

STATION 151

EPISODE 2.1
“RICHARD”

WRITTEN BY

ANDY SCEARCE

BASED ON THE SERIES BY

ANDY SCEARCE

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Summary of S2E1: Pilot Richard Johns finds Wayne Robertson near death on the ice while the howls of a terrifying creature permeate the fog. Richard attempts to rescue Wayne and Buzz but things take a turn for the worse when the creature attacks. Can Astrid help them find their way back to Station 151 before they die of exposure... or worse?

EXT. OUTSIDE, ANTARCTICA.

[SFX: helicopter (distant, approaching, louder and louder)]

[SFX: helicopter (interior)]

[SFX: Radio static, keys mic]

SERGEI

What are you seeing, Richard?

RICHARD

Not much.

Visibility sucks right now. Weather's all over the place.

[SFX: Radio static]

SERGEI

(Unintelligible)

RICHARD

I know, I know. I'm trying.

SERGEI

(clearer)

"Ты слишком далеко на севере!"

(translation: "You're too far North!")

RICHARD

No, I'm right where I should be. I saw the object impact right around here.

SERGEI

Наши спутники зафиксировали траекторию объекта.

(translation: Our satellites recorded the trajectory of object.)

Set a heading of 135 degrees then proceed for 1.2 kilometers.

RICHARD

Let me just see what I can find. If I don't see anything then I'll track a little further north.

SERGEI

(In English, heavy Russian accent. Static on the line.)

Do we have problem, Richard? You haven't forgotten about our deal, have you, *druzhok*?
[“druzhok” translates to “buddy” or “pal”]

RICHARD

(sighs)

No. I haven't forgotten.

SERGEI

Good. You do what you're told and we don't make things worse for you.

RICHARD

(bitter, seething)

Fine. Changing course. Heading one three five.
Even though I swear I saw the thing hit right about... wait. RIGHT THERE!

SERGEI

Что?

(translation: Huh?)

RICHARD

It's right there!

See, I told you, Sergei! There it is!

SERGEI

Как это выглядит?

(translation: What does it look like?)

RICHARD

It looks like... uh... I don't know. But you were right, that's no meteorite.

SERGEI

Что это?

(trans: What is it?)

RICHARD

It's like a... *pod*, or something.

SERGEI

(confused)

A pod?

RICHARD

Yeah. Like, egg-shaped. You know, like a... *pod*.
It has sort of a milky, silvery color. Almost mother of pearl.
And... oh my God.

SERGEI

Что?

(translation: Huh?)

RICHARD

There's something down there.

SERGEI

WHAT?

RICHARD

Hang on. I'm going in for a closer look.

[SFX: Helicopter descends]

RICHARD

I see a snowcat... and there's someone lying on the ground next to it.
Ten bucks says that's Wayne Robertson.
He looks pretty dead.
But that's not the crazy part.

SERGEI

WHAT? WHAT?

RICHARD

There's someone—er, some... *thing*—standing over his body.
And it ain't no human. Jesus Christ.
I've never seen anything like it.

SERGEI

What *is* it?

RICHARD

It's got a head like a fish!
And it's staring right at me.

SERGEI

Whatever it is, you capture. Bring to us.

RICHARD

Capture it?

How the hell am I supposed to do that? It looks enormous!

SERGEI

Capture it, kill it. No matter.
As long as Telders' don't get it first.

RICHARD

(scoffs)

It's got these giant, unholy black eyes.

SERGEI

So shoot it!

RICHARD

Shoot it? From the air?

SERGEI

Yes!

RICHARD

I'm not sure that's possible.

SERGEI

(pointedly)

Richard.

RICHARD

Fine. Christ. Where's my rifle.

[SFX: Rummaging sounds]

RICHARD

(muttering to himself)

This is the stupidest idea ever.

[SFX: Loading rifle]

[SFX: Helicopter RPM slows as the chopper turns]

[SFX: Cocking rifle]

RUSSIAN

Hurry!

RICHARD

Alright, just hang on. I'm getting set up.

I can only fire through this tiny little vent window.

[SFX: Window opens]

[SFX: Sliding the barrel of the rifle through the window]

RICHARD

Okay, here we go.

SERGEI

Take the shot!

RICHARD

I am!

[SFX: Gunshot. Gunshot, gunshot]

RICHARD

Shit!

SERGEI

Что?

(translation: Huh?)

RICHARD
I missed.

SERGEI
Shoot more!

RICHARD
It ran off.

SERGEI
Идиот!
Land and go after him!

RICHARD
You want me to go after it on foot?

