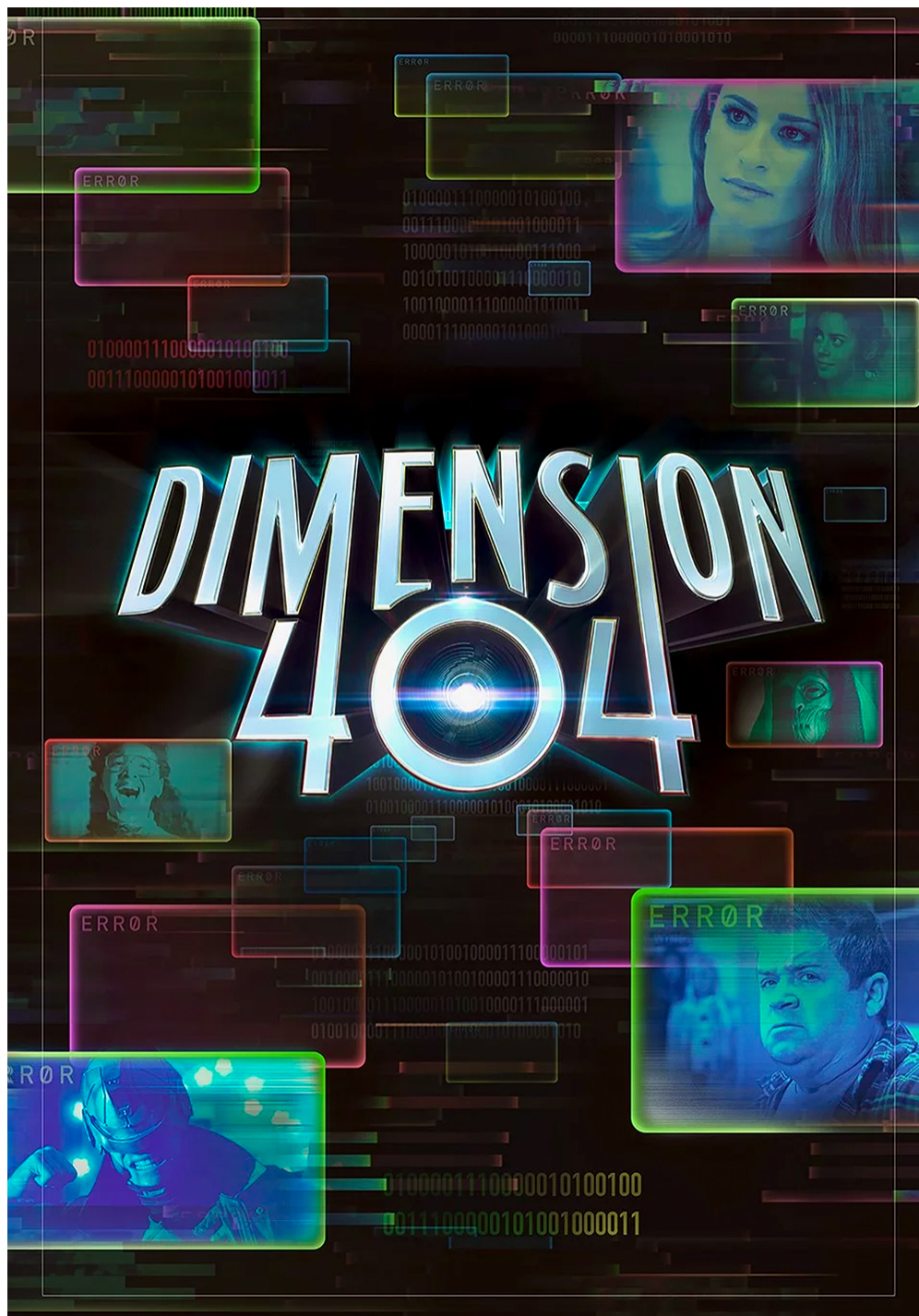


Dimension 404 Episode Guide

Episodes 001-006

Last episode aired Tuesday April 25, 2017





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Season One

Matchmaker

Season 1

Episode Number: 1

Season Episode: 1

Originally aired: Tuesday April 4, 2017
Story: Will Campos, Dez Dolly, Daniel Johnson, David Welch
Teleplay: Will Campos, Dez Dolly, Jake Andrews
Director: Stephen Cedars, Benji Kleiman
Show Stars: Mark Hamill (Narrator)
Guest Stars: Robert Buckley (Adam), Lea Michele (Amanda), Matt Jones (Greg), Joel McHale (Matt Maker), Karissa Lee Staples (Becky), Joe Fidler (Muscle Goon), Catherine Garcia (Cate), Mario Garcia (Mario), Dustin Garnett (Revolting Clone)

Summary: A music blogger, Adam, takes a chance and signs up for a dating app. He soon meets a woman who he's perfect for. But when she rejects him, Adam discovers the truth behind the app.



Adam goes to a coffee shop to meet his blind date, Becky. She questions him about his personal life, and Adam finally says he hates blind dates, too. Becky asks him rote questions and they both agree that it isn't going very well. She tells Adam that he can go, and he goes back to his apartment and laments his loneliness to his roommate Greg. Adam says that his soulmate doesn't exist, and Greg assures him that she's out there somewhere. He tells Adam to try online dating, and immediately identifies that there are 413 eligible women within two miles of the apartment. Greg explains that he made

a profile on a new dating app, Make-A-Match, and he made a profile for Adam. He points out that Adam has nothing to lose, Greg shows Adam an ad for Make-A-Match. CEO Dr. Matthew Maker says that they figure there's someone out there for everyone. Adam enters his information and a 100% match—Amanda—comes up a few seconds later. She links Adam and Greg tells Adam to ask her out.

Adam is ready to back out, but Greg insists and Adam agrees because he's desperately lonely.

That night, Adam goes to a bar and spots Amanda there. They greet each other and she explains that she's already ordered his favorite beer, and it's hers as well. Adam notices that Amanda now has a red streak in her hair, just like he likes in his perfect match. Amanda says that it goes with her bird tattoo and shows it to Adam. Soon they're laughing and talking, and Amanda shares all of Adam's interests. They were even at the same concert together when they were younger, and Adam's favorite song comes on. Amanda admits that it's her favorite song and she put it on the jukebox five minutes ago, and they kiss.

