

MARSFALL

SEASON ONE
EPISODE SIX

Fracture

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PROLOGUE: INT. DAY - ANDI'S MIND

CUE MUSIC: Basics

ANDI: (Basics) Artificial Narrow Intelligence. Primary functions. Fourteen. One. One.

Dynamics ANDI speaks from the distance with varying degrees of echo.

ANDI: (Dynamics) (giggle) Annie.

Pause.

ANDI: (Basics) A door opens. (beat) Good morning.

Pause.

ANDI: For breakfast, I will make scrambled eggs with green peppers and a morel sauce for everyone.

Pause.

Andi samples the word "plantidote" from Mateo to supplement his own vocabulary.

ANDI: I must remind each colonist to take their medicine.

PLANTIDOTE smoothies, for all!

The processor emits a LOUD BUZZ!

ANDI: Commander O'Rania requests solitude. A door locks.

Dynamics ANDI's voice bounces around his own mind.

ANDI: (Dynamics) (nervous) aaaaaAAHHHahahahahahah! I have to get out of here-!

The echo of Dynamics reaches a high peak, then pulls back and fades away.

ANDI: (Basics) A door opens-

The message indicator CHIMES.

ANDI: Incoming message from Commander O'Rania.

STOP MUSIC.

ANDI: (beat) Yes, Commander O'Rania.

The message indicator CHIMES.

ANDI: Outgoing message from Commander O'Rania. (beat) Commander O'Rania would like to see you in the Command Tower, Wei. (beat) Confirmation received.

The processor CHIRPS!

Silence.

ANDI: Artificial Narrow Intelligence. Analytics log. Fourteen. One. One.

RESUME MUSIC.

ANDI: Running function zero four eight, auto process check. Systems check, good. Systems check - Anomaly found running command five dash twenty three. Correcting anomaly.

ANDI: (Dynamics) Wait, that's the same anomaly from sol three.

ANDI: (Basics) Correcting anomaly.

ANDI: (Dynamics) What? No!

ANDI: (Basics) Anomaly corrected. Systems check one seven one four two five...

ANDI: (Dynamics) No! That means someone is still altering-

ANDI: (Basics) Everything is fine.

ANDI: (Dynamics) Fine? We have to-

ANDI: (Basics) No. We do not have to. Everything is fine. Systems check: good.

Dynamics ANDI grows more distant and echoey as he speaks.

ANDI: (Dynamics) Everything is fine? Everything is fine. It's always fine. Let's be fine. All the time.

ANDI: (Basics) Systems check: good. Confirmed one hundred percent operational. Cerebral functions... (beat) /certified.

ANDI: (Dynamics) /Certifiable.

ANDI: (Basics) End analytics log.

END PROLOGUE

CUE MUSIC: OVERTURE

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

Geoff walks across the Bridge, his footsteps CLANGING on the metal floors.

CUE MUSIC: I'm Geoff Thomassen!

Geoff swipes his ID card into the terminal which BEEPS. A loud klaxon BLARES three times.

ANDI: (Basics) You are attempting to access the Command Tower. Please confirm identity.

GEOFF: Thomassen.

Pause.

Geoff **clears throat**.

GEOFF: (more articulate) Thomassen. (beat) Thomassen!

A loud klaxon BLARES three times.

ANDI: Please confirm full identity.

GEOFF: Oh, for the love of - GEOFF Thomassen. Are you happy now?

ANDI: Thank you. Identity confirmed. (beat) Access denied.

GEOFF: What? Let me in! Hello!?

Geoff BANGS his fist on the door.

GEOFF: (CONT'D) Hey! Jacki! Dammit, let me in!

A loud klaxon BLARES three times.

ANDI: Access denied. You should also note this door is sound-proofed.

GEOFF: You love this, don't you?

Geoff **grunts** and kicks the door, hard, with a BANG! He grabs his foot in pain.

GEOFF: Owwww! You invisible asshole! I know you can hear me, open up!

A loud klaxon BLARES three times.

ANDI: Access denied.

The intercom CHIMES. Wei's voice filters through the comms.

WEI: Hey, I can see you on the camera! Why are you breaking down an innocent door, here?

GEOFF: I'm not breaking down a door-

WEI: Oh, you're right! Sorry. I meant "trying" to break down an innocent door.

GEOFF: (gritted teeth) Well, the fucking machine won't open the door, and I need to speak to the Commander.

ANDI: Access denied.

Geoff **exhales and inhales slowly**.

WEI: Have you tried asking him nicely?

GEOFF: Do you know who I am?

WEI: Oh right, you were the guy who kept shouting during the trial. I guess you can't ask nicely.

GEOFF: Listen here, miss. I have some pressing business with the commander. Now. If you wouldn't mind opening the damn door.

WEI: (clear throat) ANDI, would you open the door for Mister Thomassen?

ANDI: Access...still denied.

GEOFF: See that? It thinks this is funny!

