

**LOST IN SPACE**  
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**SERIES CONCEPT**

Does *Lost in Space* need to be reimagined?

Forty-three years ago, Irwin Allen created a television series that lingers fondly in the collective memory to this day.

Why?

Because *Lost in Space* was pure: it delivered on the promise of high adventure in other worlds and fulfilled the longing to be part of a profoundly functional nuclear family.

Our premise is simple: if we seek to avail ourselves of the name and brand of Irwin Allen's most enduring creation, then we have a duty - creatively and commercially - to honor what was great about his work...

...the story of a family facing danger out in the great unknown and coming out the other end stronger and closer.

*Lost in Space* does not need to be reimagined.

Modernized? Absolutely.

Brought in line with forty-three years of evolving narrative sophistication and visual evolution? Definitely.

In this *Lost in Space* the stakes are high and the consequences are real. The internal logic of the episodes plays into a greater continuity of story and character. The humor comes from the personalities of our cast and the depth of their interaction - not from absurd situations and goofy villains.

But it's still *Lost in Space*.

This show is inherently optimistic; though the Space Family Robinson finds itself in dire peril in every episode, the message is positive...down to the look of the show.

The design of the series will harken back to the beaming, jet-age, mid-century mod aesthetic of the show. From the re-design of the robot and the Jupiter 2 to the costumes worn by her crew, this *Lost in Space* will look like the best, most modern version of the essential, iconic pieces of Allen's original.

Rather than to reflect the current fashion of a junky, dark future that appears built of spare parts (*Galactica*, the original *Star Wars* trilogy, *Firefly*), everything in this version of *Lost in Space* will unabashedly reflect the core values of the source material...shiny, and full of promise.

It only makes sense, then, that our pilot story take its cues and basic structure from the original first episode of *Lost in Space* (down to the cliffhanger ending)...

...making just enough of a course-correction in plot, gender roles, science fictional elements, the emotional maturity of the characters and the promise of a greater mythology to make the series feel something of our time and not merely an exercise in nostalgia.

But make no mistake: this is an action-adventure show for family viewing.

The Robinsons are a functional modern family, marooned in outer space due to a catastrophe beyond their control...

...traveling from world to world to world, encountering aliens, robots, weird civilizations and unimaginable danger...

...and always emerging a stronger, better family.

They are *Lost in Space*.

**PILOT EPISODE**  
**Story Outline**

**TEASER**

Fifty years in the future...

...A NEWSCAST (in a splashy, Beijing Olympics style) sets up the state of the world. Environmental catastrophe, famine, energy wars, and pollution have besieged our planet. The cities are overpopulated. Crops have failed worldwide. The land is buffeted by ice storms and Category VI hurricanes.

The great hope of planet Earth is the Jupiter Mission: twenty ships bound for a brave new world. Twenty families about to risk it all by navigating through the Canopus Wormhole to colonize Argos - an Earth-like planet on the other side of the portal.

The newscast goes into a profile of the Jupiter 2 family.

The ship is commanded by MAUREEN ROBINSON (late 30's/early 40's): a military veteran and hero of countless rescue missions during the worst environmental crises to hit the planet.

Her husband, DOCTOR JOHN ROBINSON, a former rescue surgeon for the Red Cross, will tend to the medical needs of the family.

Maureen Robinson is beautiful and capable - Stormin' Norman as played by Kate Walsh - at once a caring mother and decisive leader...and her husband is every bit her action equal even though his role is that of the healer and conciliator. A man capable of both action and nurture, think of John Robinson as Indiana Jones by way of Kevin Costner in *Bull Durham*.

The Robinson family includes their adopted daughter JUDY (early twenties, black or ethnic): an agricultural specialist whose job will be to tend to the hydroponic farm that will keep the Robinsons fed during their trip.

There's also PENNY, a free-spirited teen with no apparent mission-critical skills...and WILL, tween robotics protege who designed the B9 series robot that accompanies every Jupiter ship.

As the broadcast continues...

## PULL OUT TO REVEAL

...it is being watched on a screen in the quarters of DOCTOR ZACHARY SMITH.

The place resembles John Forbes Nash's office in *A Beautiful Mind*: with animated blueprints of the Jupiter 2, pictures of the Robinsons, images of the robot...and schematics for a mysterious device clearly devised by a profoundly fragmented mind...