Two Months Later — Adam tells Greg that Amanda is the one and he's going to get her a ring. Greg has him sit down and advises Adam to cool his jet.

Adam insists that they're 100% compatible, but Greg worries that he'll get hurt.

That night, Adam meets Amanda at her apartment and tells her that he loves her. She asks if Adam is sure that she's his soulmate, and then says that she doesn't have time for anything serious even though they've spent every night together for the last two months. Amanda tells him

to go and a surprised Adam tries to put a good face on it. She abruptly tells him goodbye, but Adam says that he can't just walk away. He figures that she's scared and admits that he is, but says that they're made for her. Amanda unfriends him and two goons come in, put a hood over Adam's head, and drag him away.

As the goons take Adam down to the alleyway where a van is waiting, he kicks loose and runs back to his apartment. He tells Greg what happened, including the fact that Amanda dumped him, and Greg hugs him. Adam says that he loves her, and Greg shoots him in the neck with a tranquilizer. He then reports in that the package is secure.

Later, Adam wakes up in a white room and cuffed to a chair, and discovers that Becky is sitting across from him. She asks if he's ready to begin, and asks how he rates his performance in the relationship. Becky tells him that she's conducting an exit interviews and is surprised that he wasn't debriefed, and Adam has no idea what she's talking about. Exasperated, Becky plays a video of Maker thanking biogenetic companions like Adam for making what they do possible. Maker explains that Adam and the other companions were made in a lab with handcrafted memories to meet the exact specifications of their partner. If things don't work out, companions are brought to the Returns Department. The Sentient Lifeform Protection Act forbids them from terminating companions against their will, so they're free to live out their days in servitude with the company. Alternately, they can volunteer for their biomatter recycling program.

Becky takes Adam out and relates all of his memories. She takes him to his "group," which are more companions that look just like him. One geek Adam shows him the other Adams: Drummer Adam, Muscle Boy Adam, Hipster Adam. They all dated Amanda, and they all moan when Adam says that he told Amanda that he loved her. Adam tells the other Adams how Amanda is doing, and realizes that he'll never see her again.

The next day, Adam wakes up to an alarm and puts on his custodial uniform. He gets his ration of food and goes about his duties. In his spare time he sketches the bird tattoo over and over on the wall of his bunk. Adam cleans the synthesis chamber and finally realizes that they're making a Mk. 6 Adam and it's almost complete.

One day Adam "accidentally" bumps into Becky in the hallway and assures her it won't happen again. He says "Absitively" and secretly steals her security badge and takes Geek Adam with him to stand lookout while he breaks into the computer room. Adam brings up the information on the Mk. 6 Adam and discovers that Make-A-Match is making him a lawyer. The file also says that Amanda wants someone less clingy and more confident, and Adam realizes that she doesn't want anything that they programmed him with.

Later, Geek Adam and Muscle Adam are in their dorm room and hear Adam moaning in pain. Geek Adam explains that they're rolling out the new Adam that day.

Becky interviews the new Adam, who confidently says that he's a lawyer.

The Adams call to Adam, but he just lies beneath his blanket and moans.

The "new" Adam perfectly matches what Amanda requested, and Becky tells him that it's over and he can go.

Muscle Adam checks on Adam and discovers that it's the almost-completed Mk 6. They both scream in horror.

As Adam gets up to go, he says "Absitively" and Becky asks him what his model is. Adam instinctively says it when he shouldn't have any memory of it, and Becky calls a Code Sapphire. Greg grabs Adam and tranqs him.

Later, Dr. Maker wakes Adam up and says that he's proud of him for trying to escape and be with Amanda. Adam points out that Maker gets to go home to someone he loves, and Maker says that his love died and that's when he realized how horrible life is without true love. He figures that there should be someone out there for everyone, but there isn't. Maker asks if Adam wants to live in a cage or fulfill his purpose by being part of the new Adam and see Amanda smile through his eyes. Adam realizes that Maker is asking him to undergo biomass recycling, Maker leaves Adam to his choice.

Adam goes to the biomass recycling chamber and Greg comes in behind him. He asks if Adam is going to kill himself, and suggests that they have one final toast. They drink beer and Greg offers a toast to the best fake roommate he ever had. He explains that the new Adam only drinks Scotch, and Adam admits that he can't forget Amanda because he was made for her. He wonders what he is without her, and realizes that he has to kill himself. Greg tranqs Adam, takes a drink and wonders what he's doing.

Later, Greg takes Adam to the computer room and slaps him awake. He then shows him a video of Amanda saying that she was together with her last boyfriend for four years, and then he cheated on her and left. She admits that she was a mess and she can't let it happen again, and she's really lonely. Becky says that they'll make her perfect companion for her, and has her describe the qualities that she wants. When Amanda tells Becky that she wants someone honest, loyal, and kind, Greg shuts off the video and tells Adam that he's honest, loyal, and kind without Amanda and it's got to be worth something.

Later in the mess room, Adam sits with the other Adams. The loudspeaker plays their favorite song, and Adam says that Amanda didn't take it from him. He tells them that the song still means something to him, and he doesn't care if it's a lie or not. Adam says that they're beautiful on their own, and wonder what they're doing there. He tells them that they can't let one relationship define their lives, and the guard orders him to resume his gruel eating. Undeterred, Adam says that they are who they are ... and the guard tasers him unconscious. Geek Adam knocks the guard out and leads the other clones in building the place down.

Maker is watching on the CCTVs and calls a containment unit in. Adam wakes up and joins his fellow clones, and they square off against the guards. Maker tells them over the loudspeaker to lower their spoons and surrender, but Adam and the other clones charge forward. Their creator gives the order to exterminate on sight, screaming hysterically. The clones finally triumph and run out, rampaging through the complex. They finally find Maker and drag him out. Meanwhile, Becky hides and calls to get a new job.

The clones put Maker in the biomass recycling chamber and he angrily tells a watching Adam that Amanda never loved him and never will. Adam waves goodbye and Maker disintegrates as the clones cheer.

