

STATION 151

EPISODE 2.3
“STASIS”

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BASED ON THE SERIES BY

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Summary of S2E3:

Following another near blackout, Wayne dodges Astrid's questions while he and Richard work to secure Buzz in the stasis chamber. Tensions mount as Wayne accuses Richard of sabotaging the array, forcing Richard to come clean about his true purpose at Station 151.

INT. STATION 151.
BEDROOM

WAYNE
(breathing hard)

ASTRID
(staticky)
Wayne! Wayne!

BUZZ
(barking)

ASTRID
Wayne, what just happened?
Are you okay?

BUZZ
(barking)

ASTRID
WAYNE?

WAYNE
(struggling)
Ughhhhhhh.

BUZZ
(Barks)

WAYNE
It's okay, Buzz.
I'm okay.
I'm alright, buddy.

ASTRID
Wayne?
What happened?

WAYNE
Ummm.
I, uh.
I dunno.

ASTRID
What do you mean?

WAYNE
Nothing. Nothing, I'm fine.

ASTRID
Wayne, I don't think you're fine.

WAYNE
I'm good.
I think I just passed out.

ASTRID
No you didn't.
Our connection would have been severed.

WAYNE
I don't know.
I picked up Buzz, got a little light-headed, and... fell down.

ASTRID
It wasn't just that.
It sounded like you were talking to someone.
Like you were talking to Spegg.

WAYNE
What?

ASTRID
Wayne. Please tell me what happened.

WAYNE
I don't know, okay!
Just forget it!

BUZZ
(Barks)

WAYNE
(still a bit stunned)
Oh hey buddy!
Are you okay?
I didn't drop you, did I?

BUZZ
(Bark bark)

WAYNE
Good.
(breathes deep)
Alright, let's get you to the stasis chamber.

ASTRID
Wayne. I don't think you should get up right now.
Something very strange is—

WAYNE
I'm fine.

[SFX: Pounding on the door]

RICHARD
(muffled)
Wayne?! Are you okay in there?
Wayne?! Hey! How do I open this door?

WAYNE
Aggggh.

RICHARD

Wayne, open up!

[SFX: Pounding on door, louder, like kicking]

RICHARD
Wayne! Wayne!

BUZZ
(Barking barking)

WAYNE
(sighs)
Hang on!

RICHARD
What the hell's going on in there?

WAYNE
(struggles to get up, groaning)

[SFX: Stumbling footsteps, badge swipe, door opens]

WAYNE
Stop pounding on the door.

RICHARD
Wayne, what happened?
I heard a crash.

WAYNE
I'm fine. I just tripped and I fell on my ass.

RICHARD
You sure?
That was pretty loud, man.

WAYNE
Yes. I'm sure.
Can everybody get off my back now?

RICHARD

Uhh...

Alright, I guess.

(pause)

Anyway, check it out, I got my arm all sewn up.

It's not pretty, but it'll do the trick.

WAYNE

Jesus.

It almost looks worse than the original wound.

RICHARD

Heh. Yeah.

Wish I could say this is the *first* time I've done this.

Hey, how's Buzz?

You want me to take a look at him, too?

WAYNE

God no.

RICHARD

No?

Don't tell me *you're* gonna sew him up?

WAYNE

No. Buzz is going in the stasis chamber.

RICHARD

(surprised)

The *what* now?

WAYNE

It's a long story.

RICHARD

Ohhhoho-no. We got *plenty* of time for long stories, Wayne.

WAYNE

Actually we're fresh out of time.

Now that you're all patched up, I'm going to have to ask you to politely to get the hell out of my station.

ASTRID
Wayne. Don't.

RICHARD
What?
Leave?
And go where?

WAYNE
Uhhh. Anywhere else?

RICHARD
I just saved your ass, Wayne.
And my helicopter was destroyed in the process.
You could at least show some gratitude.

WAYNE
I'm running a little short on that these days.
There's another snowcat in the garage behind the station.
I sabotaged the thing, but if you can fix it up, it's all yours.

RICHARD
You're serious.

WAYNE
(annoyed)
Yes, Richard.

RICHARD
(scoffs)
Even on four tanks of gas that 'cat won't get anywhere *close* to Palmer Station.

ASTRID
Wayne. Richard has nowhere to go.

WAYNE
He can go to Fossil Bluff.

RICHARD

Fossil Bluff? That old *British* station?

I'm not going out there!

Do you know how dangerous it is to drive over the open ice?

It's a 100-in-one shot I don't fall down a crevasse.