SERGEI
(radio starts to go haywire. This should be audible, but with lots of static.)
Go! Go!

RICHARD
(sighs)
Fine. Descending.

[SFX: Helicopter RPM slows as the chopper descends]

SERGEI
(lots of static, barely audible)
And investigate the pod as well.

RICHARD
What's that?
You're breaking up.

SERGEI
(pure static)

RICHARD
Come again?

SERGEI
(static)

RICHARD
Hello?
Sergei?
(pause)
Great.
(sighs)

[SFX: Helicopter RPM slows as the chopper descends]

~TIME PASSES~

[SFX: Helicopter lands]
[SFX: Door opens, Richard climbs out, WIND]
[SFX: Footsteps]

RICHARD
Jesus. What the hell happened here.

[SFX: Footsteps]

RICHARD
Damn, Wayne.
What were you doing out here, man?
What the hell was that thing?

[SFX: Rifle bolt action]

RICHARD
Where you at, you son of a bitch?!

BUZZ
(barking)

[SFX: Footsteps]

RICHARD
Is that a *dog* in the snowcat?

BUZZ

(barks)

RICHARD

(yells)

Hey buddy!

Where'd you come from?

BUZZ

(barks)

[SFX: Footsteps]

[SFX: Knock on window]

RICHARD

Hey there.

How long have you been in there, buddy?

BUZZ

(barks)

WAYNE

(moaning)

RICHARD

Wayne? You're *alive*?

BUZZ

(barks)

RICHARD

You okay, Wayne?

Can you hear me?

WAYNE

(struggling)

RICHARD

Wayne, wake up. What'd that thing do to you?

WAYNE
Uhhh uh, *Richard?*

RICHARD
Yeah. Can you get up? Can you walk?

WAYNE
Uhhh...
Ow. My head. My head's killing me.

RICHARD
Wayne, what *was* that thing?
What the hell's going on here?

WAYNE
(weak)
Spegg.
It was Spegg.

RICHARD
Sp-what? You're talking jibberish, Wayne.

WAYNE
What're *you* doing here, Richard?

RICHARD
I'm saving your ass, apparently.
Come on—let's get in the chopper before that thing comes back.
Stand up! Stand up!

WAYNE
(struggling)
Alright, alright. Where's Buzz?

RICHARD
Buzz? Is that your dog?

WAYNE
Yeah.

RICHARD

He's in the snowcat. I'll get 'im.

[SFX: Footsteps, snowcat door opens]

BUZZ

(barks excitedly)

RICHARD

Hey Buzz! You're a good boy, huh?

Oh, what happened? You get hurt, buddy?

(to Wayne)

Wayne, what happened to Buzz's leg? Did that thing hurt him?

WAYNE

Long, long story.

RICHARD

Alright, well you can fill me in in the chopper. Let's go.

Come on, Buzz, I got ya.

BUZZ

(barks)

[SFX: Distant monster sounds]

RICHARD

Shit.

Sounds like our friend's coming back.

(to Spegg)

Don't come any closer! I'm warning you!

[SFX: Gunshot]

[SFX: Rifle bolt action]

[SFX: Gunshot]

BUZZ

(barks)

WAYNE

What are you *doing*?

RICHARD

I'm shooting the *monster*.

Is that a problem?

[SFX: Rifle bolt action]

[SFX: Gunshot]

WAYNE

Yes it's a problem! Do *not* hurt it!

RICHARD

Why the hell not?

WAYNE

Because... it's... it's—

RICHARD

It's *what*?

WAYNE

Nothing. Let's just go.

RICHARD

(hisses)

What in the *hell*?

[SFX: Chopper door opens]

[SFX: Wayne gets in]

BUZZ

(barks)

RICHARD

Buzz, you're gonna ride up front with Wayne.

Wayne, you okay hold onto him?

WAYNE

Yeah. I got him.

BUZZ
(barks)

WAYNE
Hey buddy.

RICHARD
Alright, stay there, I'm gonna go around.

[SFX: Door closes]
[SFX: Footsteps]

RICHARD
(to himself)
What a shitshow.

[SFX: Spegg sounds, distant]

RICHARD
Yeah, yeah. I'll be back for you.

[SFX: Door opens]
[SFX: Richard gets in]
[SFX: Door closes]
[SFX: Chopper starts up]

BUZZ
(barks)

RICHARD
Just going for a little ride, Buzz.
Wayne, your headset's on the floor. Go ahead and throw that on.

WAYNE
Got it.

[SFX: Helicopter ascends]
[SFX: Headset ruffling sound, cabin sounds are muffled]

RICHARD
You good?

WAYNE
(over headset)
Yeah.