Two Months Later — Adam wakes up in his apartment and goes to the record shop. Amanda is there and reaches for the same album, and he says that he's in a band now. Adam asks how she is, and Amanda says that she's taking it slow. She suggests that they get together sometime, and Adam agrees. He gives her the album and they hug, and then Adam walks off smiling.

Cinethrax

Season 1
Episode Number: 2
Season Episode: 2

Originally aired: Tuesday April 4, 2017
Story: Will Campos, Dez Dolly, Daniel Johnson, David Welch
Teleplay: Daniel Johnson, Will Campos, Dez Dolly
Director: Dez Dolly
Show Stars: Mark Hamill (Narrator)
Guest Stars: Sarah Hyland (Chloe Harlan), Daniel Zovatto (Zach), Patton Oswalt (Dusty Harlan), Casimere Jollette (Brie), Ashley Burch (Shannon), Tom Plumley (Concession Stand Teen), Sean Przano (Cosplay Nerd), Joey Scoma (Arnie), C C Weske (Alexis)
Summary: Movie purist Dusty Harlan takes his niece Chloe to a new movie filmed in 3D-like "Cinethrax." However, Dusty insists on wearing his own glasses that convert the 3D to 2D, and discovers a horrible secret behind the movie.



Dusty Harlan is driving and halts at a stoplight. He eats a burger and two girls take a video of him and laugh. Dusty finally asks them to delete it but they walk off, still laughing. His niece Chloe gets in and confirms that Dusty still doesn't have a job. She hangs up on her father and hugs Dusty, and tells him to start driving. He puts on retro music until Chloe convinces him to put something else on. Dusty lets her choose the movie for their movie night, and Chloe suggests some-

thing less retro.

Uncle and niece go to a theater showing a movie Chosen, in Cinethrax. Dusty is less than thrilled that they're going to a teenybopper movie, but reluctantly goes in with Chloe. As they wait in line, Chloe says that the theater got the new Cinethrax format and starts texting. They pay \$57 and get their special glasses, and Dusty complains about the high-tech ambience. He tosses his glasses away and reveals the glasses that he brought. Dusty explains that they're "shifters", which flatten 3D into 2D, and gives her a pair. Chloe refuses to wear them and Dusty admits that they'll make her look weird, but she shouldn't let people shame her into normalcy. She reluctantly agrees and goes to get the seats while Dusty gets food. Two girls watch him and snicker.

Dusty finally goes into the theater and sees Chloe talking to a boy, Zach. He offers Chloe gum, and Dusty interrupts them. Zach quickly goes up to the projection booth where he works, and Dusty suggests that they move. Chloe prefers where she is because it has more space, just as the two girls, Brie and Alexis, sit down with Chloe and she introduces them to Dusty. Dusty asks what is going on, and Chloe tells him that she just wants to hang out with the cool girls and they know Zach. She suggests that Dusty sit alone, but he agrees to sit behind Chloe next to a cosplayer and she reluctantly agrees.

Zach goes up front and introduces the movie, and Chloe tells Brie that he gave her some gum. Meanwhile, Zach asks everyone to turn off their phones, put on their Cinethrax glasses, and open their minds. Brie comments about the retro shades Chloe has, and Chloe quickly puts on the Cinethrax glasses. Everyone else but Dusty puts on the Cinethrax glasses as well. The movie

begins and everyone but Dusty reaches for the apparently 3D images. Dusty puts on his shifters and figures that it's going to suck.

As the movie continues, Dusty notices something moving in the background. Alexis's phone rings and Dusty clears his throat to get her attention. She ignores him and Dusty tells her that there's no distracting, and Brie argues with him. Chloe reluctantly sides with Dusty and Alexis turns her phone off. Zach walks through the theater, and Dusty notices the screen moving and asks to borrow the cosplayer's glasses. When he refuses, Dusty asks Chloe to put on the shifters and tell him what she sees. She refuses and Brie tells him to shut up, and Chloe tells him not to ruin it for her.

Dusty sits back and watches in horror as a giant tentacle emerges from the screen and slithers through the audience. No one else sees it, and the tentacle slithers toward Dusty's feet. He quickly pulls his feet up and drops his shifters, and the tentacle disappears. Dusty reaches down and picks up the shifters, puts them back on, and still doesn't see the tentacle. When he looks up, the tentacle is right in front of him and grabs him by the face. It yanks off the shifters and retreats, and Dusty screams.

Everyone in the audience jumps and Chloe tells Dusty to calm down. Zach comes over and asks if there's a problem, and takes Dusty to the lobby to discuss it. Chloe reluctantly goes after him, and Zach and the usher Arnie claim that it's just Cinethrax. Zach says that he's the manager and points out that no one else had a problem with the projection. Chloe suggests that it was the shifters, and Zach asks him if he was wearing unauthorized eyewear. Dusty admits that the tentacle disappeared when he took the shifters off, and finally says that they'll get a refund. Chloe refuses to go with him, and admits that Dusty has been embarrassing her all night and doesn't even care. She figures that he put on the whole stunt, and says that she wants to fit in. Chloe goes back into the theater and Zach offers to put Dusty in a room where he can stay until he calms down. Dusty agrees and they lead him off.

Zach and Arnie take Dusty to the projection room, where a strange alien device is projecting the movie. They tell the ticket taker, Shannon, that everything is fine and Zach will take care of it. Meanwhile, Dusty examines the projection machine until Zach points out Chloe in the audience through the projection window. He says that Chloe talks about Dusty all the time, and Arnie describes a movie where the audience thought a train was coming out of the screen. Zach says that he's surprised Dusty was so surprised, and insists that Cinethrax can be scary but there's no stopping progress so why resist. He offers Dusty a pair of Cinethrax glasses, and asks if he wants to keep being Cool Uncle Dusty or the guy who ran away from the train. Dusty hands the glasses back and Zach, Arnie, and Shannon transform into hideous aliens and grab Dusty by the throat.

The aliens try to force Dusty's head onto a spike in the wall, but he jams his sandwich into one of their mouths and runs. They all gag as one, while Dusty gets out and goes to find Chloe.

Chloe looks back at Dusty's empty seat, while the tentacle slithers through the audience.

