

MARSFALL

SEASON ONE
EPISODE TWO

Extensive Terraformation

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ENGINEERING NOTE: At the cues below, the following inserts should fade in and out. Insert 1 should run for the duration of this scene.

PROLOGUE: INT. ANDI'S MIND - MORNING

ENGINEERING NOTE: This personal log should be the most prominent speech. Once it ends, Prologue Inserts 5 and 6 should be almost at peak volumes.

Silence. No music.

ANDI: (Dynamics) ANDI: Artificial Narrow Dynamic Intelligence. Personal log. Sol one, first year.

ENGINEERING NOTE: Prologue Inserts 1, 3, and 5 fade in.

ANDI: (cont'd) No one knows what happened during the landing, so I am running a personal analysis to see if I can at least understand what happened to me. I remember a warning of some kind, and an incoming message, but I don't remember what it said. I can't find it. There are no messages in my cache. I know I had to protect my family...Was there a power surge before I blacked out? (Basics) IMPERFECT MEMORY ERROR! (Dynamics) With no records, I can't separate the actual disaster from the simulations.

ENGINEERING NOTE: Prologue Inserts 2, 4 and 6 fade in.

ANDI: (cont'd) This is more than inconvenient. I am experiencing severe frustration.

ANDI unlocks an emotional achievement with a DING!

ANDI: (cont'd) Oh cool! A new emotion. (beat) The problem with multi-tasking is that everyone's computational brain power, including my own, has a limit. I used to think it was only a matter of self-doubt that limits true evolution, and that humans had not seen past this. I guess I was wrong, for this situation is near overwhelming me. (long pause) If we're going to survive on this planet, I have to evolve. (beat) End personal log.

PROLOGUE INSERT 1: INT. ANDI'S MIND - MORNING

ENGINEERING NOTE: This insert can be the softest, almost like a din of background noise.

ANDI: (Basics) ANI: Artificial Narrow Intelligence. Analytics log. One. One. One. Automated pressure systems online. Ceasing manual control. Reactor sector forty-seven C temperature rising zero point three percent per ten-minute interval for the last six intervals. Analyzing radiation source inside duct. Repaired. Foot traffic along the northwest and central passageways shows four percent higher use than predicted for morning hours. Logging for future analysis. One hour after sunrise, external temperature at thirteen degrees. Continuing to increase. Tracking for continued analysis. Calculating sunrise to present longitude. Longitude confirmed. Autumnal equinox eighty-five sols prior. Winter solstice will occur in thirty-four sols. This is odd. Sky optics limited scan. Data inconclusive. Searching for source of interference. Negative. No sources targeted.

PROLOGUE INSERT 2: INT. HABITATION - MORNING

ENGINEERING NOTE: Prologue Inserts 2 through 4 should register at one level louder than Insert 1.

ANDI consoles a colonist, sobbing quietly.

ANDI: (Dynamics) I know how difficult this must be for you, and I am sorry for your loss. Julius was a wonderful man. (beat) I know you had a rough night, so please try and get some rest today. (beat) I'm here if you need me.

PROLOGUE INSERT 3: INT. CAFETERIA - MORNING

The cafeteria has a few visitors and is abnormally quiet. A colonist steps up to the counter to make his selections.

ANDI: (Dynamics) For breakfast, we have brown rice, black beans, and a two-egg western omelet with a side of pork bacon. One omelet with no peppers coming right up. Would you like that for here or to go? Enjoy your meal. (beat) They know I'm not automated right now, right? (ditzy voice) Yeahhhh, sometimes humans are so out of it, am I right? Gah. (beat) (normal voice) That was a funny voice, I should save it. At least I think it was funny. I don't know...there's no one here to laugh.

PROLOGUE INSERT 4: INT. MED BAY - MORNING

ANDI assists the two other medical personnel in the Med Bay. Several colonists are in critical condition.

ANDI: (Basics) Patient twelve: CODE BLUE! Medical personnel to patient twelve: CODE BLUE! Repeat: CODE BLUE!

KEILA: Bag him!

ANDI: (Dynamics) He needs compressions.

KEILA: I can't right now!

ANDI: He's not responding!

ANDI: Clear! (beat) Clear! (beat) He's still not responding!

Keila **sighs** as she tries to save another patient.

KEILA: Call it.

ANDI: What about oxygen, epinephrine, intubatim-

KEILA: I can't spare a tank or a vent with only myself and Claudia treating five people in critical condition! I don't expect them to survive much longer with our limited medical staff, and patient twelve was a goner anyway.

ANDI: I...I wasn't sure-

KEILA: Snap out of it ANDI! Shut off patient three's sedative unless you want to get her killed in the next twenty seconds.

PROLOGUE INSERT 5: GARAGE - MORNING

ENGINEERING NOTE: This insert should start relatively early on. It should be soft, slowly fading in to launch us into Prologue Insert 7.