Not to mention the fact that there's a goddamn fish-monster roaming the ice.

Yeah, I'm not doing that.

WAYNE

Well, you can't stay here.

ASTRID

Wayne, just take a moment to breathe.

WAYNE

Quiet, Astrid!

ASTRID

Okay. Look, I'm gonna help you out.

WAYNE

What? What are you talking about?

ASTRID

Just relax.

WAYNE

Wait what are you doing?!

(suddenly a bit euphoric, kind of drowsy)

Ughhhh. What are you doing?

ASTRID

Just helping you release some endorphins.

WAYNE

What?!

Endorphhhh-

Oh...

Holy ffff.

(pause)

Oh wow.

ASTRID

Feeling better?

WAYNE

Oh. Yeah. I feel... (scoffs, then drunkenly) *pretty alright*.

RICHARD

(dumbfounded)

What in the *hell* is going on?

WAYNE

Wooh.

Hehehe.

Nothing.

It's all good, man.

RICHARD

What?

You're *insane*, you know that, Robertson?

WAYNE

Yeahhh.

(read as written)

Anyway, I gotta Buzz here to stasis.

You comin' Rich?

Richie Rich.

RICHARD

I have never been so confused in my life.

WAYNE

Let's do this.

Come on, Buzz!

(hefts Buzz)

Up you go!

BUZZ

(Barks)

~TIME PASSES~

[SFX: Footsteps, badge into Room 4]

RICHARD

Jesus. Do you have to badge into *every* room?

WAYNE

Yap.

RICHARD

What the hell for?

WAYNE

(read as written)

Whoo knows.

Here, hand me that book on the shelf.

RICHARD

This one?

WAYNE

No, the white one.

RICHARD

Got it.

[SFX: Book coming off shelf]

RICHARD

(a little disturbed)

Uhh... "Husky Care and Maintenance?"

What the hell is—

WAYNE

Come on come on.

[SFX: Wayne opens book, flips through pages]

BUZZ
(Barks)

WAYNE
It's okay, buddy. Just a second.

BUZZ
(Whines)

[SFX: Wayne flipping through pages]

WAYNE
Where's the instruct-

ASTRID
(interrupts)
Page 57.

WAYNE
Oh, thanks.

RICHARD
What?

WAYNE
Nothing.

RICHARD
Oh-*kay*.
So is this the thing? The stasis *whatever*?

[SFX: Knocks on stasis chamber]

WAYNE
Careful with that.

RICHARD
Seriously, what does it do?

WAYNE

I told you, it's Buzz's stasis chamber. He was grown in this thing. And it can heal him, too. So I'm going to put him back inside for a while and see what happens.

RICHARD

Riiiiight. What is it, for real though?

WAYNE

(stumbles)

It's it, what it is, for real.

RICHARD

(under his breath)

Oh-kay.

WAYNE

Alright, anyway. Page 57.

"Husky Emergency Maintenance."

RICHARD

(Callback to S1)

Jesus, they talk about him like he's a major appliance.

WAYNE

Step one: Approach the stasis control panel.

Okay.

Step Two. Enter code one eight five seven zero nine and press the green button labelled MAINT on the keypad.

[SFX beep beep beep beep beep beep... beep followed by hissing air]

RICHARD

(under his breath)

What the hell...

WAYNE

Step three: open the stasis chamber by disengaging the locking mechanism at the base of the chamber then yadda yadda yadda, I've done all this before....

[SFX sudden click, springy, sliding metal hatch]

Step four: insert your husky companion into the stasis chamber, securing him with the straps located at point A and point B, as illustrated in diagram 5.91.

WAYNE

Here, hold the book for a second while I get Buzz.

RICHARD

Sure.

Can do.

[SFX: Book sound]

WAYNE

Buzz, come here buddy. You alright? This machine is gonna make you whole again.

BUZZ

(Whines)

WAYNE

I know, I know. You've just gotta trust me, alright?
I'm just going to strap you in, so you're safe in there.

BUZZ

(Barks)

WAYNE

It's okay, it's ookay. You're so strong. Look at you.

[SFX: Sound of sliding Buzz into the chamber]

WAYNE

I'm just gonna buckle you in.

[SFX: Sound of pulling the two straps out, then fastening each one into sockets, like seat belts.]

WAYNE

That okay, Buzz? Not too tight?

BUZZ

(Pants)

(Barks affirmatively)

WAYNE

Good boy.

Okay, Richard, what's the next instruction?