In the projection booth, the three aliens scream and their eyes turn white. Throughout the theater, the other staff members briefly transform. Dusty runs down and sees them nod to each other, and he runs back upstairs to hide in a custodian's closet before they see him. He turns on his phone and the ringer briefly goes off, and he locks the door as Zach and Arnie come back. Dusty then calls Chloe but she lets it go to voice mail. As Zach tries the door, Dusty tries to send Chloe a text message to put the shifter glasses on. She texts back telling him to screw himself.

Dusty texts an apology and admits that he was being a dick, and that Chloe is his only friend. He tells her not to let anyone force her to be someone she isn't, especially him, and Zach starts hacking through the door with an axe. Meanwhile, Chloe puts on the shifters and sees a giant multi-tentacled alien on the screen, transforming the audience members into aliens. Brie and Alexis, already transformed, tell Chloe to join them, and Chloe runs out as all of the transformed audience members tell her to embrace the experience. She grabs a cosplayer's sword and hits one of them, and they all flinch. Chloe then runs for the projection booth, fighting her way through the audience members. They finally overwhelm her and put her in a seat and put on the Cinethrax glasses, and a tentacle jabs her in the chest... and retracts in pain. All of the audience members scream in pain as well.

Chloe climbs over the seats to the booth, breaks the window with a fire extinguisher, and climbs in. Dusty is gagged and tied to a chair, and Zach steps out with the axe. He slaps her in a chair and tells her that everything will be all right, and says that they envy Chloe and Dusty

for seeing it again for the first time. Chloe begs Zach not to hurt Dusty, and he says that the alien came to make them one. Zach says that he was angry, confused, and alone. He tells Dusty that he doesn't have to be alone, either, and puts the Cinethrax glasses on him. Arnie turns the projector beam on Dusty, and Chloe grabs a piece of broken glass and stabs Shannon in the foot. She then picks up Shannon's knife and stabs the alien in the projector. As the staff members collapse in pain, Chloe frees Dusty and they confirm that they're both still human.

Zach crawls across the floor, saying that they must adapt or die, and a tentacle emerges from his mouth and grabs Chloe. He pulls her to her and Chloe looks into his eyes, seeing the alien covering the planet. As she transforms, Dusty grabs Zach's axe and hits him in the head with it. Chloe takes Dusty's hand and they go out. However, she stops and says that there's nowhere to go and the aliens were right. Chloe tells Dusty that there's nothing to be afraid of and says that everything is all right. The staff and audience arrive, and when Dusty opens the door he sees the alien covering the streets. Chloe tells Dusty to stay and watch the movie, and he'll never be alone again.

Dusty says that he can't lose her, and she sings his favorite song, takes his hand, and leads him back to the theater. The staff and audience join in, and Dusty finally joins in as well. Once in their seats, Chloe puts the Cinethrax glasses on Dusty and they sit back to watch the movie.

Chronos

Season 1
Episode Number: 3
Season Episode: 3

Originally aired: Tuesday April 4, 2017
Writer: Dez Dolly
Director: Dave Boyle
Show Stars: Mark Hamill (Narrator)
Guest Stars: Mark Hamill (Lord Entropy Voice (uncredited)), Ashley Rickards (Sue Hirsch), Utkarsh Ambudkar (Alex Bhargava), Parry Shen (Animator), Charles Fleischer (Professor Dobkin), Pepe Serna (Wally Nash), Matthew Del Negro (Time Ryder), Julie Dove (Dove), Lala Nestor (Young Sue), James Babson (Guard 1), Anthony Alabi (Guard 2), Anthony Oh (Lord Entrop)

Summary: A procrastinating physics student fights to deliver a paper on time... and finds herself in the fight of her life when she discovers that the relics of her childhood TV hero are disappearing and no one remembers them but her.



A young Sue Hirsch is watching a cartoon of Time Ryder and the Crono Teens, created by Wally Nash. Time Ryder sends his arch enemy Lord Entropy to prison. Sue recites Time Ryder's line about how his teenager followers are special. She then tells her mother that she'll do her homework after watching one more episode.

10,947 Episodes Later — In college, Sue tells her professor Dobkin that she needs just one more day to do her paper. Dobkin says that each semester he gets one student with potential but they never get

their act together. He tells her to turn something in by midnight if she wants to graduate. Sue calls her mother, who is expecting her to graduate.

At her home, Sue is working out that she has eight hours to write her paper on wormholes. As she starts to work, she hears something behind her but sees nothing. The doorbell rings and Sue goes to answer it after tripping over her Time Ryder memo eraser. Her friend Alex Bhargava is at the door and has already finished his paper on quantum paradoxes. He asks about Sue's paper, and quickly realizes that she hasn't started yet. As she insists that she's going to finish it, the door blows open and Sue jokingly says that if someone from the future invites time travel then she'll go back and place it in a drawer. There's nothing in the drawer, and Sue lectures him about the errors in his paper.

Sue mentions time travel from Time Ryder, and Alex has no idea what she's talking about. She describes how Time Ryder uses the memo eraser to erase people's memories, and says that they should watch one episode. She starts to bring it up on the computer but hears something crash outside. When she looks outside, Sue sees some overturned garbage cans across the street. She goes back to her computer and smells something, and does a Net search... but finds nothing for the show. When Sue turns back to look at her Time Ryder shelf of items, there's nothing there.

The two students search through Sue's room but there's no sign of any Time Rydermemorabilia. She calls her mother and asks her if she remembers Time Ryder. The phone buzzes

and then Sue's mother says that she's never heard of it. Once she hangs up, Sue asks Alex if she's crazy and then prepares to ride to Sundial Cartoons, the company that created Time Ryder. Alex warns her that she's throwing away her future for a cartoon. Time Ryder appears in a burst of lightning and staggers forward, and says that history needs Sue's help before collapsing unconscious.

Back inside, Sue gets Time Ryder coffee. He explains that he comes from a future where mankind has reached its full potential but is in peril because of something that happens that night that changes the course of history. Time Ryder asks them if they've seen any weird shit going on. Alex whispers to Sue that Time Ryder is nut, but she insists that he's Time Ryder. Time Ryder activates a hologram and explains that Time Ryder is a cartoon that inspires children, including the inventor of time travel. Sue explains that the show is disappearing from existence, and Time Ryder says that it's the most important piece of children's entertainment in the universe. If it disappears then Time Ryder's future is history. He says that they have to go back to the moment it began, find out who is erasing the show, and stop it. Time Ryder swears them in to help them preserve the past and defend the future, and Alex reminds Sue that she has to finish her paper. She figures that she can use Time Ryder's time machine to write it, and they all join hands.