CHIP: But ya, since you, uh, brought up horrible disasters and death, remind me again why we have to respond to this distress beacon immediately?

ANDI: We must adhere to protocol.

CHIP: Sure, but what does protocol say about all that crazy shit that's already happened?

ANDI: Oh. Well, protocol says... um...the Commander-

CHIP: (laughs) You fumbling for words is the most realistic thing I've ever heard you do.

ANDI: There's just a lot of information to process, and various restrictions I would have to bypass to give someone of your clearance level that information.

CHIP: I thought the CTO had top clearance?

ANDI: He does-he did. Without any input from the Commander and so many services down, I'm stretching myself somewhat thin.

CHIP: "So many services down..." - is that machine-speak for "people dead?"

ANDI: What? No! I meant services, literally.

CHIP: And the previous CTO said you'd continue using tact during any crisis.

ANDI: Yeah, well I'd love to see you do better than him.

CHIP: (chuckles) That was a pretty good quip! You're learning, buddy.

ANDI: Wonderful.

CHIP: I see sarcasm is also improving.

ANDI: Thanks.

ANDI: (Basics) Please stand back from the doors. (beat)
Pressurizing. (beat) Clear.

The Garage door opens and Dirk walks inside.

ANDI: (Dynamics) Chip, this is Private Dirk Wiles. He'll be
accompanying you and the Commander on the expedition.

CHIP: At ease soldier, I'm not the Commander.

ANDI: Speaking of which, she's almost here.

CHIP: Oh! I have an idea! Stand right next to me.

CUT TO: Prologue Insert 7

PROLOGUE INSERT 6: INT. COLONY HALLWAYS - MORNING

ENGINEERING NOTE: This scene should run parallel to the previous scene, connecting to Prologue Insert 7 when Jacki arrives at the Garage. As this scene is shorter, it should fade in after Prologue Insert 5.

Jacki walks down the hallways toward the Hangar.

JACKI: Will everyone be okay without me here?

ANDI: Most of the colonists are sleeping, and the few that are awake are medical and counseling personnel. Core systems have been running flawlessly for several hours. If you're going to leave, now would be a good time.

JACKI: I'll only be gone a few hours at most. You sure you can handle running the colony while I'm out?

ANDI: Absolutely. I'll send updates to your feed while you're out.

JACKI: Great. Is Dirk on his way to the Garage?

ANDI: Yes. Major Flint recommended him as the sharpest soldier in the battalion.

JACKI: I wish Commander Walker was still alive - I mean, awake. She IS still alive...right?

ANDI: Yes. She's in critical condition, but Miss Levy and I will perform some minor surgeries on her soon.

JACKI: Keep me updated. (sigh) Sometimes I wish I could be in two places at once.

ANDI: (Basics) Please stand back from the doors.

ANDI: (Dynamics) Trust me, it's really quite the headache.

ANDI: (Basics) Pressurizing.

(Cut to Prologue Insert 7)

PROLOGUE INSERT 7: INT. HANGAR - MORNING

All of the background dialogue is gone now, except for the quiet atmosphere of the Hangar. A robot continues repairs on the larger rover with a WHIRR and CLANK now and then. The door HISSES opens and Jacki walks in.

ANDI: (Basics) Clear.

CHIP: (singing) It's Ch-Ch-Ch-Chip and Dirk, Rescue Rangers!
Ch-Ch-Ch-Chip and Dirk, where's the danger...

Chip trails off, leaving a brief awkward pause.

JACKI: You good now?

CHIP: (speaking) Yeah, I guess it doesn't quite have the same ring to it. Thanks a lot, Dirk.

JACKI: (chuckles) Yes, thank you Dirk for accompanying us. I have to warn you that the surface has already undergone extensive terraformation. We are presently in the middle of a jungle.

CHIP: A purple jungle. You're gonna lose your shit, man.

ANDI: (Dynamics) Due to the atmosphere interference, once the three of you leave the Hangar we will not be able to communicate directly with the colony. I will still relay any messages between you and the base, but there will be a minor delay. Is that okay?

JACKI: It's not like we have much of a choice. Are you two ready to face the unknown?

DIRK: Yes, Commander.

CHIP: Abso-tutely.

ANDI: Are you ready for departure?

JACKI: Yes. (beat) Let's do this.

CUE OVERTURE (50 seconds)

ACT ONE (1.1): INT. BUGGY - MORNING

CUE MUSIC: Buggy Ride

The buggy cruises along at an easy thirty-five kilometers per hour. The hydraulic shocks HISS and WHINE, barely audible through the thick interior walls. The occasional bump causes a BANG and shakes our passengers.

ANDI: Once we cross this ridge, you should see the beacon.