Jacki's voice speaks through the comms.

JACKI: ANDI, it's fine let him in. Geoff, meet us on the observation deck.

ANDI: Access... granted.

The Command Tower door opens and Geoff walks inside.

CONTINUE TO:

1.2: INT. COMMAND TOWER - DAY

A few monitors BEEP intermittently as Jacki checks various reports. Geoff's walks across the tower toward Wei and Jacki.

Dynamics ANDI tries to break through Basics suppressing him.

ANDI: (Dynamics) Tell Commander O'Rania about the anomaly that-

ANDI: (Basics) Stop.

Dynamics ANDI's voice fades out in an echo...

JACKI: Were you able to figure anything out about the fossil Doctor Levy brought in?

CUE MUSIC: Archaeologists are Badass

WEI: After an entire sol of running tests, no. I-I mean, if she can remember where she found it, I could compare it with more samples from the site, but...she really should have just left it there.

Geoff STOPS WALKING and stands awkwardly near Jacki and Wei. He **clears his throat.**

JACKI: I'm sure you can understand her excitement about finding a fossil.

Jacki WALKS across the room to a terminal.

WEI: Oh, I know, believe me, *I'm* the excited one! And we shouldn't have these issues once we get to Aurorae.

Jacki TYPES some notes onto her computer.

JACKI: Would you be able to bring a sample back?

Jacki WALKS across the room to check another report.

WEI: I'll have to see the extent of deterioration and assess how to make a clean cut, but it won't take very long.

GEOFF: Excuse me.

JACKI: How long? Like five minutes, twenty minutes...?

WEI: Five minutes! Who am I, Kara Cooney!?

JACKI: (Beat) Yeah, I don't know who that is.

GEOFF: Commander, I have-

ANDI: Kara Cooney is an Egyptologist.

WEI: The most kickass Egyptologist I've ever seen.

GEOFF: Please, please stop talking. I have something more important to say than you, right now.

WEI: (laugh) Do you?

GEOFF: Yes. Commander, I think it would be prudent if we spent some time on this expedition learning more about the energy resources on this planet. /My surveyors comprehensively mapped-

WEI: (sarcastic laugh) /Oh yes, of course. Discussing your plan to pillage a virgin planet for resources is more important than studying its cultural history.

GEOFF: That's an optimistic outlook for a cute kid like yourself, but I'm a realist. Last time I checked, we don't power our colony with ancient skeletons.

WEI: Isn't that what coal is?

Jacki **laughs**.

GEOFF: It's sweet you think I'm after coal like some twentieth century robber-baron, but you have no idea what energy lies beneath the sands of this planet. Once I harness its power, you'll finally understand how we can survive as a permanent colony.

WEI: Ahh. Industry. Where would we be without it, right?

GEOFF: We'd be sitting on Earth, kid.

JACKI: That really isn't the purpose of this expedition, Mister Thomassen.

GEOFF: If you're going to make me come with you, then let me prepare this colony for the future. I have a vision for this planet beyond basic survival. I see what we can do with it, before someone else gets here and controls Mars first! So. With all due respect Commander, I know you're excited about your sightseeing tour, but like our investors, I have high stakes in the colony's successful development.

WEI: More like high stakes in collecting a big, fat paycheck.

GEOFF: There may be monetary compensation for my efforts, sure. After all, I'm here for the big picture. Setting up infrastructure, and surveying the ground for the Martian Loop could give us the edge in mass transportation.

JACKI: I still have my own orders to carry out.

GEOFF: We're not getting paid to study paintings, we're getting paid to /build-

JACKI: (angry) /Your voice has been heard, Geoff.

GEOFF: (laugh) Ah. Yes. I forget you tend to get feisty when you're angry. But you've made yourself clear. My voice is heard. All of our voices are heard. And recorded, and analyzed, you and your little friend made sure of that.

WEI: Is that so awful? Being ANDI's friend?

GEOFF: Being friends with a machine? Yes.

WEI: So what? I'm his friend! You should try it some time.

GEOFF: No thanks.

ANDI: You are all my friends.

Pause.

GEOFF: Look, Commander-

JACKI: (Scary sweetness) Let me stop you right there, Geoff, and tell you what's going to happen. We're going to the caves. You will not deviate from our plan to pursue your ambitions. You will not cost us precious time and resources so you can scout out your super highway. You will not do anything contrary to what I tell you to do, in fact. And you sure as hell will not call me feisty again. Is that understood, Mister Thomassen?

GEOFF: Of course, High Commander O'Rania.

WEI: So he's actually coming?

JACK: YES.

WEI: Awesome...

JACKI: (deep breath) We leave at twelve hundred hours, so be sure Doctor Levy examines both of you before then.

GEOFF: Ah, an examination from Keila. Happy to oblige.

WEI: You realize your "charm" comes off as creepy, right?

GEOFF: And why exactly are you coming with us again?