Time Ryder activates his time travel device and they travel back four hours. As past-Alex rings the doorbell of Sue's house, the trio appears behind him and quickly hides. He gives them invisibracers so that no one in the past can see or hear them. Past-Alex rehearses what to say to Sue, and past-Sue finally opens the door. Time Ryder renders them invisible and they go inside, and the door appears to blow open. The trio goes upstairs and search for anomalies, and Sue sees her toys on the shelf. Time Ryder realizes that his memo eraser is gone. Lord Entropy appears with the memo eraser and prepares to shoot them with it. However, a future Time Ryder appears, grabs Entropy, and they both disappear.

Alex demands to know what's going on, and Time Ryder explains that Entropy comes from a future that sucks. He's using Time Ryder's memo eraser to erase the show, and realizes that they need to go back again. They return to the past behind their past-future selves, and hide separately. They spot Entropy using the memo eraser on past-past-Alex, and Time Ryder leads them after their past selves. They peer in through the window and watch their past selves realize that Sue's toys haven't appeared yet. Entropy appears and steals the past memo eraser, and then he disappears and teleports back in. Time Ryder then teleports in and grabs Entropy, and teleports away with him. The past trio teleport away, and Sue suggests that Alex captured Entropy and is hauling him back to Time Base One.

A handcuffed Time Ryder appears out of thin air and crashes into the garbage cans. As Sue goes to check on him, Alex sees Entropy use the memo eraser to erase past-past-Alex's memories of Time Ryder and Sue's toys. Meanwhile, Sue takes Time Ryder's Crono Gauntlet, grabs Alex, and teleports them both away. They appear on past-past-Sue's bed, but she doesn't see them because of the invisibracers. Sue picks up the discarded memo eraser and realizes that it's the same thing.

At the front door, Entropy tries to wipe past-past-Alex's memories but realizes that his "memo eraser" is the toy. Sue and Alex arrive, grab him, and teleport away. They appear in their present, and Time Ryder is waiting to punch Entropy unconscious. The hero thanks them for leaving a note, and then realizes that he left a note for himself. Sue gives him the memo eraser back and Alex remembers the show again. Time Ryder figures the timeline is back on course and prepares to depart, but Sue figures that can't be it. Meanwhile, Entropy wakes up and flicks his ring through the air, chuckling. Sue asks if Time Ryder will ever see him again, and Time Ryder says that only time will tell and departs with Entropy. Alex suggests that they get back to work, and Sue points out that they were just Crono-Teens and she can't go back to the way things were. She sees Entropy's ring and picks it up, and says that it's their duty to pass it off to the right authorities. Alex doesn't want to go with Time Base One with her to turn in the ring, but grabs her when he realizes that she isn't going to cooperate.

Sue and Alex appear at Sundial and Alex realizes that they're in 1995. They tell the guard that they're there to see Time Ryder and show him the ring. When Sue gives her name, the guard invites her in and says that he'll give the ring to Captain Ryder.

As they walk through the studio, Sue tells Alex that everyone there is from the future. She sees Wally Nash working and goes over to talk to him. She asks for his autograph, and Wally

recognizes her name and stares at her with awe. He introduces himself and says that it's an honor to meet her. Wally says that they're all starstruck because they're meeting the mother of time, and all of the animators stare at her. Sue's picture is on the wall, showing her inventing time travel. All of the animators come over to get her signature.

A guard tells Ryder that they can't get a signature lock to send Entropy to the time jail because it appears to be flickering in and out of existence. Entropy laughs maniacally from within his cell.

Alex shows an animator Sue's paper and figures that he can finish it now that he has a time machine. The animator says it doesn't work that way.

Entropy says that he had eternity to think of the perfect plan.

The animator says that Alex's present is continuing to move forward without him.

Sue reads an article about how she discovered time travel, and remembers Dobkin telling her to turn in her paper.

Alex realizes that in his own present time, time is still moving forward. He runs over to Sue and she says that she knows her present is continuing on without them. An alarm goes off announcing a timeline breach.

Entropy tells Ryder that Sue lied to Ryder, and all he needs to destroy the future was to give Sue the chance to star in a real-life Time Ryder adventure. When Ryder points out that Entropy is imprisoned, Entropy says that he's going to get himself out. The guard comes in and shows Ryder the ring, and the future Entropy appears to grab the ring, kill the guard, and toss the ring to his past self. The imprisoned Entropy dons the ring and teleports out of the cage.

Ryder brings Sue in and asks how she could have destroyed the timeline by flunking out of school. If she never gets to grad school then she'll never invent time travel. Meanwhile, Sue tells Ryder that it's 11:30 pm in her timeline and she hasn't started her paper yet, but she's worried that she's going to let everyone down so she puts it off. Sue insists that she's a failure, and Alex tells her that if they can get Dobkin out of his office then they can buy Sue time to write the paper. Ryder agrees and Alex assures him that Sue can get the job done because she's a Crono-Teen.

Dobkin is in his library office grading papers at 11:47 pm. Alex sneaks in using the invisibracer and takes the papers, and Dobkin goes out and finds Alex's glasses on the floor. Papers blow through the library, and Dobkin goes to investigate.

At Sundial, Sue tries to write her paper Dobkin finds his papers scattered through the library. Ryder and Alex stay ahead of them and scatter them out.

Sue continues working on her paper.

Entropy attacks Ryder and the two men struggle. Dobkin doesn't steal them and continues collecting his papers and then goes back to his office. Alex catches up to him and says that he dropped some more papers. Dobkin flunks him and tells him to go away, and Alex contacts Sue and says that she needs to finish the paper. Meanwhile, Ryder and Entropy continue struggling and Alex sees the fire alarm. He runs to it, while Ryder starts to fade away as his future disappears.