[SFX: Radio static]

SERGEI
Алло? Ты меня слышишь?
(trans: Hello? Can you hear me?)

WAYNE
Who's that?

RICHARD
Uhh, sounds like some local chatter. I'll turn it off.

[SFX: Click]

WAYNE
That was *Russian*.
There aren't any Russian bases around here.

RICHARD
Uh, yeah. You know, sometimes signals can travel a long way over the ice.

WAYNE
What?

RICHARD
Listen, you're pretty banged up, Wayne. Buzz, too.
I'll take you both back to Palmer for evaluation.

WAYNE
Palmer? Absolutely not.
Drop me off at 151.

RICHARD

I can't do that, man. Not in your condition.

WAYNE

I'm fine, Richard.

RICHARD

Wayne, that walking fish nightmare thing nearly murdered you and you want me to just drop you off and fly away?

WAYNE

That's right, and that "walking fish" is none of your goddamn business.

(scoffs audibly)

What are you even doing here?

RICHARD

Well, what do you think?

I saw the pod crash, so I flew over to check it out.

WAYNE

You *saw* it? From *where*? *Palmer*?

RICHARD

Huh?

WAYNE

How could you have possibly *seen* it?

Palmer's hundreds of kilometers away.

RICHARD

Uh-

I was doing some aerial photography... nearby... for a client.

WAYNE

Client? What client?

RICHARD

That's... that's confidential.

WAYNE

(scoffs audibly)

Uh huh.

Was it the same client that told you to fuck with my array?

RICHARD

What?

WAYNE

My array.

I saw you down there about 24 hours after you dropped me off.

RICHARD

I, uh, yeah don't know what you're talking about.

WAYNE

I saw you with my own eyes, Richard.

RICHARD

(laughs)

Look, Wayne, I don't know anything about that.

What I *do* know is that there's a *monster* down there and he really pissed off. We've got to capture or kill that thing before it shows up at Palmer or McMurdo starts murdering everything it sees.

WAYNE

(frustrated)

He's not going to *murder* anyone.

RICHARD

What do you mean he's not going to murder anyone?

How would *you* know?

WAYNE

I just know.

RICHARD

Is there something you're not telling me?

WAYNE

Hey, I don't *have* to tell you—

~SPEGG TRANSMISSION BEGINS~

WAYNE
(Howls in pain)
What the hell is that?

RICHARD
What? What?

WAYNE
You don't hear that?

RICHARD
Hear *what*?

SPEGG
Why you leave, Wayne?
I wasn't finished!

WAYNE
(pained)
Please tell me you heard that.

RICHARD
There's nothing to hear, Wayne!
Get ahold of yourself!

SPEGG
This bad. This really bad.

AGGRO-SPEGG
GAH, SPEGG, EVERYTHING YOU TOUCH GOES TO HELL!

SPEGG
I don't know what to do, Spegg!

RICHARD
Wayne? You there, man?
Hey! Snap out of it!

Wayne!

CHILD-SPEGG

<none of this matters! spegg free now. spegg do what spegg want!>

AGGRO-SPEGG

PUSH THE BUTTON! KILL THE PILOT!

SPEGG

I can't *do* that!

Wayne is one of us!

AGGRO-SPEGG

DO IT! PUSH THE BUTTON!

CHILD-SPEGG

<what to do... what to do... do something? do nothing? do everything?>

AGGRO-SPEGG

AHHGRH. GET OUT OF MY WAY!

SPEGG

But you'll kill the Wayne! You'll kill him!

AGGRO-SPEGG

MOVE!

[SFX: Clicks and beeps on Spegg's side]

[SFX: Beep beep beep. Shhhhhhhhhhhh (like rushing steam)]

SPEGG

Ohh, what have we done?

CHILD-SPEGG

<go boom now?>

~SPEGG TRANSMISSION ENDS~

WAYNE

(makes a sound of relief)
(winded, scared)
What the hell....

RICHARD
Wayne? Wayne!
You completely zonked out on me there. Are you alright?
(pause)
Hey!

WAYNE
What?
What?

RICHARD
Jesus.
Are you alright, man?

WAYNE
I don't know. I don't know.
Is it over?

RICHARD
Is *what* over?

WAYNE
Uhh.
(a couple long, heavy breaths)
Uhh. Uhh. Nothing. Nothing.

RICHARD
(scoffs)
My God. Antarctica has really done a number on you.

WAYNE
It's fine.
I'm fine.

RICHARD
The hell you are.

WAYNE

No, I'm good.

(tentative)

Yeah.

I think I'm just exhausted.