...as a near-manic Smith scrawls on a much-pored over notebook, his face buried in a bizarre BREATHING MASK (whose purpose will be explained later) a CHIME sounds from one of the control consoles on his work space.

Annoyed, Smith rips off the mask and responds to the call. Only his half of the conversation can be heard: Smith agrees that "I'll be there right away."

Smith steps away from his work and walks out the door to his quarters - and a WINDOW on the hallway shows that he is not in some dingy apartment somewhere...

...but in a space station in Earth's orbit! And just beyond, a STARDOCK, on which are berthed twenty identical saucer-shaped ships including...

### THE JUPITER 2

...all preparing for a launch.

On the BRIDGE - among the hustle and bustle of TECHNICIANS making last-minute adjustments - Commander Maureen Robinson goes through a checklist with MAJOR DON WEST: the Jupiter 2's pilot (imagine Dennis Quaid in *The Right Stuff* - a cocky, career flight officer without many interests other than flying as many missions as fast as possible - Don West lives to fly and flies to live).

The Robinsons and West will be placed in suspended animation for the 5 year trip to the wormhole, at which time they will all be reanimated and West will pilot the ship through the wormhole and through the remaining six-month journey to Argos.

West, who characterizes his job as "keeping the ship in one piece," respects - and maybe fears - Commander Robinson. She has no problem with that.

The conversation between West and the Commander is cut off by a SCREAM...

...coming from Penny - running AWAY from THE B9 ROBOT, who chases her down to the bridge at Will's command.

Maureen's switch in roles from hard-assed military commander to mother stopping her children's antic behavior amuses the heck out of the previously-cowed Don West...

...Penny is an ordinary (if sarcastic) girl in her early teens - who has more than a little crush on Don West. It's also clear that Penny is a little bored: she only has one skill, and it's not relevant to this part of the mission - it bothers her that she can't be more useful.

Will, however, is a prodigy wrestling childlike emotions with his superior intellect...

...but both of them have a hard time listening to their mother.

In short: the Commander has her hands full with her brood.

That's when John Robinson - flanked by Judy - steps into the Bridge. He is here to take his family down to the space station's hospital, where the mission's medical director and psychologist will give the family their launch clearance.

John Robinson's interaction with his wife and children paints him as the kind of father who inspires and embarrasses his children in equal measure: a born optimist with a sense of humor that brims with common sense and empathy.

As the Robinsons walk from the Jupiter 2 to the medical hub, Don West flirts with Judy, who has his number all over the place.

Judy does the math: West is a veteran of over twenty cryo deep space missions - even though he is in his early twenties, he is actually in his mid-forties. Even as West tries to put his charms on Judy, she makes it clear that she is not into "older men."

And that's when the door to the Medical hub opens to reveal the Jupiter Mission's medical director...Doctor Zachary Smith.

And off the revelation that a dangerously disturbed man is intimately involved with our heroes and their mission...

## **END OF TEASER**

## **ACT ONE**

Doctor Smith - composed and calm, his public demeanor a clear contrast to the madman seen in the teaser - gives the Robinsons clean bills of health and flight clearances to Argos...and talks to Will about their ongoing chess game.

There's no board in their game. It's all played in their minds, and both are equally brilliant: but Will has the upper hand. Smarting, Smith reminds Will that he was once the Grand master of the Oxford Chess Team, and he will recover from this setback.

Smith and Will see each other as peers in a way, but Smith is clearly miffed at being bested by a child.

Penny glares at Smith: remarking on the competition he has with Will. In her sharp-witted teenage way, Penny wonders aloud if Smith never truly fulfilled his potential and feels envious of the little genius...

...more than anything, it comes across that Penny Robinson is fiercely protective of her brother when it counts.

Smith counters that he and Will - as geniuses - have their own understanding, and that Will doesn't see their relationship as a rivalry...but a meeting of the minds.

John steps up: time to return to the Jupiter 2...and as Smith excuses himself to double check the ship's food supply...

**CUT TO**

## **THE JUPITER 2 AS THE LAUNCH COUNTDOWN BEGINS**

The Robinsons - now in silver cryo suits - enter the sleep chambers lining the bridge. Judy secures the farm: the hydroponic plants will be fully grown by the time they emerge from cryo.

Don West fires up the drives. The Robinsons say their goodbyes.

