.

MELISSA: I'm sorry, but if you heard what she was saying to me before, then you'd understand why I have to do this. Please Chip, I'm asking you to keep an open mind.

CHIP: Alright, I will.

MELISSA: Thank you. (clears throat) And maybe later tonight, we could get that mac and cheese? If you'd like.

CHIP: Yeah?

MELISSA: Yeah. I think it would be really nice to have dinner with a- with you.

CHIP: Okay. (awkward) But don't blame me if the bread crumbs taste a bit plasticky. That's out of my control.

MELISSA: (laughs) I'll hope for the best.

END SCENE



3.2: INT. MONASTERY - DAY.

Inside the Monastery, Melissa, Jacki, Chip, Geoff, and Grigory sit around a table.

CUE MUSIC: DISBELIEF

MELISSA: Thank you all for meeting me. This colony has seen multiple floods over several seasons. That's a lot of rust built up. We need to work together over the next few weeks making repairs before we all end up underwater. It's the only way we'll survive.

JACKI: We should listen to someone who survived on this surface for over fifty sols. Grigory Kharkov from Red Wolf shared some alarming information with me.

GEOFF: The colony that attacked us?

GRIGORY: You must understand, I was only trying to save you from a much worse fate. You must halt all transmissions outside of this colony, or you will call the swarm of darkness.

MELISSA: We're not going to stop broadcasting messages.

CHIP: It's for our protection.

GEOFF: Protection from darkness? I have a flashlight.

JACKI: This isn't a joke! That swarm attacked us in the caves, you were there!

GEOFF: I was in the buggy!

CHIP: I saw how freaked out Jacki was when she got back from the caves. I believe her.

GRIGORY: What caves are you talking about?

JACKI: We explored some caves not far from here as part of our colony's primary mission.

MELISSA: Your primary mission, Commander.

JACKI: Learning more about what's out there sounds better than sealing ourselves in a flooded colony hoping things will all magically get better.

MELISSA: I'm not one to talk about magic, Commander.

CHIP: Jacki wouldn't make this up. I felt those creatures in the jungle.

GEOFF: I thought a nihilist never feels anything.

CHIP: Then my feelings must be pretty damn important.

JACKI: There was a power in those caves, guarded by these monsters.

MELISSA: You fell and hurt yourself. Doctor Levy said you took an injection which may have caused you to hallucinate these creatures.

JACKI: They're real, I felt them! And we ALL ran from them.

CHIP: We ran from them too, why don't you believe us?

MELISSA: All of this is hard for me to understand without seeing it myself. I deal in facts, not fiction.

GRIGORY: I respect your skepticism, but the shadows are real.

MELISSA: Unless these shadows can repair our colony, I suggest we return to reality and figure out how we're going to survive these storms.

JACKI: (unraveling) But the map in the caves, it points to Olympus Mons. I believe that's the reason we're all here. Not just to survive, but to THRIVE. If we go there, we can all be a part of something truly amazing!

MELISSA: We shouldn't be so quick to abandon our home.

CHIP: Our home is Mars.

JACKI: Hammond DeMarche designed and funded this colony. He put me in charge because he knew those paintings were somehow vital to our future here on this planet.

MELISSA: He's long dead, Jacki. Along with everyone else who had plans for this colony.

GEOFF: We're living for ourselves now. Not for you or any of your delusions.

JACKI: (sad) You don't want to believe it, do you?

MELISSA: I'm sorry, but this isn't a debate. I've spoken with most of the colonists and they agree with me. We're staying.

END SCENE

3.3 INT. CAFETERIA - NIGHT

The Cafeteria is almost empty. Melissa sits alone at a table.  
Chip walks over.

CUE MUSIC: A COLD DINNER

MELISSA: You still want to have dinner?

CHIP: I'm actually not that hungry.

MELISSA: Oh. Is this because of what I said earlier?

CHIP: You mean the part when you didn't believe me or Jacki about those creatures? Yeah.

MELISSA: I'm not sure what happened to you and Mateo out there. I've never been one to take stock in what people call the mystical.

CHIP: Neither have I.