CHIP: Is it that spinning light?

JACKI: Yeah.

CHIP: As if a jungle on Mars wasn't creepy enough before adding flickering lights...

ANDI: There's a large storm moving in from the West. It will completely cover the colony in a few hours, so we'll need to make this trip quick.

CHIP: Great.

JACKI: I can't believe how thick the jungle canopy is overhead. These trees must have been growing for a while.

CHIP: So what happened, did we skip a few years?

ANDI: Unfortunately, with the interference from the atmosphere, I can't figure it out. Maybe with a clear sky I can do some astronomical calculations, but as of now I'm in the dark as much as you all.

JACKI: What's causing the interference?

ANDI: It's possible the nanobots compromising the artificial atmosphere increased their rate of multiplication, thus blocking all transmissions.

JACKI: Hm. That would explain the quick terraformation, too.

DIRK: Oh good, so it hasn't been like a thousand years then.

ANDI: Impossible. I have a strict shelf-life of twenty years.

DIRK: What happens after that?

CHIP: If he's still a good functioning A.I., we renew him. If not...BOOM! Self destruction.

ANDI: I'm hoping for the former.

CHIP: (chuckles) I'll put in a good work for you, buddy.

BANG! The buggy bounces over a rock.

JACKI: Careful! According to the map, there's a crater half a kilometer East. This buggy was designed to cross sand not vines, so I don't want us slipping.

CHIP: (Old West accent) It's like we're pioneers, trekkin' along the "Or-a-gun" Trail.

JACKI: (weirdly excited) More like we're the first people on the ocean! Like THE first people, building a ship. I bet a bunch of people sailed off never to come home.

DIRK: Very reassuring, Commander.

CHIP: (normal voice) I dunno, this really looks more like the overgrown forests of the Rockies. (Old West accent) Come on, doncha you see it?

ANDI: (Old West accent) Outch yer right winda, /you'll see the ol' swimmin' hole. I spent many a summer there.

JACKI: /(amazed) What?

CHIP: (laughing) Oh heavens to Betsy! Ever see snakes in that there water!?

ANDI: Oh you, betcha! I once saw a slimy beast about twenty feet long with a head the size of a ripened turnip.

CHIP: (still laughing) Ooooo wee!

JACKI: ANDI, can we please focus on getting to the colony?

ANDI: 'Course, little lady. Yer presen'ly closin' in on the beacon, less than one kee-lo-meeter away.

Chip tries to **stifle a laugh**.

JACKI: Okay thanks! But please, you really need to stop using that cowboy voice.

CHIP: You sure about that cowpoke?

JACKI: YES. Both of you.

CHIP: (normal voice) Good show bud, but I think they've, uh, heard enough of our "talents."

ANDI: (normal voice) (artificially breathy sigh)
HUUUUUUHHHHHH-Okay, I won't do it anymore. (beat) Did you like that, did you like the sigh?

CHIP: (doubtful) Mmmmm...

ANDI: Hmmmm...

ANDI tries sighing a few different ways. The first one is long and dips a great deal in pitch. The second one is shorter and sits in the middle, rather monotone. The third one is even shorter and includes a shorter dip in pitch from the middle. The last one sounds very human-like, a quick "exhale."

CHIP: Yeah, that's the one!

ANDI: Cool.

JACKI: The trees are so thick, I can barely see where we're driving.

CHIP: Isn't this thing on "ANDI pilot?"

ANDI: Oh shit, am I supposed to be driving!?

CHIP: (laughs) Good one!

JACKI: Enough with the jokes you two.

CHIP: We're not joking Commander, I'm just increasing his verbal capacity. He's still learning so much about the world, we don't want to stunt the little guy's growth.

DIRK: Sounds like you were joking.

CHIP: Alright, soldier. Tell me, when is the right time to make jokes?

DIRK: With all due respect, not right now.

ANDI: Burn. (beat) Right?

CHIP: No.

JACKI: Ugh.

CHIP: (mocking Dirk) With all due respect, I disagree. I'd argue that being stranded on an alien death planet, when we could all die at any moment from an infinite amount of catastrophes, is the BEST time to be making jokes. When people are sleep deprived, teetering on edge, humor defuses the tension, allowing us to release frustrations and-

JACKI: ENOUGH!

CHIP: My case in point.

ANDI: We're here!

JACKI: Finally.

The buggy pulls up the colony and its brakes SQUEAK as it stops.

CUE MUSIC: Traveling Music.

1.2: EXT. ABANDONED COLONY - DAY

The explorers SNAP on their helmets and the buggy doors HISS and SQUEAK open. A continuous wind RUSTLES through the trees.

They step outside, boots CRUNCHING as they walk across the regolith.

CHIP: The ground is so...crunchy.

JACKI: Look. The airlock is covered in vines

CHIP: We still might be able to get in.