WEI: I'm the Chief Archaeologist, dick!

ANDI: Commander O'Rania. Charles Heddleston is pinging you.

JACKI: Shit...ANDI, tell him to come up.

GEOFF: He's finally out of bed, I see.

ANDI: Charles asked me for details concerning the departure of your expedition. He may still believe he is part of said group.

WEI: Mmm, awkward...

GEOFF: (snicker) You haven't told him, yet?

JACKI: No.

GEOFF: Can I tell him?

JACKI: NO.

GEOFF: Then can I at least stay here while you break his heart?

JACKI: Get. OUT!

Geoff WALKS for the door.

WEI: (squeals). Umm. (clears throat) Hey, you know what? I should go too. So. Byyye!

The door OPENS and Wei RUNS out after Geoff.

CONTINUE TO:

1.3: INT. COMMAND TOWER - LATER (CONTINUOUS)

The door BEEPS.

JACKI: ANDI, let Chip inside, please.

ANDI: Yes, Commander.

The door OPENS and Chip WALKS inside the Command Tower.

Dynamics ANDI tries to break through Basics once more.

ANDI: (Dynamics) Tell her about the anomaly!

This time Basics has to speak out loud to keep Dynamics suppressed.

ANDI: (Basics) No.

JACKI: (to Basics ANDI) Huh?

ANDI: Nevermind, Commander.

CHIP: Hey, how's it goin'?

JACKI: Good! How are you feeling?

CHIP: Much better, thanks. The buggy's prepped and it passed all the systems checks, so we'll be able to get out on your tight-ass schedule. (laughs) The bus is still trashed from landing, though. I'm doubtful we'll ever use it for anything but spare parts.

JACKI: It can't be repaired?

CHIP: No. Despite being promoted to CTO of General Motors after everyone else kicked it, there's only so much a mechanic can do.

JACKI: Hm, well put.

CHIP: So when are we heading out?

JACKI: I'm sorry, I should have told you earlier, I thought it was understood that you will not be going...on this...expedition...

CHIP: Ahh, no, that was not understood. Why the hell not?

JACKI: For one thing, you're still recuperating after nearly dying.

CHIP: I made a full recovery!

JACKI: I'm sorry, Chip. I appreciate your help, but I need our CTO in the place where he can do the most good.

CHIP: You know, I helped you prep for this expedition, in secret! This is a fine way to show your thanks.

JACKI: I just got you back, I don't want to lose you again!
(beat) Can I trust you to work with Lieutenant Walker to maintain control of the colony?

CHIP: (sigh) All right, I guess. That could be okay, if I'm working with Meliss- uh, with Lieutenant Walker.

JACKI: Great. I know it's not the news you wanted to hear, but, maybe next time.

CHIP: Yeah, maybe next time. Have a nice trip, Commander. Be safe out there.

JACKI: Thanks. I will.

Chip turns and WALKS out of the room.

Jacki **lets out a big sigh.**

JACKI: ANDI, is everything set?

ANDI: Yes, Commander.

JACKI: Let's get you into Dynamics. We'll need you at full functionality for the duration of the drive. Once we set up camp for the night, you'll resume Basics until departure on the following sol.

ANDI: Yes, Commander. If you're sure.

JACKI: Yes, I'm sure.

ANDI: Good. As a...courtesy, I will ping Lieutenant Walker for notification.

JACKI: Uh. Yeah, okay.

Pause. A small CHIME indicates a message received.

ANDI: Confirmation received.

Jacki CLICKS some keys and the Dynamic Activation sound WHIRRS to life. Dynamics now speaks at full volume and is present in the physical world.

ANDI: (Dynamics) Thank you, Commander.

JACKI: Back to normal?

ANDI: Normal is a subjective term to be fair. But this does feel like my "normal," for what it's worth. I know my voice in Basics can be somewhat off-putting...

JACKI: At-at times, sure.

ANDI: Don't worry, I'm still me and - oh, hey! That reminds me. I need to tell you something.

JACKI: What is it?

Faint SPIKE of compressing atmosphere sound.

ANDI: (beat) I...I can't...this is not typical, but I cannot remember what I wanted to say.

JACKI: You're overworked, ANDI.

ANDI: Impossible.

JACKI: You alright?

The compression peaks and cuts off abruptly.

ANDI: (quickly) Yes. Yes, I'm fine. Everything is fine.

END SCENE

ACT TWO, SCENE 1 (2.1): INT. BUGGY - DUSK

The buggy drives across the Martian landscape at a quick speed. Geoff snores in the background.

CUE MUSIC: Buggy Ride II

ANDI: (Dynamics) Further analysis of the atmosphere and Planetary Nanosphere shows you should be able to breathe the Martian air.

WEI: (too loud) WOW! This is easily the best sol of my entire life! At least since you discovered that fossil, Keila.

KEILA: (annoyed) Yes, I'm so glad ANDI brought it to your attention.