MELISSA: You can change your mind, that's fine. (small chuckle)  
I tend to stick to my guns.

CHIP: Really?

MELISSA: What is it?

CHIP: A gun joke? That's all you have to say after you humiliated Jacki in front of everyone?

MELISSA: She humiliated herself.

CHIP: I guess that means I humiliated myself, too.

MELISSA: I didn't mean it like that.

CHIP: Yeah, sure. I thought after what we'd been through, ya know, you'd at least listen to me.

MELISSA: I'm sorry, Mister Heddleston but our colony is flooding, and the more I heard from Jacki, the more I believe she is becoming unhinged.

CHIP: Oh, what the fuck-

MELISSA: Language!

CHIP: Ha! That's the other thing! You're so hung up on profanity, but shooting people's fine.

MELISSA: They weren't people.

CHIP: Not this time. But I remember you with that freaking mini-machine gun with, with - joy. That was unnerving.

MELISSA: It wasn't joy.

CHIP: You were laughing like a maniac. (scoffs) Real funny.

MELISSA: You didn't seem to have a problem with my actions when we were on the battlefield.

CHIP: Yeah, because voicing my opinion in the heat of the moment was a viable option.

MELISSA: It was your first time.

CHIP: (mocking) Oh, does it get easier the more you do it?

MELISSA: (hurt) No, it doesn't.

CHIP: Ya know, the more I talk to you, it's like, the more I see parts of you that scare me. How many battles did it take to make you a natural killer?

MELISSA: I did what I had to do, to defend our country! You don't know how many people out there want us dead.

CHIP: WANTED us dead. Being stranded out with Grigory gave me plenty of time to think about death. I was sad to think I'd lost you. We're all that's left now, right? And yet we're still farked.

MELISSA: LANG- (choke-clear throat)

CHIP: See? (laughs) Didn't even have to say "language" that time. You're welcome.

MELISSA: (soft laugh) Don't do that.

CHIP: Do what?

MELISSA: Make me laugh.

CHIP: Oh, 'cause laughing is so bad for ya?

MELISSA: I'm trying to have a serious discussion.

CHIP: (beat) And?

MELISSA: Forget it.

CHIP: What?

MELISSA: I said, forget it.

CHIP: No, what-?

MELISSA: It's not always about you! I'm loyal to this colony, not you, not Jacki, not anyone else. Got it?

CHIP: (beat) Yeah. You made yourself clear.

END ACT



EPILOGUE - INT. BARRACKS - DAY

ANDI: (Basics) Melissa Walker. Lieutenant Colonel, Mars Battalion One. Personal Log. Twenty-four. Two. One.

CUE MUSIC: COLONEL WALKER

MELISSA: I've lost so much time. Melissa Walker, out like the dead on sol one, then back again, then gone again, then back once more...I barely feel like myself anymore. I haven't felt like myself in decades.

She stands and stretches her leg, **wincing** with the pain. She takes a few steps toward the window.

MELISSA: (CONT'D) Few people understand what it takes to survive out here. I love my kids, I love...I loved Gerry, but even they never understood. I tried, and I'm trying now, but...this is a hard life. People need to accept that. And I earned the rank of Lieutenant Colonel before I left the United States Army, and Colonel Walker never would have stood for this disorder. I can't help these people if leadership fails. I have a chance to do the only real thing I know I can do well.

Melissa SMACKS her cane into her other palm.

MELISSA: (CONT'D) I just forgot how hard it was.

ANDI: End personal log.

END EPISODE



## Philosophic Log

ANDI: (Basics) Artificial Narrow Intelligence. Philosophic log.  
(beat) Humans have a peculiar and occasionally dangerous obsession with the intangible. They can stare at or listen to something, held in captivation for hours. Repeating this action over and over again brings them a strange sense of pleasure, despite the lack of new information. The value of the individual experience is completely determined by feelings held by that individual. For instance Commander O'Rani's insistence in following the hypothetically deciphered meaning of the cave paintings. Does she not see that her preferences have damaged her relationships with the other colonists? It remains to be seen how humans can be such good leaders when they are so easily persuaded by their emotions. (beat) End philosophic log.