In a triumphant sequence, Major West - now in touch with the GORGEOUS FEMALE PILOT of the Jupiter 1 via vidlink - launches along with the other twenty ships.

And it's obvious from the easy, flirtatious banter between West and the Jupiter 1's pilot that these two have a bond: maybe it's a flyboy thing, maybe friends with benefits, maybe both...but they are friends first, and they have a bond.

Led by the Jupiter 1, the mission then makes a TRIUMPHANT FLYOVER in formation over the blue globe that is the Earth before engaging their drives and HURLING out into the great beyond.

And with that, Don West steps into his own cryo chamber... smiling at the already-sleeping Robinsons...

...and falls into a blissful sleep.

**DISSOLVE TO**

**THE CANOPUS WORMHOLE - FIVE YEARS LATER**

The twenty Jupiter ships arrive at the Canopus wormhole...and their systems come to life.

The Robinsons emerge from their sleep. John takes care of his brood: even as his wife wants to hurry out of her cryo chamber to give orders.

West is the first at his post behind the ship's yoke...and he notices something strange on the ships internal monitors: a LIFE SIGN in the lower decks. Judy peers in. Must be a malfunction: the sensor misreading the abundant growth in the farm.

The other Jupiter ships check in: running diagnostic scans in preparation for the jump into the wormhole.

As West tasks Will to track down the malfunction so that he can function of the diagnostics, Judy steps away from the bridge - she needs to go down to the farm to look in on her plants...

...while Doctor Smith EMERGES from one of the food storage units in the galley: his face covered by the breathing mask seen earlier...which is now clearly understood as part of a covert cryo chamber manufactured with the machinery previously seen in his quarters.

Smith sneaks out of the galley as Judy passes by...but as she takes in the glory and splendor of her farm - the fully grown plants that will feed the ship...

...she hears someone sneaking around outside the farm.

Following the noise, Judy finds Smith's cryo unit and calls for her father on the communications unit strapped to her wrist: something is wrong down here.

The gorgeous pilot from the Jupiter 1 appears on West's vidlink and announces to the fleet that the wormhole countdown is now beginning...

...now joined by her father, Judy follows Smith's trail to the robotics bay...where they catch a glimpse of him, loading a HIGH TECH MODULE into the robot's motherboard slot...

...but before the surprised John can say the name "Smith?" The robot springs on him and Judy - repeating the words "DESTROY THE ROBINSONS! DESTROY THE ROBINSONS!"

And as the now viciously deranged robot POUNCES on father and daughter...

## **END OF ACT ONE**

## **ACT TWO**

Smith manages to get away into the bowels of the ship as the robot wreaks havoc: chasing John and Judy into the farm...

...while up in the bridge, Will tries to shut the robot down remotely: his head careening with the possibility that his creation has been turned against his family.

Maureen breaks open the weapons stowage, taking a blaster and BARRELING down to the farm.



The robot sets the farm on fire - trapping John and Judy inside. Maureen barely shows up in time to save them as the robot heads for the bridge...

...just as Smith reaches the ship's Navigational Computer Core and locks himself in, using a terminal to take over the ship's computer.

Up on the bridge, Will realizes what Smith is doing: he is hacking all of the fleet from the Jupiter 2's Nav Core.

If the wormhole countdown continues, all the Jupiter ships will enter in separate directions -

- everyone will come out the other end lost, millions of miles apart!

West calls for the pilot of the Jupiter 1 to abort the wormhole countdown: but Smith cuts off all communications...and broadcasts his own message tho the fleet:

"This is Jupiter 2, all systems are go."

Will works from one of the bridge terminals to take control of the ship back from Smith...but the robot enters the bridge and opens a RAIN OF HAVOC...

...and it's a hard, scary fight.

The Robot is a swiss army knife of weapons and tools. The bridge becomes a grand guignol of exploding consoles and equipment...and the attack clearly weighs on the renegade 'droid's young designer, who watches as his creation unleashes hell on his family.

Judy and Maureen STORM IN: Judy hustles the children out while Maureen takes her best shot with the blaster - but the robot is a formidable opponent and disarms her, even as West joins her in the desperate struggle.

Meanwhile, John works his way into the Navigational Core - finally prying the door open, he launches into Smith, trying to sedate him with a hypospray...