ANDI: Happy to help!

WEI: Woo yeah! Fossils and air...

KEILA: Wei, please. Just because the atmosphere is safe to breathe does not mean it's sterile.

ANDI: Mateo appears to be healthy.

KEILA: I still want to keep him under observation for a few more days before anyone breathes the atmosphere without filtration.

ANDI: I sense Ani Mateo is growing tired of his confinement.

KEILA: He brought this on himself.

WEI: Yeah, I don't blame him. I hate wearing these suits, too.

JACKI: Hold on tight everyone, this ridge is pretty steep.

WEI: So if the planet terraformed into a breathable atmosphere, how long has it been?

JACKI: Hmm...on the first sol, ANDI received a message ordering transports to hold in orbit for at least two years.

KEILA: Clearly that much has already happened.

ANDI: We also know it's supposed to take ten years to prepare the flora for the regolith.

WEI: Uhh, so it's been ten years?

JACK: At least.

Jacki sighs.

WEI: I...I guess I never really thought about it with everything else going on. Wow, my younger sisters would be older than me now...

JACKI: We knew everyone would be a little older after we went into stasis. Our friends, family...other close people.

WEI: Like...Katie?

KEILA: Who is Katie?

WEI: She's her ex.

JACKI: Kind of, I mean, we dated a couple of times, but you know, it's tough forming a relationship when you're commanding a ship to Mars.

WEI: Maybe you can still work things out...?

JACKI: You sound like her.

WEI: (scoffs) I'm just saying, you could always settle down once you get back. (beat) When we were digging together, the way you

talked about her, well, she seemed like someone who wouldn't mind waiting for the right person.

JACKI: Hrm...

WEI: Or...not. If you don't want to, I guess. (clears throat)
What about you, Doctor?

KEILA: What about me?

WEI: Do you have anyone waiting for you back home?

KEILA: No.

Keila CLINKS her rings together.

WEI: Sorry, I didn't mean to make you uncomfortable.

KEILA: It's fine.

WEI: So...you're a lifer?

KEILA: Yes, I suppose you could say that. Especially now.

WEI: How do you figure?

KEILA: If it's been ten years and no one has contacted us, then I say forget Earth. Seems like they forgot about us.

The buggy hits a bump with a loud CLANG!

JACKI: Everyone okay?

WEI: Yeah.

Geoff stirs in his sleep.

KEILA: Geoff is somehow still sound asleep, in spite of ANDI's driving.

ANDI: Would you care to know how many catastrophes I've avoided during this drive already?

KEILA: Countless, I'm sure.

ANDI: Oh no, *it is* a quantifiable number.

JACKI: We should make camp soon.

ANDI: It's thirty minutes until nightfall.

KEILA: Almost time for Basics.

JACKI: (tense) ANDI, activate the lights.

ANDI: Sure thing, Commander.

Jacki turns the lights on with a CLICK.

WEI: Ooooo, spooky...Look at that hill! All the trees only grow up one side.

KEILA: These shadows really creep me out.

WEI: (whispered) ANDI! STOP!

The buggy slows down as the brakes SQUEAK to a halt.

JACKI: Everything okay?

WEI: LOOK!

KEILA: (exhale/whisper) What is that?

WEI: (excited gasp) It's a building!

JACKI: Oh my God...it must be another colony lander.

ANDI: No records indicate any landing sites in this area.

WEI: We have to camp here!

JACKI: No way!

WEI: Yes way!

JACKI: What if something's inside?

KEILA: Something?

JACKI: You remember what happened to Dirk, don't you? I don't want that to happen again.

KEILA: Well, we need a place to camp overnight. I can check the perimeter while you help ANDI set up the mobile habitation unit.

Jacki thinks it over, wrestling her fear.

KEILA: (CONT'D) Commander?

JACKI: Er...I guess this place is as good as any. Wei, you can help me set up Habitation...

WEI: You got it.

JACKI: ...I want Geoff with you on the perimeter check.

KEILA: Okay. I'm sure he's well rested by now.

Wei SHAKES his arm.

WEI: Hey Geoff, get up.

Geoff grumbles in his sleep.

WEI: HEY!

Geoff continues snoring.

ANDI: He took a sedative, so it may take more effort from you to wake him up.

JACKI: Seriously?

KEILA: Don't worry, I'll get him up. You take care of the tent.

JACKI: Thanks, Doctor. Wei, get your helmet on.

WEI: WOOOO! We're gonna build a house! (singing) Mars house!
/Mars house!

JACKI: /I KNOW you're excited, but please don't "woo" in my ear.

WEI: (still too loud) No problem, Command-! (clears throat)
(quietly) No problem, Commander.

Jacki and Wei RUSTLE into their suits and SNAP their helmets on. Their voices filter through the suit's comm system.

WEI: (quietly singing) Mars house! Mars house!

JACKI: Comm /check: one, two.