Entropy gloats that nothing can stop him, and Ryder fades out long enough for Entropy to escape his grip. The villain teleports in front of the fire alarm, grabs Alex, and teleports away. Ryder tells Sue that it's too late and she needs to get. Sue runs to the platform so Ryder can send her to her present, and he says goodbye to her. The computer says that it's detected a paradox, and Sue realizes that she's the paradox and can't return to her present until the paradox is resolved. Ryder sends her the memo eraser and says that it's her only option, and she has to face the future on her own. Sue says that she can't do it without her, but Ryder says that she's special and recites the line from his show. He tells her that she doesn't need him anymore, and Sue takes the memo eraser and shoots herself with it, erasing her memory of the show.

Sue wakes up at her desk, holding the memo eraser with no idea of what happened. Alex arrives at her door and as she goes to answer it, the memo eraser disappears from time. He shows Sue his paper and asks about hers, and realizes that she hasn't started yet. This time she finds a note in the drawer, telling her to write it herself.

Polybius

Season 1
Episode Number: 4
Season Episode: 4

Originally aired: Tuesday April 11, 2017
Writer: Dez Dolly
Director: Dez Dolly
Show Stars: Mark Hamill (Narrator)
Guest Stars: Ryan Lee (Andrew Myers), Sterling Beaumon (Jess), Gabrielle Elyse (Amy), Ken Foree (Agent Man), Tucker Albrizzi (Dennis), Willem van der Vegt (Ronnie), Adrienne Barbeau (Wilma), Davis Desmond (Melvin Raimi), Chris Wylde (Detective), Travis Myers (Coach Wurgler), Mary T. Sala (News Anchor), Douglas Tait (Polybius Creature)

Summary: A young arcade junkie attempts to master POLYBIUS, a sinister new game of unknown origin that induces nightmarish visions, but when kids start dying, he must beat the game to unlock its deadly secrets.



In 1984, Andrew Myers is at home writing a review of Frogger when his dad knocks on the door and tells him to get ready for church.

Instead, Andrew takes a hidden stash of quarters and goes to the arcade to play Frogger. A girl, Amy, comes over to watch and says that Andrew is really good. She slurps her pop as Andrew explains that he's close to getting a kill screen and crashing the game.

Another player complains that the game he was playing is busted and demands a refund, but the owner Wilma Robertson tells him to hit the bricks. Amy explains that she just moved to the high school that Andrew attends and she's trying to making friends, and asks if Andrew has any friends. Andrew tells her that he needs to focus, just as an attendant Jess comes in late. Andrew Amy says that Jess is hot, and Andrew looks over at Jess and loses his life on the game. Jess comes over and says that they have a bet: whoever gets the kill screen first gets a free pizza from the loser.

Jess gives Andrew his mail and explains to Amy that Andrew's parents think that he's in bible study. Andrew finds a letter from Bits 'n Blips magazine, saying that they like his writing but since Centipede is an older game, he should write about something newer to get published. Amy says that Andrew should write about Millipede, and Andrew complains that they never get new games because they're in the middle of nowhere. Jess assures Andrew that he'll find a way out some day, and that one day he'll be able to tell people he was friends with video game journalist Andrew Myers. Amy takes a photo of the three of them for her scrapbook, and Andrew leaves because he's out of quarters. As he goes, he sees a new game, Polybius. A quarter falls out of the slot and rolls to Andrew's foot, and none of them recognize it. Andrew figures that he can write a review of it and starts to put the quarter in. A boy, Melvin Raimi, grabs Andrew's hand and tells him to be careful because it ate his quarter.

At high school, the older boys pick on Andrew, a freshman. In gym class, Andrew's friend Dennis wonders why the seniors are at the top of the food chain. Andrew tells him to keep his head down, but Dennis insists that he's going to take a shower. One of the seniors, Ronnie, comes over and says that Dennis going to get the "magic finger." Andrew tries to slip away, but Ronnie tells him to stay. Dennis begs Andrew to stay, but Andrew takes off.

Later at Wilma's, Andrew plays Polybius and the machine lights up. A pentagram forms briefly on the screen, and then the game begins. It's a maze game, and a demonic figure chases Andrew's icon down and takes his soul. He keeps playing and losing and playing, and electrical tendrils from the game invisibly enter his head. Andrew keeps playing into the night until Dennis interrupts him and shoves Andrew to the floor. He enters "FAG" for the high score and promises to make Andrew sorry, and Jess orders him out.

He then helps Andrew up, and Andrew runs off.

The next day, the news runs a story about Melvin's mysterious death in the basement of his home. Amy has a dead rat she wants to put in Dennis' locker and shows it to Andrew. Andrew tells her to leave it alone, and tells her that being different in their town of Beaverton gets them killed. Amy says that Andrew can talk to her and share secrets now that they're free, and Andrew insists that he's not different and they're not friends.

That night at home, Andrew tries to write a review of Polybius but nothing comes to mind. His computer screen flickers and a pentagram appears, and then the Polybius opening screen. Andrew pulls the plug and sees a pair of glowing eyes reflected in the darkened screen. However, when he turns around, nothing is there except an open closet. Something moves inside and Andrew takes out a toy sword and goes to investigate. He turns on the light but there's nothing there. As Andrew turns, a clawed hand grabs him and he finds himself in a black void. A creature is ripping out Dennis' chest, and Dennis smiles and says that he'll see Andrew in gym class. Andrew wakes up and it's morning, and he figures that it was all a nightmare until he sees the unplugged computer.

In gym, Andrew gets dressed in a bathroom stall and washes his hair to make it look like he showed. He discovers that there's a pentagram branded on the back of his neck, and Coach Wurgler comes up. Andrew goes to his locker and he sees blood dripping out of Dennis' locker. He opens it and finds Dennis's torn-up body, a pentagram burned onto its neck.

The police arrive and take the body away, and Andrew tells the investigating detective that he knows something about the murder. He describes the video game and his nightmares, and the detective figures that he's having nightmares. He tells Andrew to write down his nightmares and give the paper to his parents, and let him handle the murder. A man, Agent X, is standing at the door and asks Andrew if he played Polybius. Agent X asks if Andrew knows anyone else who played the game. Once Andrew says that he doesn't, Agent X tells Andrew to come with him because he has a whole roll of quarters in the car. Scared, Andrew walks off but hides in the bushes. He watches as Agent X drives off with Dennis' body and one other wrapped-up corpse.