...but Smith fights like a badger: fast and dirty, and is a much more formidable opponent than anyone could imagine...their conflict is vicious...

...while behind the struggling men, a screen shows the wormhole countdown...getting closer and closer to zero!

Showing herself to be every bit the badass soldier, Maureen LAUNCHES herself at the robot and ju-jitsus its power source from its body before being THROWN OFF AND KNOCKED OUT...

...and that's also when John Robinson PUNCHES Smith across the jaw and takes him down...

...just as the wormhole countdown hits zero with Smith's reprogramming in place!

The Jupiter ships SCATTER, flying into the wormhole in odd zig-zag patterns. Some CRASH into one another.

And as the helpless, sabotaged Jupiter vessels spiral uncontrollably into the vortex:

**CUT TO**

#### **AN UNKNOWN REGION ON THE OTHER SIDE OF THE WORMHOLE**

The Jupiter 2 STREAKS out of the wormhole: along with the CRASHED hull of another Jupiter ship - heading right for them!

West heroically takes the yoke - and pushes the ship into a perilous dive. They narrowly miss the flying debris: and that's when West spots the legend on the side of the ship...

#### **JUPITER 1**

...a dread quiet overtakes the bridge of the Jupiter 2.

Don West sucks air. His friend...comrade and sometimes lover was on that ship.

And as the Robinsons watch the wretched remains of one of their own drift off into oblivion.

Judy calls for her father to tend to the still-unconscious Maureen, and then she orders Will and Penny to put out the still smoldering consoles...

## TIME CUT TO SICKBAY

Smith lies sedated and bound to a bed while John tends to his wife. Maureen comes to and sees Smith: what the hell is he doing here? Why did he do this?

Maureen wants to interrogate Smith immediately.

John tells his wife that there's something else - something far more important that they have to do right away. "What could be more important than finding out why we were set up to die?" she asks.

John retorts that she may be the Commander, but he's the head of the family. They can interrogate Smith when he wakes up...

...so John and Maureen rush into the bridge to embrace Will and Penny: comforting their children and making sure they are OK in the aftermath of everything that has happened.

West steps up to John and Maureen...and pulls them away from the children to give the dire news: even when they restore command and control and repair the damage to their systems...

...the chances of finding their way back to Earth when they have no bearings and have no markers with which to ascertain their position in the galaxy...

"Are 3,720 trillion to one," Will reports, having overheard.

Maureen turns to her children and lets them know in no uncertain terms that she will make sure they find their way back: however long it takes, she will bring her family home alive.

That's when Judy calls from the galley - John and Maureen need to go down there immediately.

Moments later, John and Maureen stare at the remains of the farm. Their main food supply has burned up. And it gets worse...

...Smith's stowaway pod and its attendant mechanisms took the place of their emergency food supply.

It's simple: because of Smith's treachery, they have no food on board.

If they cannot find a habitable planet, they will starve.

## **END OF ACT TWO**

## **ACT THREE**

On the bridge, Will uses the ship's scanners to survey the surrounding space for an Earth-like planet. West repairs the damage done by the robot.

Penny feels useless: her one skill has not yet come to play in the mission...and Will is more than capable of handling the long-range scans himself.

West bolsters Penny's confidence by giving her a piece of repair to perform...and Penny's crush on West only grows in magnitude as a result.

West then turns to Will - who has set the scanners on auto and has turned to repair the robot - and tells him not to bother: that hunk of junk is never coming online again.

Will lashes back: he designed the robot, no one is going to junk it. His emotions getting the best of him, Will races away from the bridge.

Moment later, West joins Judy, John, and Maureen as they interrogate the now-awake Smith...but Smith surprises everyone when he appears to believe that they are still in the space station, and asks why he is strapped to the bed.

Maureen snaps. How can he have amnesia?

Smith insists: he has no memory of stowing away or sabotage.

West calls bullshit: Smith stowed away and put himself in cryo for the length of time it took to reach the wormhole, he had technology that allowed him to perform a complicated hack on both the robot and the navigation for the entire fleet: this was a carefully coordinated strike - not the work of a man having a mental episode.

West pulls Smith from his moorings and lays down a hard line: who does he work for? Why did he do it?

"Do what?" Smith demands, clearly afraid of West, "I have no idea what you are talking about - I swear to you."