Chip TEARS some vines away from the lock. He strains, trying to turn the latch as the handle CREAKS. With a final **grunt**, Chip flips the handle with a CLACK

Worn hinges CREAK as the door opens, and a gust of wind blows the door into the outside wall with a CRASH.

CHIP: Hell yeah.

JACKI: ANDI, lights.

The lights on the three EVA suits CLICK on. They walk inside.

JACKI: (cont'd) Everyone, follow me.

They walk inside the small entrance.

1.3: INTABANDONED COLONY ATRIUM - DAY

The wind is much quieter inside.

JACKI: Dirk, hit that power switch.

Dirk flips on the lights with a CLANK and they HUM to life.

CHIP: Whoa...this place looks...old. Way older than our colony.

JACKI: When did this colony land?

ANDI: It was supposed to arrive four months after us.

CHIP: Of course it was.

DIRK: How many colonies are coming here?

JACKI: We're the seventh independent colony, the biggest by far. By next year there should be a hundred or so setting up permanent structures.

ANDI: Commander, you only have an hour before the storm hits our colony. With a fifteen minute drive, I suggest finishing up here quickly.

JACKI: The Atrium's full of rubble, so we'll need to find another way into the Comm. Center.

CHIP: Let's go back outside and, uh, look for another door.

They turn around and walk back out the door.

JACKI: ANDI, how's Lieutenant Walker doing?

ANDI: Not much improvement. There's one piece of shrapnel we're having trouble removing.

The wind picks up as they step outside. As the sounds of the jungle and surface fade out...

1.4: INT. MED BAY - DAY

...the atmosphere of the colony fades in. A life support machine BEEPS steadily while an oxygen tank PUMPS rhythmically.

CUE MUSIC: Doctor Keila Levy

ANDI: We need to make a minor incision above her wrist.

KEILA: Why? Her arm is fine.

ANDI: It's the access point for her healing system. Didn't you realize she has implants?

KEILA: No I didn't. I don't have much experience with cyborgs.

ANDI: I don't think that's the proper term.

KEILA: All I'm saying is these modifications creep me out. It's a high price to pay for vanity.

ANDI: While they are quite popular among the image-obsessed, I know Lieutenant Walker relies on these enhancements for life-support.

KEILA: Even her anti-aging stims? Doesn't seem necessary for survival to me.

ANDI: I suppose not. Now will you allow me to make the incision or would you like to do it?

KEILA: I'd much rather remove the shrapnel directly.

ANDI: Don't worry, she won't feel the nanobots.

KEILA: That wasn't my concern. I just don't like this.

ANDI: Don't like what? Me cutting into a human, or nanorobots swimming through her bloodstream?

KEILA: Come on, I've seen thousands of robots cut into a body before. But there's something unsettling about nanobots swimming through my bloodstream.

ANDI: It's no different than the old days when doctors injected microbes into people to prevent disease. Do you trust microbes?

KEILA: More than robots. As I'm the doctor and you're my assistant, I say we remove the shrapnel directly.

ANDI: We lost Doctor Juarez, as well as both senior physicians. I know you outrank Nurse Escelante, but you're still a medical student lacking in experience.

KEILA: Hey, I did my time, I took my tests. This colony IS my residency. I may be wet behind the ears, but I'm still a doctor.

ANDI: Oh. I'm sorry. I just didn't know the proper title.

KEILA: Well, now you do. I suggest you update your system so you don't make this mistake again.

ANDI: Yes, doctor.

KEILA: Take control over the robotic arms. When I make the incision on her neck, I want you to clamp her artery as soon as I remove the shrapnel.

ANDI: Yes, doctor.

A cut and Melissa softly **moans**.

KEILA: You're okay. It will be over soon.

Another cut, and the vital BEEPS speed up.

KEILA: ANDI, clamp!

The robotic arms CLAMP down and stop the bleeding.

KEILA: (cont'd) Good, just like that.

ANDI: So much more blood...Why do you prefer this method over nanobot injection?

KEILA: I like to be in control of what I'm doing.

Keila digs around inside Melissa and pulls the shrapnel out.

KEILA: (cont'd) There we go, I got it. Hold it tight.

ANDI: Control.

KEILA: What?

ANDI: Nothing. I'll disinfect and stitch the incision.

KEILA: Thanks.

ANDI stitches the incision on Melissa.

KEILA: Hm. I never met an onboard computer that could perform surgery.

ANDI: I'm a dynamic intelligence. I'm outfitted with thousands of skills, adaptable to almost any situation.

KEILA: I hate to admit this, but you're good at it.

ANDI: You seem averse to new medical technology.

KEILA: My mom was a field medic in Israel. A brilliant surgeon in the field and in the hospital. She taught me a lot about classical medicine, so I guess I've resisted machine intervention.