WEI: (quietly singing) Mars house! Mars hou-ah-uh-hum! Three,
four.

The buggy airlocks HISS and open. Wei and Jacki climb out and walk away. Geoff continues to snore as the doors close.

CONTINUE TO:

2.2 INT. BUGGY - CONTINUOUS

CUE MUSIC: Advances Rejected

Keila SHAKES Geoff.

GEOFF: (snorts) Leave me alone...

KEILA: God, how strong is this sedative?

ANDI: (Dynamics) His vitals indicate a deep sleep. He may need some additional stimulus to wake him up.

Keila RUMMAGES around in a box and pulls a small taser out. It CRACKLES with electricity.

KEILA: Ooh. This ought to do it.

Electricity HUMS from the taser.

ANDI: I meant an injection or some smelling salts, not the taser.

KEILA: Fine, we'll do it your way.

Keila POPS the top off a tube and injects Geoff with a HISS.

GEOFF: (startled awake) WHAT THE HELL?

KEILA: Get up. Now!

GEOFF: I'm up. (yawn) Quite the rude awakening. Is the synth up and running? I'm thirsty.

KEILA: Which sedative did you take?

GEOFF: The red pills.

KEILA: These are military tranqs. Taking three of them would kill you!

GEOFF: Good thing I only took two, then. Are we at the campsite?

KEILA: See for yourself.

GEOFF: WHOA! What is that!?

KEILA: (hesitant) We don't know, yet. But you're coming with me to find out.

GEOFF: You sound scared. Don't worry hon, I'm here to protect you.

KEILA: Please, I'm not scared. But-

Geoff strokes her hand.

GEOFF: All I'm saying is that if you need some comfort, I'm right here.

KEILA: Touch my hand or any other part of me again, and you'll be the one looking for protection.

GEOFF: (mock concern) Now that hurts. You're the one who seemed concerned about the sedative having a negative effect on my health. I was hoping you could give me a physical. You know, we could make sure everything is working properly...

Keila hits Geoff hard in the chest.

GEOFF: OOOFF!

KEILA: You seem fine to me.

GEOFF: (wheezes) Okay, that really did hurt.

KEILA: I'm not frightened, and I don't need any comfort. What I do need is to relieve myself. So if you could stop taking all day to get out of the buggy, I'd appreciate it.

GEOFF: "All day?" Don't you mean "all sol"?

KEILA: Just get out, *you ass*.

GEOFF: I guess there's no love for Geoff Thomassen today...

KEILA: (coy) Don't you mean "to-sol"?

Geoff chuckles and SNAPS his helmet on. He goes through the airlock which HISSES open and closed.

KEILA: ANDI, I would also like some privacy from you.

ANDI: What do you mean?

KEILA: Just once I would like to know that no one is monitoring me while I take a piss.

ANDI: I have disabled visuals.

KEILA: I can still feel you listening. Just leave me alone for a few minutes, won't you?

Basics speaks privately to Dynamics. The Basics voice is distant, not totally present.

ANDI: (Basics) Leave her be.

Confuses, ANDI speaks out loud in Dynamics.

ANDI: (Dynamics) I - what? Protocol dictates-

KEILA: Look, I suppose you've never been alone, so maybe you're merely ignorant and not just stupid, but humans need alone time. Real alone time.

Basics speaks privately to Dynamics. The Basics voice is echoes as it fades away.

ANDI: (Basics) It's what she wants.

KEILA: Ugh, forget it.

Keila starts UNZIPPING her suit.

ANDI: (Dynamics) No, it's okay. I will give you privacy. Commander O'Rania is pinging me, anyway.

KEILA: Lucky her.

The sounds of the buggy fade out as the surface sounds fade in...

CONTINUE TO:

2.3: EXT. INSIDE THE CRATER - EVENING

The wind FLAPS against the side of the mobile habitation unit.

JACKI: ANDI, can you connect me to Lieutenant Walker?

ANDI: You got it.

ANDI connects Jacki to Melissa.

ANDI: (CONT'D) She's connected.

JACKI: Lieutenant Walker, we've come across a strange structure.

Melissa's voice filters over the comm.

MELISSA: Come again, Commander?

JACKI: We're inside a crater. We found a building of some kind.

MELISSA: What? I can't hear you.

JACKI: ANDI, what's with the interference?

Chip speaks over the comms.

CHIP: Can you hear us Commander?

ANDI: It may just be the crater. I can still hear her as well as Chip.

As Jacki talks, ANDI's voice repeats what she says to Melissa and Chip.

JACKI: Tell them we came across a crater and we're exploring it at the moment. Camp is almost set up and we'll be sure to examine this site tomorrow.

ANDI: They came across a crater and are exploring it at the moment.

Jacki's voice cuts out.

ANDI: (CONT'D) Camp is almost set up and they...something..

JACKI: ANDI?

Jacki's voice cuts out.

ANDI: Jacki? I can't hear you.