At home, Andrew writes down everything that he's experienced. His father tells him to pray before bed, and when reciting The Lord's Prayer, Andrew realizes it ends with "my soul to take," just like the monster in the video game said.

At the arcade, Jess is watching a news broadcast on Dennis' death and the news caster says that it had nothing to do with Melvin's death. Jess tells Amy that they're closing up, just as Andrew comes in. He tells them that Polybius isn't just a game and explains everything that happens. Amy admits that she had nightmares as well and a pentagram branded on her stomach. Jess figures that it's just a coincidence, and Andrew talks about the Bible has a store in Revelations about a Heavenly muse, Polybius. He inspired artists to create artwork in the Lord's name. God got all of the credit, so a jealous Polybius inspired someone to do a portrait of him.

When God found out, he branded Polybius with the mark of death and cast him out... and he's still wandering the mazes of Hell. His only power is to possess the artists of Earth. Andrew figures that Polybius got into the game, and he'll come to claim his soul and Amy's.

As Amy insists that it's a government experiment, the Polybius game starts up on its own. Andrew says that they need to find out where the game came from and get some answers, and if that fails then they run like hell. He and Amy start going through magazines while Jess checks the shipping records. Once they're alone, Andrew apologizes for his earlier comments. Amy apologizes for being nosy, and they hand-hug each other. She tells Andrew that he and Jess make a cute couple, and Andrew says that he doesn't know what she's talking about. However, he wonders if Andrew is gay, and Amy points out that he sorts Andrew's mail. She suggests that Andrew see if Jess needs some help, and Andrew agrees.

Andrew goes in the back and sees someone lying at the desk. It's Wilma, who is passed out drunk. Jess turns on the lights and tells Andrew not to wake her up. They look through the records and discover that Wilma has run businesses all across the Northwest. Andrew wonders

how she ended up in Beaverton, and Jess tells him that Andrew should try being there instead of somewhere else. He points out that Andrew has friends—him and Amy—and he lives life in the moment. They stare at each other and then Andrew starts to kiss Jess. He stops him and realizes that Andrew is gay.

Amy sees a car pull up. She runs in the back to warn Andrew and Jess, and they peer out. Agent X is looking through the game machines, and Amy figures that he knows something. When Agent X hears them, he draws his gun and spins around. He goes over to the office door and Amy knocks him out from behind with a gumball machine. They duct-tape him to a chair and confirm that he has no wallet or ID. Jess finds a briefcase in Agent X's trunk and brings it in, and Agent X wakes up and tells them to put it down.

Amy figures that it's all a CIA conspiracy, and Agent X tells them that running won't save them but it might buy them some time.

Andrew asks how they stop the game, and Agent X laughs and says that they're already dead. Jess opens the briefcase and finds files on Polybius. Seventeen people died at the software company in California where it was created. It's left a trail of bodies at different towns, and Andrew realizes that Agent X doesn't know what it is and is just cleaning up the mess. Agent X says that some things are beyond comprehension and can be stopped or controlled. He admits that they facilitate the cover-up by any means necessary, and there's a photo of the lead software developer: Wilma.

Wilma shoots Agent X dead with a shotgun and says that their souls are his. She has Jess duct-tape Amy and Andrew, and then has him tie himself up starting with his legs. Wilma says that he'll be there soon, and insists that it's not her fault. She explains that she was the best game programmer ever and the ideas just popped into her head from another dimension. Wilma realizes that Polybius used her to create itself, and refuses to let the same thing happen to her, and reveals the pentagram brand on her shoulder.

The game lights up and the screen cracks. Green light spills out, and Wilma says that her baby is there. As she backs away, Jess grabs her and they wrestle for the shotgun. Polybius materializes and it starts to suck the soul force from Andrew. Amy yells at it to leave Andrew alone, and it feeds on her instead. Jess shoots it but the wounds heal over in seconds, Amy is dead, and Jess tells Andrew that there's nothing they can do and gets them both out.

Out in the parking lot, Jess says that they have to run as far as they can. Andrew says that he's done running and they have to put a stop to Polybius' killings. He says that they can do it together, but Jess tells him that he's on his own. Andrew tells Jess that he loves him but knows that Jess doesn't feel the same way about him. He insists that it's fine, but he's tired of hiding what he is from everything. Andrew begs Jess to not let him face it alone, but Jess runs off.

Andrew goes back into the arcade and finds himself in the game. He heads for the center of the maze and finds the game machine waiting for him. The shotgun is on the floor, and Andrew picks it up and smashes the glass. Polybius arrives, and Jess arrives and says that he realized that Andrew was right. Andrew figures that if he racks up a high enough score then he can get to the kill screen, crash the game, and destroy Polybius. Jess has one quarter and gives it to Andrew, then runs off to lure Polybius away.

The game begins and Andrew moves through the video maze.

Jess comes to a dead end and Polybius starts sucking his soul force. Andrew beats the high score and Polybius goes for him as the points rack up. It grabs Andrew just as he hits one point short of the kill-screen score... and he manages to hit the joystick, making one last move. Polybius explodes, the soul force returning to Amy. Andrew and Jess find themselves in the arcade and hug each other, relieved. Wilma comes out, holding the shotgun, and prepares to shoot them for killing her "baby." Amy knocks her unconscious and helps the boys up, and they all hug.

Later at school, Andrew puts a photo of the three of them in his locker. In the locker room he walks with newfound confidence and walks into the shower.

Bob

Season 1

Episode Number: 5

Season Episode: 5

Originally aired: Tuesday April 18, 2017
Writer: Will Campos
Director: Matt Arnold, Freddie Wong
Show Stars: Mark Hamill (Narrator)
Guest Stars: Constance Wu (Captain Jane Lee), Malcolm Barrett (Chris), Tom Noonan (Voice of Bob), Megan Mullally (Director Stevens), Ellie Grace Siler (Samantha), Andrew Spieler (Lucas T. Wade), Chase Williamson (Private Adams), Benji Dolly (Phone Salesman), Tati Gabrielle (Amanda's Sister), Karibel Rodriguez (Whitney Smith), Melanie Thompson (Beth)
Summary: As a holiday threat looms large, an Army psychologist races against the clock to treat the strangest patient of her career — and the only one who can save Christmas — BOB, a depressed NSA supercomputer.