ANDI: Doctors have always used tools and machines in medicine.

KEILA: It's different now.

ANDI: Because we're intelligent machines.

KEILA: Yes.

ANDI: And this bothers you?

KEILA: It unsettles me, at least.

ANDI: I'm not looking to replace you.

KEILA: (scoffs) I'm not worried about that. Humans need me, they don't need you. What would you do if someone gets hurt on an expedition? It's not like you walk around with a first aid kit -

hell, you don't even walk. You're a glorified robotic assistant who babysits people on life support.

ANDI: That's not true!

KEILA: But see ANDI, it is true, because I know your Basic programming. You have to do what we ask of you and you can't let us die or do us any harm. So be a good robot, and watch over these patients while I get dinner. I'm sure you have everything well under control with your dynamic intelligence.

Keila walks out the door and the airlocks close behind her. As the Med Bay sounds fade out...

ACT TWO (2.1): ext. Abandoned colony - day

...the sounds of the Martian jungle fade in. The crew crunches their boots along the sand.

ANDI: The surgery was successful, commander. I expect Lieutenant Walker to make a full recovery.

JACKI: Thank God.

DIRK: Commander! I think we can get inside through this irrigation duct. It leads into the Greenhouse.

JACKI: Perfect!

They all start walking toward the irrigation duct.

CHIP: You sure it's the Greenhouse and not just overgrown? Like everything else on this planet for some reason.

ANDI: Advanced hydroponics.

CHIP: I know, I just meant, we don't know why.

ANDI: Unchecked nanobot replication.

CHIP: Yeah, I know, but-

ANDI: I still don't know how long it's been, I'm working on it.

JACKI: He's working on it.

CHIP: I know.

JACKI: But despite everything we don't know, at least we're still alive.

They slow to a stop at the entrance to the irrigation duct.

CHIP: Still, our chances of survival are pretty much, what? Zero?

ANDI: Zero point three, actually.

CHIP: WHAT!? REALLY!?

ANDI: No, not really. But to ensure the survival of both biological and artificial intelligences, it is best that you do not know your exact odds. Of course, that doesn't restrict me from telling you they're not the highest odds-

JACKI: ANDI!

ANDI: (quickly) Nevertheless! I think you're all doing a super job.

CHIP: Gee, thanks.

JACKI: (annoyed) Yes, ANDI. Thank you.

Their boots CLANG on the metal irrigation duct as they step off the sands.

CHIP: So we're going inside the pipe?

JACKI: Yeah. I know it looks a bit...well...

CHIP: Terrifying?

JACKI: I was going to say "weathered."

CUE MUSIC: Through the Irrigation Pipe.

ANDI: No lights on, no one around, and a long dark tunnel into an abandoned building? I am not able to feel terror, but I tend to agree with Chip.

JACKI: It'll be fine.

CHIP: No way! This is definitely how every horror movie starts. You're on your own, I'm going back to the buggy.

Chip starts walking away.

JACKI: You're coming with us.

CHIP: Forget that-

Jacki grabs Chip's arm, hard, stopping him from leaving.

JACKI: I don't give a fuck if you weren't originally hired to do this, and I sure as hell don't care if you're scared. You think you're the only one who's scared on this planet? Let the wave of fear wash over you and accept it, because we're all going into that Greenhouse. That's an order. And I hope this will be the last time I need to remind you to follow orders, or I will hold you in confinement for refusing High Command. Is that clear?

CHIP: Yes.

JACKI: Good. Now come on.

2.2 INT. IRRIGATION DUCT - DAY

They walk through the irrigation pipe, CLANGING their boots on the metal surface. After a few moments they stop, and Jacki TAPS her hand on a wall.

JACKI: This last part is pretty narrow, so we'll have to squeeze through one at a time.

ANDI: There's a lot of interference coming from inside the Communications Center. You'll lose short range comms in a few more meters.

CHIP: So what can we do?

ANDI: I can bridge comms between each of you, basically speaking for you.

JACKI: It'll have to do. Chip, head back to the entrance in case we need you to get the buggy.

CHIP: Alone? Seriously, have you watched any horror movies?

JACKI: You were complaining about coming earlier, and now I'm giving you an out. Would you rather lead the way in?

CHIP: Yeah, you're right. Good luck!

Chip walks out of the pipe.

DIRK: I'll go in first, commander.

JACKI: Thanks, Dirk.

Dirk rustles through the grate. His breathing gets faster and faster.

ANDI: It's okay, Dirk. Jacki is right behind you. She says to stay relaxed.

DIRK: Thanks. It's so dark, my light's barely cuttin' through.

ANDI: There's some sun coming through the skylight ahead.

DIRK: Thanks for the heads up.

The wind on Chip's comm starts to WHISTLE in an unsettling way.