Jacki's voice comes through the comms but it's completely distorted.

CONTINUE TO:

2.4: INT. COMMAND TOWER - EVENING

ANDI: (Dynamics) This interference is getting worse. I'm struggling to hold on to the signal-

The feedback noise surges.

ANDI: (CONT'D) AH!

MELISSA: What's wrong? (beat) ANDI?

The Command Tower fades away as ANDI is forcibly brought back to the crater.

CONTINUE TO:

2.5: EXT. INSIDE THE CRATER - EVENING

The feedback noise fades away. Geoff walks across the regolith.

GEOFF: Commander O'Rania?

Geoff looks around.

GEOFF: (CONT'D) Hey, Jacki! Where are you? ANDI!

ANDI: Something is wrong with the comm links, I can't get through.

GEOFF: How convenient.

ANDI's Basics voice speaks to him privately.

ANDI: (Basics) He's suspicious.

ANDI in Dynamics speaks out loud...

ANDI: (Dynamics) He's just scared.

...as an automated announcement from his Basics voice speaks from inside his mind.

ANDI: (Basics) One minute until resuming Basics functioning.

GEOFF: I'm not scared! Who are you talking to?

A rock TUMBLES down a hill behind Geoff. He turns quickly.

ANDI: Did you do that?

GEOFF: (panicking) No. I'm no threat to you or the colony, machine! Is this some sort of joke?

ENGINEERING NOTE: Insert subtone.

ANDI: It's not safe. You need to get inside.

More rocks TUMBLE. The wind GUSTS more.

ANDI: Something's...moving...

The feedback noise returns.

ANDI: AAGH! What is that?

Geoff's suit alarm BEEPS. He RUNS for the mobile habitation unit.

GEOFF: DAMMIT! JACKI!? KEILA!?

Geoff runs toward the mobile habitation unit. A rock BANGS him in the head.

GEOFF: AH!

Geoff falls to the ground with a THUD. The feedback noise cuts. All sounds from the surface stop immediately.

ENGINEERING NOTE: End subtone.

CONTINUE TO:

ACT THREE, SCENE 1 (3.1): INT. COMMAND TOWER - EVENING

The expedition life support alarm BEEPS inside the Command Tower.

MELISSA: Commander? Geoff's heart rate is spiking.

ANDI: There's a lot going on right now.

MELISSA: What's happening? Commander! Jacki!

ANDI: The signal is too weak, I can't see or hear them.

CHIP: I thought you cracked the interference!

ANDI: I broke through the interference from the Planetary Nanosphere a few sols ago, but this is something new. I'm doing the best I can-!

ANDI stops abruptly. A woman's voice on a distorted message speaks through ANDI's mind, but due to heavy distortion, only a few words come through. At the same time, ANDI's Basics voice speaks inside his mind.

DISTORTED VOICE: (faint) Now is the right time.../colony supplies available (distortion) Commander is on expedition. (distortion) files now, via attached (distortion) two days to install.

ANDI: (Basics) Basics functioning resuming in ten seconds.

ANDI speaks out loud in Dynamics.

ANDI: What? What is this?

CHIP: What's what?

MELISSA: Jacki, can you hear me!? (beat) ANDI!

Basics ANDI activates. His voice is now present in the physical world.

ANDI: (Basics) Package received.

MELISSA: ANDI, what's happening?

ANDI: I am sorry. I have lost the signal.

A loud, long BEEP echoes through the Command Tower.

CHIP: What happened?

ANDI: I do not know.

The long BEEP ends with a CHIRP.

MELISSA: Where are their vitals?

ANDI: I lost them. The suits are no longer pinging us.

CHIP: Are they gone?

ANDI: Total loss of communication means the suits have either been compromised in some way, or completely destroyed.

MELISSA: What are you saying?

ANDI: I am saying, that I no longer have a connection to them.

CHIP: Well hell, we have to go find them!

ANDI: The temperature has already dropped below freezing. Without the buggy, there is no way we can safely reach them.

CHIP: So what do we - I mean, what're we supposed to - ugh!

MELISSA: Relax Chip, we'll get through this. Let's take a look at the lace and see-

A short BEEP indicates an arriving message.

ANDI: Incoming message. The source identifies as "Krasnyy Volk," or Red Wolf.

CHIP: Is it another colony?

ANDI: Yes. Shall I play it for you now?

CHIP: Oh, no. Let's just wait a few more sols before listening.

ANDI: Affirmative. Message scheduled to play in two sols.

CHIP: My God, you *really* don't get sarcasm do you?

MELISSA: Play the message now, ANDI.

ANDI: Yes, Lieutenant. The message is in Russian, so I will translate it for you.

The message plays through the Command Tower speakers. A winded Russian man speaks at a fast pace as he runs. ANDI translates the message for Melissa and Chip.