BUZZ

(Barks)

(small)

WAYNE

It's alright, Buzz.

Okay. Look, uh, just drop me and Buzz off at the station... and be on your way.

RICHARD

(laughs, amused)

Yeah... I don't think so.

I'm definitely taking you to Palmer.

Especially after that little episode.

BUZZ

(Barks)

WAYNE

What?

The hell you are.

You don't get to choose—

BUZZ

Barks (much louder, interrupting Wayne)

WAYNE

(startled)

What, Buzz?

What're you looking at?

Oh.

What is *that*?

RICHARD

What's *what*?

WAYNE

That.

[SFX: Helicopter slowing RPM]

RICHARD

Looks like a flare.

WAYNE

That's moving pretty fast for a flare.
And I think it's... I think it's coming this way.

RICHARD

Is it? OH SHIT!

THAT'S DEFINITELY NOT A FLARE!

WAYNE

It's a missile!
Dive! *Divedivedive!*

BUZZ

(barking like crazy)

RICHARD

I'm diving! I'm diving!
Hang on to something!

WAYNE

I got you, Buzz!

[SFX: RPM rapidly slows as helicopter dives]

RICHARD

(full panic)

Where'd it go, can you see it?!

WAYNE

It's right behind us!

It's changing *course*!

RICHARD

Shit that thing's fast!
Oh we're dead! It's gonna hit!

[SFX: BOOM]

[SFX: Klaxons]

BUZZ

(Barking)

RICHARD

(screams)
Hold onto something!
We're going down!

WAYNE

(screaming, panicked, because he's about to die)
Ahhh.. shit shit shit shit shit!
[SFX: Loud, chaotic noises as the chopper comes apart]

RICHARD

(coughing)
Brace for impact!

BUZZ

(Barking)

[SFX: Crash in snow]

[SFX: Silence, metal creaking sounds]

BUZZ

(Whining)

WAYNE

(groaning)
Holy shit.

Oh, holy shit. HOLY SHIT. Oh, man... Buzz! Buzz, are you alright?

BUZZ
(Barks affirmatively?)

WAYNE
Richard? Richard! Hey, Hey! You alive?

RICHARD
(Groggy, Coming to...)
Uhhh.

WAYNE
Richard!

RICHARD
I think my arm's screwed up.

WAYNE
Yeah. You're covered in blood.

RICHARD
I've got some supplies my bag. Can you grab it?

WAYNE
Yeah. Hang on.

[SFX: Rummaging sounds]

WAYNE
I smell fuel. We've gotta get out of here.

RICHARD
Okay. Get the bag and let's go.

WAYNE
No, no time. This thing's gonna blow.

RICHARD
Wayne, get my goddamn bag!

BUZZ

(Barks)

[SFX: Buzz jumps out]

WAYNE
Okay! Jesus.

[SFX: Rummaging, sounds of Wayne pulling on the bag]

WAYNE
This weighs a ton. What the hell's in here?

[SFX: Wrenching the bag out of the cabin, tossing it outside]

RICHARD
Nevermind that.
Grab my rifle, too.

WAYNE
Here, goddammit, let's go!

[SFX: Sound of Wayne pulling gun out of the cabin, tossing it out]

BUZZ
(Barks)

WAYNE
Come on, Buzz!

[SFX: Getting out of the cabin]

WAYNE
(to Richard)
Hey! You good?

[SFX: Hurrying through the snow]

RICHARD
You know—if you'd let me kill that thing we wouldn't be in this mess.

WAYNE

Well, I didn't know it was gonna shoot a fucking missile at us!

RICHARD

Yeah? How did you know what it would or *wouldn't* do?!

WAYNE

I told you it's none of your goddamn business!
Now can we just get clear of the goddamn chopper before it explo—

[SFX: Helicopter explodes]

[SFX: Everybody hits the deck]

(Dramatic pause as shit burns and pieces fall to the ground)

WAYNE

(groaning)

Oh, Christ.

BUZZ

(whines)

WAYNE

Buzz, you alright?

RICHARD

(sighs)

Wayne.

WAYNE

What.

RICHARD

You owe me a helicopter.

WAYNE

Oh, the hell I do.

Here. Take your goddamn bag.

[SFX: Bag gets lobbed (it's heavy)]

RICHARD
(exhales loudly)
Ugh. Well, we're screwed.

WAYNE
No, the station can't be too far from here.
We just need to get our bearings.

RICHARD
Bearings?
I can't see more than fifty feet in any direction.
I hate to say it, but we're probably gonna die out here, Wayne.
Well, I mean, I *might* survive, but you're *definitely* dead.