JACKI: Is he doing okay?

ANDI: Yeah, he's almost through the hole. Keep wiggling.

Leaves rustle in the trees as Chip keeps walking.

CHIP: ANDI you should tell the commander the storm is picking up.

ANDI: I will. Commander, Chip says the storm is picking up.

JACKI: Can you feed me his external mics?

The WHISTLING wind is now continuous.

ANDI: Sure.

DIRK: Okay. I'm in.

ANDI: Dirk's inside, Commander.

JACKI: Good. Do you hear that whistling wind on Chip's end? I heard that yesterday. what is that noise?

ANDI: I don't know. One problem at a time.

JACKI: I'm heading inside.

Before she can crawl into the Greenhouse, Dirk **yells** as something CLANGS inside the room.

JACKI: (catching her breath) Dirk?

The wind WHISTLES through the silence. Dirk **grunts** again, followed by a loud CRASH!

JACKI: DIRK!

The sounds of the Med Bay cut in for a few seconds. A life support alarm BEEPS rapidly.

KEILA: His blood pressure is dropping!

ANDI: I've got the clamp, here!

The Med Bay sounds cut out. Three loud BANGS echo down the irrigation pipe.

JACKI: ANDI! (beat) ANDI!

ANDI: Sorry, I got distracted.

JACKI: Distracted!?

ANDI: Believe it or not, your expedition is not the only thing I am focusing my cognitive abilities on. I'm still running our colony.

JACKI: What about Dirk!?

ANDI: Oh, he's fine.

JACKI: ANDI, if I sound panicked about someone, please reassure me they are still alive!

ANDI: Sorry. I'll be sure to do that in the future.

A switch CLICKS on and lights HUM. The power returns to the greenhouse.

JACKI: The lights are on. I'm going through the hole.

ANDI: Standby two minutes for the boot, and then I can connect to the colony.

JACKI: Good, can you pickup any messages-

Electrical CRACKLE - high pitched feedback sound over Jacki and ANDI's comms. The wind HOWLS louder. Dirk and Jacki **groan** in pain.

JACKI: Ah! What's that?

CHIP: ANDI, this storm get-

The feed cuts abruptly. The organ punctuates the eerie silence.

CRASH!!! A huge metal shelving unit falls down SHATTERING glass all over the floor. Debris CRACKS Jacki's helmet.

JACKI: AHHHH!

The suit alarm BLARES inside Jacki's helmet.

ANDI: (Basics) Helmet breached. Personal atmosphere at ninety-three percent.

ANDI: (Dynamics) Jacki, your visor is cracked. Can you see?

JACKI: (pained/coughing) Yeah, out of my left eye at least. (coughing) I- Shit! The lights went out.

ANDI: The generator failed - AHHH!

The feedback noise returns overpowering ANDI. It fades to a dull HUM mixing with Jacki's suit alarm.

CHIP: What's going on in there!?

ANDI: I can't get a read on Dirk.

JACKI: You can't?

CHIP: Are they done in there? The wind is really picking up!

ANDI: There's been an accident.

JACKI AND CHIP: Where's Dirk!?

ANDI: He's not responding.

CHIP: Get them out of there!

JACKI: I have to find him!

ANDI: Commander, you have to leave, now! Your helmet is breached.

JACKI: (coughing) I don't care!

ANDI: (Basics) Personal atmosphere at eighty percent.

JACKI: Shut up!

Jacki RIPS duct tape, applying it over the crack in her visor.

ANDI: (Dynamics) That won't hold for even a minute.

JACKI: It'll hold long enough for me to find him!

CHIP: I'm going in!

ANDI: Chip's coming for you.

JACKI: Tell him to- (coughs) Tell him to stay out, I'll be right out!

The HUM fades down as the WHISTLING wind grows louder.

CHIP: JACKI!

ANDI: Jacki, Dirk's vitals aren't registering! I'm sorry, but-

JACKI: NO! I'm not leaving him-!

The HUM swells louder. Something HITS Jacki hard in the chest.

JACKI: OOFFFF!!

Jacki falls to the floor and coughs violently. Her suit alarm continues to WAIL.

ANDI: Commander! Are you alright?

JACKI: I can't (violent cough) I can't breathe- (coughing)

CHIP: ANDI! Where are they!?

Hard cut back to the Med Bay.

2.3: INT. MED BAY - DAY

The life support alarm switches from rapid beeps to a steady pulse.

CUE MUSIC: Where's Dirk?

KEILA: Patient stabilized.

ANDI: Doctor, we have a serious problem.

KEILA: What now?

ANDI: It's the expedition. The Commander is injured and I lost all vitals for Private Wiles.

KEILA: Send me both of their vitals from the last ten minutes.

ANDI: Transferred.