Smith looks at the Robinsons. Where are they? What is going on? West threatens to fire Smith out of the torpedo tube. Maureen tells the Major to stand down...and as John tears Smith from West's grasp...

Outside sickbay, Maureen lets West know in no uncertain terms that no one is putting anyone in a torpedo tube.

John agrees: Smith has to be studied - they have the technology to prove medically if he truly has amnesia and to get to the bottom of his actions. If Smith's secrets die with him, they will not only never know why he did this, they will also remain in the dark as to other acts of sabotage he may have committed.

West insists: not only is Smith a mass murderer, not only did he destroy the Jupiter 1 (killing his friend)...but if they keep him on board, the Space Family Robinson starves.

Maureen lays down the hardline: they undertook this mission to save the Earth...she is not about to begin the journey with a cold-blooded murder.

And with that, West storms away. John and Maureen are left alone in the hallway: the reason why they are a great marriage from the scene - they decide on a course of action, agree and act accordingly.

John thanks Maureen for backing him up. Maureen nods, then adds:

"If he so much as touches our children, I'm putting him in the torpedo tube myself."

Processing her emotions, Maureen walks the hallway of her wounded ship and finds his Will in the robotics lab. Upset.

Maureen finally gets it from her son that he feels guilty that Smith was able to hack the robot and use him as a distraction to destroy the Jupiter project. If he had done a better job designing the robot, this might not have happened.

Maureen comforts her son: he did his best and she expects him to keep doing it, starting with putting the robot back online.

Their lives depend on having all of their equipment in tip-top shape. She expects him to be a good soldier and do his duty.

Judy enters sickbay to see her father, running an MRI-like scan on Smith...who lies sedated on a bed. Judy tells her father that she is working on salvaging the farm...but the unspoken truth is that short of finding an M-class planet within a few day's travel, the Robinsons are doomed.

John shoots his daughter a smile - he's sure they'll figure something out: worst case scenario, everyone goes into cryo and they just point the ship in the general direction of Earth.

"Must you always be such an optimist?" she asks, not un-snidely.

"'fraid so" her father replies...and when she asks him why, he counters with "because the alternative is way too depressing."

But even John Robinson's good cheer dies down when his scans reveal something startling inside Smith's brain...

...something that he cannot identify. A pod of some kind.

Made of a material that none of the scanners in sickbay recognize...the clues soon come together - whatever is inside of Smith...

...this implant is the thing that may have caused his insanity and his attack on our ship...

...and it's of Alien origin.

### **END OF ACT THREE**

### **ACT FOUR**

Penny and Will have been confined to quarters while the adults discuss the ramifications of John's discovery.

John postulates that if he can study the implant inside Smith's head maybe he can find a way to contact the aliens who did this through the implant, find a way back, negotiate, discover the reason why this was done.

West shakes his head: is John crazy? Let's say for a moment that Zachary Smith was actually abducted by aliens who placed mind

control technology in his brain and compelled him to destroy the Jupiter mission...even if there was even the remotest possibility of them figuring out the alien mind control technology...contact the beings who tried to murder them and then marooned them in outer space?

West turns to Maureen: that torpedo tube is looking better and better by the minute.

The argument rages...as Will and Penny eavesdrop using the ship's surveillance system.

Sneaking into sickbay with the robot for protection, Will confronts Smith - now locked in a makeshift cell. Smith sees Will, smiles and suggests a chess move.

Will nods, and resigns the game, telling Smith he has won.

Smith shakes his head. Will is ignoring an obvious counter, why?

Will tells Smith that is exactly what he wants to know. Why.

Why did Smith do such a horrible thing? It's a child's plea for understanding, and a moment in which Will's genius cannot supersede his inability to grasp the motivations of an evil force.

Smith listens to Will - and somewhere, as Will mentions aliens and an alien implant, Smith's eyes turn - and the same glint in his eye seen in his quarters takes over...

...and as Will speaks, Smith experiences a lightning-fast series of FLASHBACKS told in QUICK and DISTURBING cuts: some of them to traditional UFO abduction imagery - bright lights in the sky...

- a distinctive, spider-like ship floating overhead -
- a young boy LEVITATED into a beam of blinding brilliance -
- strange alien medical equipment...

...the impression is clear - when he was Will's age, Smith was abducted by Aliens: aliens who control him and have used him to do their bidding for decades.

Smith then turns to Will - seemingly possessed - and recites a string of letters and numbers...