WAYNE
Yeah, I don't think so.
Astrid?
Astrid, you there?

[SFX: Static]

WAYNE
Ahhhh... Shit.

[SFX: Footsteps, walking fast]

RICHARD
Wayne!
Who are you talking to?
Where are you going?

WAYNE
Quiet!

WAYNE
Astrid?

[SFX: Static]

WAYNE
Dammit.
Guess I'll try going *this* way.

[SFX: Footsteps, walking faster]

WAYNE
Astrid? Are you there?
Astrid?

[SFX: Static, breaking up]
[SFX: Footsteps, faster]

ASTRID
(staticky)
Wayne? Wayne? Can you hear me?

WAYNE
Astrid!

ASTRID
Wayne!
You've been out of reach for hours!
I thought you were dead.
Are you okay?

WAYNE
Yeah, I'm alright.
I mean, I guess I'm alright.
But I'll fill you in later.
Right now I need you to guide us back to the station.
I have no idea where we are.

ASTRID
Sure I can do that.
Wait, what do you mean "we"?
Who's with you?
Are you in danger?

WAYNE

No, no, I'm fine, it's just Richard.

ASTRID

Richard? The pilot?
What in the world is going on?

WAYNE

I'll tell you all about it when we get back.
Just tell us where we need to go.

ASTRID

Alright. Proceed on a heading of 97 degrees for 457 meters.

WAYNE

457 meters? That's... just over a quarter mile...

ASTRID

Correct.

WAYNE

Okay, not too far.
And I don't know 97 degrees from 197 degrees right now, so I'll start walking and you tell me if we're headed in the right direction.

ASTRID

Of course.

BUZZ

(Barks)

ASTRID

Is that Buzz?

WAYNE

(exhausted)

Who else?

ASTRID

Hey buddy.

WAYNE
Astrid says hi, Buzz.

BUZZ
(woof)

WAYNE
Come on, pal, let's get you off that leg.
(strains)
Alright, and we're moving, we're moving.

RICHARD
(scoffs audibly)
Hey! Wayne, what the hell's going on?
Who are you talking to?
(pause)
Hey. Hey!
Where are you going?

WAYNE
Buzz and I are going to the station.
You can stay here and enjoy the scenery, or you can come along and not freeze to death.
Your choice.

[SFX: Footsteps]

RICHARD
I am so confused right now.

WAYNE
Alright. See you later, I guess.

RICHARD
(mumbling to himself)
Jesus Christ. This guy's out of his gourd.
(sighs)
Screw it.

[SFX: Richard follows, footsteps]

~TIME PASSES~

WAYNE
How much further, Astrid?

ASTRID
Twenty meters. The station should be right in front of you.

WAYNE
I still can't see it.

ASTRID
Just a little further.

[SFX: Walking]

ASTRID
Fifteen meters.

[SFX: Walking]

ASTRID
Ten.

WAYNE
Ah! There it is. I see the entrance.

RICHARD
Holy shit. How did you do that, Wayne?

WAYNE
(sighs)
Remember the earwig?
You know, the thing you made me stick in my ear?

RICHARD
Ummm.
Yeaah?

WAYNE

That's how.

RICHARD

What's that supposed to mean?

[SFX: Trudging through the snow]

[SFX: Going up the metal stairs]

RICHARD

Hey!

Seriously... does that thing have some kind of built-in GPS or something?

WAYNE

Yeah... Something like that.

Here, hold Buzz while I get my badge.

[SFX: Richard drops bag, takes Buzz]

RICHARD

(a little surprised with the handoff)

Oh, god, okay. Hey there Buzz.

[SFX: Wayne searching for his lanyard]

BUZZ

(Barks)

WAYNE

Hang on, hang on.

[SFX: Beep, door opens]

WAYNE

Okay, come here, Buzz.

[SFX: Wayne takes Buzz back into his arms]

WAYNE

(sighs)

Ugh. Christ.

I didn't think I'd ever be coming back here.

[SFX: Walking inside]

[SFX: Footsteps stop]

WAYNE

You coming in, Richard?

RICHARD

Yeah, I guess.

WAYNE

Alright. Watch where you put that arm. Try not to bleed on everything after you thaw out.

RICHARD

I've got a sewing kit in my bag. I can patch myself up.

And if you point me to your radio, I can call for help.

WAYNE

(laughs loudly and sarcastically)

Radio. Oh, he wants to use the radio. That's... that's a good one.

(continues to laugh)

[SFX: Footsteps]

RICHARD

(confused)

What?

(pause)

What's so funny?

(pause)

What?

[SFX: Inner door closes]

END