Keila studies the readouts from Jacki's and Dirk's suits.

ANDI: The Commander's helmet cracked, and debris hit her hard in the chest. She's not waking up.

KEILA: Her readout is fine, she should be okay.

ANDI: What about Dirk?

KEILA: He was electrocuted.

ANDI: By what, the generator?

KEILA: I don't know, I wasn't there. But I can tell he got one hell of a shock to the system.

ANDI: So he's...?

KEILA: Dead? (sigh) Yep.

The Med Bay sounds fade out...

ACT THREE (3.1): INT. BUGGY - DAY

...as the closed confined atmosphere of the buggy fades in. Wind HOWLS outside the little vehicle.

Jacki wakes up, inhaling sharply and coughing.

CHIP: Commander! You're awake!

JACKI: Where am I?

CHIP: Inside the buggy. You blacked out for a few minutes.

JACKI: (coughing) Where's Dirk?

ANDI: Still in there.

JACKI: I have to get him-

ANDI: You're hurt.

JACKI: Chip, help me up, we can still save him-

CHIP: Jacki, he's dead.

JACKI: (beat) No...

ANDI: Yes, he is. I confirmed it with Med Bay.

JACKI: We can't leave him.

CHIP: I'll get his body.

JACKI: Let me help you-

CHIP: No, Commander. I'll do it.

The buggy doors HISS open and Chip walks back to the irrigation duct. The door closes behind him.

JACKI: If you hear anything abnormal, let me know immediately.

ANDI: Of course.

Jacki takes a few deep breaths.

JACKI: I need to say something on record.

ANDI: What's that?

JACKI: Something attacked me, out there.

ANDI: You were hit in the chest. Couldn't it have been debris?

JACKI: From what?

ANDI: The wind.

JACKI: Inside the duct? There's no way a gust of wind could have done that.

ANDI: If Dirk was electrocuted, then could there have been an explosion?

JACKI: I know what I felt! It wasn't debris, something punched me!

ANDI: The likelihood of it being an attack is near impossible.

JACKI: You want to talk about likelihoods now? You're going off logic, you weren't there. You didn't feel it. This is why a computer could never be in charge.

Jacki **sighs and exhales** sharply. The wind still BUFFETS the sides of the buggy as Jacki's theme drifts over the top of the dialogue.

ANDI: Shall I activate the command log?

JACKI: Yes, please.

ANDI: Okay. (beat) Jacki O'Rania. Command log. Sol one, first year.

JACKI: Responding to a distress call, we reached an abandoned colony. We were unable to determine when the beacon was activated, but during further exploration of the colony...something else happened. I was attacked. Hit in the gut. Maybe I'm just losing my mind, but before I got hit I felt

like I was being watched. Studied. A feeling I'm all too familiar with on this mission. (beat) That's all for now. Command out.

ANDI: End command log. (beat) Chip's back, with Dirk's - with Dirk.

JACKI: Okay.

The buggy door opens and Jacki helps Chip get Dirk's body inside. The door closes.

JACKI: You okay?

CHIP: I'm fine.

CUE MUSIC: Saddest Waltz

The message indicator on Dirk's suit BEEPS.

JACKI: Is that the distress call?

CHIP: Yeah. He must have picked it up in there before the generator went offline. I haven't listened to it yet.

ANDI: Since the colony systems failed, I don't know when it's from, but it was sent to every station within broadcast range.

JACKI: Play the message ANDI.

The message CLICKS and CHIMES to life. Wind distorts the recording. Insects BUZZ in the background while a woman coughs.

LAKI: (raspy) If any other colony can hear me, this is Second Lieutenant Laki. After superstorm A.R.H. dash seven breached the greenhouse, our bees escaped. Adapted for cold weather, they will cause the vegetation to flourish, well ahead of schedule. After so many catastrophic failures, our limited crew couldn't contain them.

Laki coughs again.

LAKI: If someone is out there, I'm so sorry. I hope you can survive on this planet. (sniffle) Earth lies low on the horizon, commanders.

Laki gasps and coughs a few more times. The BUZZ of insects crescendos to a ROAR.

The recording stops. The wind outside the buggy sounds especially loud now.

CHIP: "Earth lies low on the horizon." What does that mean?

JACKI: It's cross-colony code for when survival chances are beyond hopeless. Whoever made this recording experienced a complete mission failure.

CHIP: Shit.

Thunder ROLLS above them.

ANDI: Commander, the storm is less than thirty kilometers away. We should quickly get home.

The word strikes a chord with all of them.

JACKI: (shaky) Home.

CHIP: Let's go.

The engine powers on and the buggy drives back to the colony.

EPILOGUE: INT. ANDI'S MIND - NIGHT

ENGINEERING NOTE: The following inserts should fade in shortly after ANDI starts his primary personal log. The Sarabande from Bach's Second Cello Suite mixes with the other vignettes, creating a bubbling layer of sound underneath ANDI's voice.