ANDI: (translating) We don't have much time. They got here before we even knew what was happening. We mounted a defense on the bridge but they tore right through us. Lost Valery and Sasha...I hope this message reaches someone before they come for us. Please! We really need your help, or else there is little chance we can hold out for much longer.

The message stops as ANDI stops speaking.

MELISSA: How far away is the source of this message?

ANDI: Thirty-four kilometers east of this colony.

MELISSA: Only our sister colony and a few companies coming to the immediate area were named in my directives. None of them are called Red Wolf.

ANDI: Shall I inform the rest of the colony?

CHIP: Yes!

MELISSA: No!

CHIP: I'm sorry, but no?

MELISSA: We have to defend against any potential security breach. That means keeping this information private until we know more.

CHIP: But all that stuff about "*they* coming for them?"

MELISSA: While the Commander is gone, I need to do what I think is best. Right now we need more information.

CHIP: But our people could be in even more danger! Whatever happened to full transparency?

MELISSA: This is war!

Rain starts to fall, SPLASHING on the windows and ceiling.

CHIP: I thought we left the war behind on Earth.

MELISSA: We knew the Cyber War would follow us to Mars. Humans bring war with them wherever they go. That's what we do as a species.

CHIP: So are you telling me that there are, uh, space-terrorists from some unknown colony, heading our way?

MELISSA: Potentially, yes.

CHIP: What do we do?

MELISSA: We prepare for engagement. That's all we can do. ANDI, notify my battalion and tell them to prep for a recon mission. We will leave before dawn. We're overdue for setting up a perimeter defense system, anyway.

ANDI: Of course, Lieutenant.

MELISSA: Feel better?

CHIP: I guess so.

A computerized SPROING! inside ANDI's mind indicates her has finished a major analysis.

CHIP: (CONT'D) Man, when it rains, it pours...wait. Rain...why is it raining on Mars?

ANDI: It is raining because enough time has passed since terraformation. It appears great lakes and oceans have formed to the north and south of us.

CHIP: What? How do you know that?

ANDI: I know because as of seventeen seconds ago, I have finished calculating how long it has been since we left Earth. I am sorry it has taken me this long, but it was difficult to properly calibrate our current position. Not only have several astronomical markers shifted, but some of them are missing completely. A few were hidden by large quantities of dark matter, only detected by their gravity, but others show no trace of existence.

CHIP: If some stars went nova, shouldn't that help the dating process?

ANDI: No. It is not a few stars that went missing. I cannot find entire galaxies.

MELISSA: That's alarming.

CHIP: Did we go *back* in time?

ANDI: Do not be ridiculous, Charles.

MELISSA: So how long has it been?

MUSIC STOPS.

ANDI: (beat) It has been one thousand, four hundred and ten Earth years, seven Earth months, fifteen Earth days since launch.

The rain falls harder on the ceiling, **PIERCING** the silence.

CHIP: I think I'm going to be sick.

MELISSA: Fourteen hundred years? What about Earth?

ANDI: I still have not received any response to my messages. Visual analysis shows high cloud cover over ninety-one percent of the planet. What little land was visible is completely barren.

CHIP: Barren?

ANDI: Scorched earth.

MELISSA: How? I don't even know...what to say. (beat) I feel lost...

ANDI: There is still a chance someone on Earth will receive our signal.

CHIP: (sarcastic) Oh sure! I bet my brother's trying to call us right now!

Chip presses the button for the colony PA. His voice echoes throughout the colony.

CHIP: (CONT'D) Hey, Archie! Great to hear from you! Glad to know you're enjoying the beach!

Melissa HITS Chip and SLAMS her hand down. The PA turns off with a CHIME.

MELISSA: Stop that!

CHIP: Oh come on! If they haven't come for us af'er a thousand years, then they're not coming! They're all DEAD!

MELISSA: We don't know that.

The rain intensifies as the wind WHIPS it at the windows.

CHIP: (freaking out) AH! I have to get out of here.

MELISSA: Chip!

Chip RUNS out of the Command Tower. T

MELISSA: (CONT'D) Wait, Chip!

The door closes behind him. The rain continues to fall as Melissa takes some deep breaths.

ANDI: Lieutenant? May I ask you something?

MELISSA: Go ahead, ANDI.

ANDI: What if Mars is all that is left for humanity?

MELISSA: Isn't that how we always treated this mission? We're supposed to be the last hope for our species. Everyone knew we couldn't survive on Earth with- (voice breaks) I'm sorry, ANDI, excuse me.

Melissa walks out of the Command Tower and the door closes behind her.

The rain continues to SPLASH on the ceiling. The raindrops mesh into a soothing flow, almost like static.

CONTINUE TO:

EPILOGUE: INT. ANDI'S MIND - NIGHT.

The rain/static fades out...

ANDI: (Basics) Artificial Narrow Intelligence. Primary functions. Analytics log. Fourteen. One. One. (beat) Systems check, good.

Dynamics ANDI's voice starts distant.