RICHARD

Uhhh... oh, right: *step five: lower the hatch, then engage the locking mechanism by sliding the hatch to the right.*

[SFX sliding metal hatch, sudden springy click]

WAYNE

Done. Next?

RICHARD

Um...

Step six: Press the blue Start button.

[SFX: Beep, machine whirrs]

WAYNE

Pressed.

RICHARD

After that it says, after the maintenance cycle has begun, your husky companion animal will be sedated, and a full diagnostic will be performed to determine the extent of the injury. After the diagnostic cycle has completed, a repair will be performed on the animal and a subsequent alert sent to the resident AI for dissemination to the station operator.

(looks up)

What's all this? AI? Is that the thing you've been talking to? Your GPS or whatever?

WAYNE

Yeah. Maybe.

RICHARD

Come on man, you've gotta give me *something*.

WAYNE

Richard, I don't have to give you... *anything*.

RICHARD

What, we're back to asshole Wayne now?
What the hell did I ever do to you?

WAYNE

How about making me put in the earwig and then leaving me for dead on the ice?

RICHARD

Wayne, I tried to stop you from putting that thing in, or don't you remember?

WAYNE

Maybe so, but you sure as hell didn't try to help me afterward. And then you had the balls to come back the next day and start tampering with the array?

RICHARD

Again with this? Wayne—

WAYNE

Don't deny it! I know it was you down there!
What the hell were you *doing*?

RICHARD

(sighs)

Fine. Okay. You win, Wayne.

WAYNE

What? I win what?

RICHARD

You're right. It was me.

WAYNE

I *knew* it.

Why were you down there?

RICHARD

(sighs)

There's not much to it, actually. A while back I, uh... I planted a *bug* on the array.

WAYNE

A *bug*? What the fuck, man?

RICHARD

Yeah. And when you saw me down there, I was coming back to pick it up and switch it out with a new one. That's it.

WAYNE

That's it, huh?

How would you even know how to do that?

RICHARD

I know how to do a lot of shit, Wayne.

WAYNE

(scoffs)

Right.

Why would you want to bug my station anyway?
And don't tell me you were just *curious*.

RICHARD

You're right, it was bigger than that.

WAYNE

What do you mean *bigger*?

RICHARD

Look, there's some really crazy shit going on down here... and it's been going on for a long time.

WAYNE

What are you talking about? You hardly knew anything about this place before we met.

RICHARD

That's... not *entirely* true.

WAYNE

What.

RICHARD

(silence)

WAYNE

(impatient)

What?!

RICHARD

Alright, here it is. Do you want to sit down or something?

WAYNE

No! Jesus. Talk!

RICHARD

Okay, okay. Wayne, look, I didn't *just* learn about this place.
I've been on Telders' payroll for *years*.

WAYNE

Oh, Jesus Christ.

RICHARD

And... um... are you sure you don't want to sit down?

WAYNE

No! I don't want to *sit* down!
Just get on with it.

RICHARD

Alright, look. Wayne, this isn't the first time we've met.

WAYNE

Excuse me?

RICHARD

This is going to sound really weird, but just bear with me.
Wayne, I've been... I've been flying you to Station 151 for years.
I've picked you up in Marguerite Bay probably sixteen or seventeen times.
I fly you out here, have you put in the earwig, and leave you outside the station.
Then a couple of months later, my contact gives me a call and asks me to do it again.
No explanation.

WAYNE

(laughs)

Yeah.

We've *never* met before, Richard.

RICHARD

Yeeeah.

Every time you get in the helicopter you act like you don't know me.
You start talking about growing up by the Very Large Array, your recent engagement to Yumi,
the big paycheck at the end of your contract....

WAYNE

Oh, this is the biggest load of horseshit I've ever heard.

And I-

RICHARD

I'm dead serious.

WAYNE

Uh huh. When you picked me up you sure as hell *acted* like it was the first time we met.

RICHARD

I was explicitly told not to engage.
That you might not remember certain details of our previous meeting, etc. etc.

Had to sign a bunch of contracts and was threatened with legal action if I referenced any of our previous meetings. It was a lot. Pretty scary stuff, actually.
But they were, are, paying me well, so I went along with it.

WAYNE

(scoffs)

Richard, do you have a history of mental illness or substance abuse?

RICHARD

I am not imagining this, Wayne.

WAYNE

Sure, sure you're not.

So, you keep dropping me off, over and over again, getting paid, and that's *it*?

How the hell am I getting back to the mainland, then?

RICHARD

(scoffs)

Yeaah.

Well, that's the crazy part, Wayne.

I have no idea.

I was never asked to pick you up again.

Ever.

END