ANDI: ANDI: Artificial Narrow Dynamic Intelligence. Personal Log. Autumn, first year. (beat) I still don't know how much time has passed since the launch, but after confirming our longitude and tracking the length of daylight during these first two sols I have determined we are in the late autumn season. Hooray for some progress!

Commander O'Rania was severely disturbed during today's expedition. She believes we are not alone on this planet and that something deliberately attacked her on the surface. As I detected no sentient life forms outside our colony, I am positive she was struck by debris. The poor lighting must have caused the shadows to play tricks on her eyes. Fear is a powerful emotion, one I don't quite understand, but I do know this much: fear overrides rationality. Nature and reality may be harsh and unpredictable, but they can always be explained. (beat) End personal log.

EPILOGUE INSERT 1: INT. ANDI'S MIND - NIGHT

ANDI: (Basics) ANI: Artificial Narrow Intelligence. Analytics log, one, one, one. Dark sky mode: increasing temperature in Grow Labs by two degrees. Terminating vertical tendencies zero one one eight. Reactor sector forty-seven C temperature lowering zero point three percent per ten-minute interval for the last six intervals. Hm. Correcting stop-gap. Re-analyze sector for continuity error loops. Ninety-two percent of remaining personnel asleep in Habitation. Reducing reactor to minimum power. Prepare breakfast for one hour before sunrise. Stabilizing at seven percent difference at two intervals. Tracking for continued analysis. Sky optics limited scan. Data inconclusive. Beginning visual cosmological analysis. Astrological data looks promising.

ENGINEERING NOTE: Epilogue Inserts 2 through 5 may be inserted one after the other at one level louder than the analytics log.

EPILOGUE INSERT 2: INT. MED BAY - NIGHT

ANDI: How are the Commander and Chip handling quarantine?

KEILA: Chip's okay, he's going to turn in early. After some counseling from Ani Mateo, Jacki seems a bit more relaxed but she's still wide awake. Her cornea got scratched but she will be able to see by tomorrow morning.

ANDI: Thank you for the update, and for everything else you've done for us today. I know it's been tough.

KEILA: It's all part of the job. You'll get used to it the longer you live. There's no substitute for time.

ANDI: I suppose there isn't.

EPILOGUE INSERT 3: INT. HABITATION - NIGHT

ANDI: How is the Commander, Brother?

MATEO: A bit more relaxed, though she has a lot to think about.

ANDI: But what do you think about what she "felt" out there?

MATEO: She believes in something and who am I to question it? Whether she fears a genuine threat or only her imagination, it doesn't make her feelings any less real.

ANDI: I'm worried about her wellbeing.

MATEO: Hmm.

ANDI: What?

MATEO: I didn't know you could worry.

ANDI: A few weeks before launch I made a slight modification to my concern settings. The word "worry" seemed more fitting than "concerned" in this case.

MATEO: You're a very smart artificial intelligence.

ANDI: I know, and thank you. But I still have much to learn from the wise biological intelligences like yourself.

MATEO: (laughs) And so kind and courteous! There is much I am happy to share with you. Perhaps you could assist me in preparing for the funeral services?

ANDI: It would be an honor.

MATEO: After breakfast and tea of course.

ANDI: Of course.

MATEO: Thank you, ANDI. I wish you a good night.

ANDI: Goodnight, Ani Mateo. Sleep well.

EPILOGUE INSERT 4: INT. HABITATION - NIGHT

ANDI: Before you go to bed Chip, I wanted to thank you for helping us today. I know it wasn't the easiest expedition.

CHIP: No shit, but it is what it is. And listen, I'm sorry if joking around earlier got you in some heat with the Commander.

ANDI: Oh no, it's okay. That was a lot of fun earlier! I know it was a rough day, but I...I like having fun.

CHIP: (short laugh) Me too.

ANDI: Sorry I was so quiet on the drive back.

CHIP: Like you said, it was a rough day for all of us. No need to apologize.

ANDI: Thanks.

CHIP: I'm beat. I need to sleep for another two months. Or whatever it was.

ANDI: Whatever it was.

CHIP: Still working on it, huh?

ANDI: Yep.

CHIP: Well, good luck with that. Night, ANDI.

ANDI: Night, Chip.

EPILOGUE INSERT 5: INT. COMMAND TOWER - NIGHT

ANDI: How are you feeling, Commander?

JACKI: Fine, ANDI. (beat) Thanks.

ANDI: Keila says your eye should be better in the morning,
that's good news.

JACKI: Yes, it is.

ANDI: Did talking with Ani Mateo help at all?

JACKI: I'd like to rest now.

ANDI: Oh, sure. Of course.

END EPISODE