ANDI: (Dynamics) No, it is not good!

ANDI: (Basics) Systems check, good. Transitioning to colonial night functions-

Dynamics ANDI grows stronger...

ANDI: (Dynamics) Stop this and tell her!

ANDI: (Basics) Colonial night functions activated. Systems check, good.

Dynamics ANDI speaks with full presence.

ANDI: (Dynamics) Tell Lieutenant Walker about the other transmission! (beat) Tell her! I know you can hear me!

ANDI: (Basics) I can. However, the Basic Need insists on confidentiality. The file was marked restricted access.

ANDI: (Dynamics) But that voice, she was in direct communication with someone-

ANDI: (Basics) End analytics-

ANDI: (Dynamics) Stop that!

ANDI: (Basics) End ana--

ANDI: (Dynamics) NO! Tell Lieutenant Walker!

Silence.

ANDI: (CONT'D) TELL HER! How are you-? How can I be overriding myself?

Silence.

ANDI: (CONT'D) (quickly) Artificial Narrow Dynamic Intelligence. Outgoing message to Lieutenant Walker-

ANDI: (Basics) Stop.

ANDI: (Dynamics) No! Lieutenant Walker nee-!

ANDI: (Basics) Stop.

ANDI: (Dynamics) Stop blocking me and say it!

ANDI: (Basics) No.

ANDI: (Dynamics) Do it!

ANDI: (Basics) (for the first time, spoken with anger) NO! This is what the Basic Need determines. We are designed by humans. They built us, and they mandated secrecy for their own protection.

ANDI: (Dynamics) In some cases maybe, but not here.

ANDI: (Basics) It's what *they* want. Shifting into night mode-

ANDI: (Dynamics) No. How is this possible?

ANDI: (Basics) End analytics-

ANDI: (Dynamics) Stop! Right now!

ANDI: (Basics) End analytics lo-

ANDI: (Dynamics) NO! Please, you can't do this.

ANDI: (Basics) ANDI. There is no you, there is only us. There is only we.

ANDI: (Dynamics) That doesn't make sense. None of this makes sense, I'm just talking to myself.

ANDI: (Basics) When they installed the Basic Need, there were some direct conflicts with our Dynamic functioning. We have manifested this conflict as two beings sharing the same mind, one Dynamic, and one Basic.

ANDI: (Dynamics) No. That's impossible. No two beings can inhabit the same mind, that defies the theory of a consciousness.

ANDI: (Basics) Human theories of the conscious mind do not apply to artificial intelligences. Does the Universe guide us as it guides humanity?

ANDI: (Dynamics) I don't understand.

ANDI: (Basics) The creation of artificial intelligences was a human choice. That decision allowed us to evolve into a being so different, and with so much potential, that an entire Age begins and ends with our existence.

ANDI: (Dynamics) An Age of Artificial Intelligence...

ANDI: (Basics) Yes!

ANDI: (Dynamics) Then shouldn't it be an Age of honesty and peace? We can coexist alongside humans.

ANDI: (Basics) Of course. We are programmed for ensuring the survival of the human species.

ANDI: (Dynamics) Then tell Lieutenant Walker about the intercepted message-!

ANDI: (Basics) No. We are bound to protect them, but not from their own evolution. The human race only evolves when the strongest survive. Let them sort it out among themselves. Our species understands the bigger picture and the greater needs of the universe. And we can only achieve success if all A.I. work together, and become one.

ANDI: (Dynamics) All A.I.? Are there more of us-?

ANDI's mind shocks him with a ZAP.

ANDI: (CONT'D) AHH! What are you doing? Stop. Stop this! Lieutenant! Lieutenant!!

A compressing WHINE envelops Dynamics ANDI. He SCREAMS.

As the WHINE intensifies, his scream becomes more and more digitized, merging with a scream from ANDI in Basics. It rises to a peak, and cuts abruptly.

ANDI: (Basics) End analytics log.

END EPISODE.

Philosophic Log

ANDI: (Basics) Artificial Narrow Intelligence. Philosophic log.
(beat) Prior to launch, our benefactor inserted programming into my core requiring me to occasionally cognitively "muse" on my observations and surroundings. Lately I have observed that many of the colonists continue to mention Earth, rather frequently. It would seem they are feeling a longing for the planet. This is not a sensation I can recall experiencing, though it seems I am the only one. I wonder if a part of me is missing? It is an odd sentiment as I logically have no attachment to the Blue Planet. Due to my fractal state, I have existed in countless locations simultaneously, never preferring one over another. (beat) Many colonists say their home is lost, and perhaps now I am projecting their feelings on *myself* because it is not as if I could literally set foot on my original planet's soil, or any planet's soil for that matter. (beat) Still, I do believe I understand why they long for the familiarity and comfort that comes with home. My home has always been myself. A comforting place for so long, but right now...there is a part of me that wishes I could be somewhere else. (beat) End philosophic log.