#### **TIME CUT TO THE BRIDGE**

...afraid to tell his parents that the discovery came from Smith, Will presents the results of his investigation into Smith's string of numbers and letters as the result of his own scans of this unknown region of space:

They are the directions to a planet capable of sustaining human life, less than a day's travel away.

Maureen turns to West. Orders him to set course for the planet...and West goes through the checklist of things that are wrong with the ship: is she sure she wants him to engage the drives?

Maureen turns to West: his job is to get them there in one piece, now is the time for him to do his job. They can fix the ship when they know the danger of starvation has passed.

The Robisons rig the Jupiter 2 for atmospheric travel...

...the ship SCREAMS through space...finally approaching the planet...

...the Robinsons buckle into their seats...West engages the drives and pilots the ship into the planet's atmosphere...

...all the while Smith figures a way out of his makeshift cell...and as the Jupiter 2 lands in a verdant new world...

...Doctor Smith ESCAPES his confinement...

#### **END OF ACT FOUR**

#### **ACT FIVE**

Penny and Will want to leap off the ship and go searching for food. Maureen holds them off - they have to go through procedure to make sure the planet is safe.

Maureen delegates the landing checklist to her children and crew: all of them have a set of duties they must perform to



insure that the planet is livable, the air breathable and their presence here safe before they step out...

...as Will and the robot go to their work, Will finds Smith disabling the surveillance monitors on one of the airlocks.

Smith pleads with Will not to alert anyone - and Smith's streak as a master manipulator comes to play.

Smith tells Will that he gave him the location of the planet, which proves his intentions are pure...he also knows where to find food, and he needs to bring the family something in order to redeem himself, otherwise, Will's parents will kill him.

Smith looks at Will - they are both geniuses: misunderstood and alone, they have to stick together to solve problems that ordinary people can't fathom.

Will listens patiently: he heard the discussions, he knows his mother wants to jettison Smith, and he does feel a kinship with the man...he will let Smith leave without alerting his parents...but not without insisting that Smith take him along to the source of the food.

Smith agrees. Will follows Smith out of the ship...and as he looks back to the Jupiter 2, Will looks at the watch/communications unit on his wrist...

...Will has not just been taken in by Smith - he plans on figuring out Smith's intentions and alerting his parents if things go wrong.

#### **TIME CUT TO**

The bridge - as Judy, West and Penny report in...but Will is nowhere to be found...

Meanwhile, Smith and Will reach a ridge...Will asks Smith where they are going, and Smith gets that look in his eye...he tells Will that:

"They are here, they don't want us to know it, they want me to forget, but I remember everything they told me..."

Smith closes his eyes...and his FLASHBACKS return: still quick and disturbing, but a little clearer...a little easier to see

the spider-like alien ship, and the dark, foreboding creatures probing his captive body.

Will looks at the increasingly maniacal Smith and reaches for the distress beacon on the communications unit on his wrist...

...which LIGHTS UP on the main console of the Jupiter 2.

Maureen snaps to. She breaks open the weapons stowage, orders her husband and daughter to The Chariot (the rover seen in the original series)...and tells Penny that it's time for her to use her skill.

Penny is delighted: finally, she gets to be useful!

West turns to the departing Robinsons - no way he's staying behind.

Judy looks at West with a smile - his job is to keep the ship in one piece, right? So he'd better stay with the ship.

**CUT TO**

## **THE CHARIOT**

Penny drives, following Will's signal. Now we know what her skill is: driving fast. She's a born hot-rodder...and soon, the Robinsons find Will and Smith.

John DIVES out of the Chariot and takes Smith down. Maureen grabs her son...Smith rants and raves - "they're here! they're here!"

And that's when we finally hear the one classic *Lost in Space* line we have been all waiting for:

"Danger, Will Robinson! Danger!"

Everyone looks up over the ridge to see...

...an ARMADA OF SPIDER-LIKE ALIEN SHIPS.

Dark, evil, smoke-spewing machines of war - surrounded by thousands of alien soldiers, servicing the ships...all of them identical to the ships seen in Smith's flashbacks!

Smith looks up: "it's them! I knew it! I knew it!"

And as the Space Family Robinson exchange glances...

...knowing that their perilous odyssey just got a lot more dangerous:

**TO BE CONTINUED**

**END OF EPISODE**