The NSA runs satellite scans for terrorist Lucas Wade. Their chief analyst, Bob, is coordinating the search.

Psychiatrist Jane Lee, a captain at Camp Blackhouse, Afghanistan, is Skyping with her daughter Samantha, who is with her other mother Beth in the States for the Christmas holiday. Samantha recites Jane's ternary for when she'll be returning for two week's leave. Jane notices the time and goes, and a soldier, Adams, arrives and gives her a Christmas card. He breaks into tears and despite the

fact that she's running late for her transport, Jane sits down to talk with him.

Once she's done, Jane heads out and NSA agent Whitney Smith approaches her. She offers to give Jane a lift to the transport, and Jane agrees. As they drive, Jane talks about her daughter. Whitney finally says that she needs Jane to come with her, and assures her that she's not in trouble. Jane points out that she's had 18 months without leave, and she's not going to miss Christmas with her family. Soon, Whitney has Jane on a plane to Blacksite Indigo, and Director Stevens greets them. She takes Jane around and explains that the NSA has too much information. They still need a human brain to process the data, and Stevens explains that Jane is there to provide therapeutic support.

Stevens takes Jane to the central processing area and introduces her to Bob: a gigantic mass of human brain tissue with a camera eye. Bob knows all about Jane and introduces himself as the chief intelligence officer. The tech in charge, Chris, explains that the NSA grew a mass of nutrient enriched meat and placed a mind inside. Bob knows why Jane is there because he knows everything, and insists that he doesn't need a therapist. She insists that Bob talking with Jane will help Bob with his problems and help him find Lucas. When they mention Lucas' name, Bob has trouble processing the name and complains of pain. Jane throws up at the sight of all the meat.

Outside, Stevens tells Jane that it's time to get to work. Chris shows her a video of Lucas blowing up a Christmas tree, and Stevens explains that he's preparing an attack but they don't know where or when. They've found nothing physically wrong with Bob, so they figure the issue is mental. Stevens admits that they can't legally hold Jane, but points out that she's the only

Army therapist who has voluntarily extended her tour three times. She figures that Jane can't turn her back on a soldier in pain, and Chris notes that Bob can't go on leave. Stevens tells Jane that Bob is in pain and needs her help, and if Jane can't help Bob then a lot of moms and dads will be dead. Jane reluctantly agrees and skypes Beth and Samantha. Neither are happy that Jane won't be there. Samantha runs off, and Beth tells Jane to be there for her, not them. Beth cuts off and Tom calls on the phone. He apologizes for being rude earlier and Jane cuts him off. Bob calls back and wonders how wasting time with Jane will help him. He comes on the TV screen and Jane complains that he's invading her privacy. She turns off the TV and tells Bob that he needs to leave her alone. A drone flies up to the window and Bob speaks through it, saying that he doesn't want Jane there. Jane points out that he's giving a cry for help, and he "accidentally" turns on the sprinkler in Jane's room and locks the door rather than talk about his issues.

The next day, Jane finally arrives to talk to Bob after drying her clothing. She claims she was trying to sneak a cigarette in her room and set off the sprinklers, and Bob is surprised that she's covering for him. Stevens ushers everyone else out and Jane says that they got off on the wrong foot. Bob wonders if she can help him because she's like an earthworm to him. Jane agrees but says that she'd rather try than not, and asks for two hours. After that, if Bob doesn't want to see her then he won't. He agrees but subtracts the time she was late. Jane agrees and explains how he "sees." It doesn't help Jane.

Next, Jane does word association, and then has Bob describe how Lucas disappeared off of a subway a month ago and he hasn't been able to find him since. Jane asks how it made Bob feel, and Bob unconvincingly describes his "emotions." Bob wants to move on, and Jane asks what he'd wish for. He describes a man, Herb Hillman, who is building something for his wife. Bob wishes that he'd call Herb and asks what he's making. He then interrupts to report that he's spotted a suspect. Stevens has him send in a drone missile to kill it, and Bob notes that three non-combatants were also killed.

Jane finally suggests that Bob is suffering from psychosomatic blindness concerning Lucas. She points out that Bob must be under a lot of stress and is still a person, and Bob nervously tries to cut the conversation short. Jane asks what it felt like to kill the suspect, and Bob says that Jane bothers him. He quickly recovers his temper and brings up video of Samantha and Beth. Bob says that they're getting along fine without Jane, and says that Jane needs to feel needed.

Bob says that he pities Jane, and tells her that her time is up. Jane points out that pity comes from empathy and compassion, and figures that Bob loves people. She asks what it's like to pity 7 billion people, and Bob shows her video of Lucas eating a doughnut on the subway. He then shows Jane video of other people around Lucas, including a girl being told by her sister that Santa Claus doesn't exist. Bob expands the video to show all of the misery throughout the world, and tells Jane that he's been crying since they turned him on.

The footage of Lucas leaving the subway comes up, and Bob tries to track him electronically. The image flickers in and out, and Stevens and Chris run back in. After a moment, Bob tells them that they're too late.

On the subway train, Lucas plants a present with a bomb. A man finds it and asks if anyone left it... and the bomb goes off.

The reports come in to Bob, who mixes in reports of Lucas with information on the people trapped and killed by the explosion. Bob finally loses Lucas entirely and apologizes. Disgusted, Stevens walks out and Jane gets some tea. Stevens comes up and Jane says that they can find Lucas, but Stevens tells her that she's dismissed. Jane asks about Bob, and Stevens says that he's no longer Jane's concern. Stevens finally says that the Joint Chiefs have ordered Bob's deactivation. Jane insists that it's murder, but Stevens says that they'll just grow another one... and another one when that breaks. She tells Jane that it's Christmas Eve and advises her to go home.

Chris initiates Bob's shutdown.

As Jane packs, she turns off a newscast of the mourners for the subway explosion. Chris arrives and says that Bob wants to talk to her, and Jane goes into the processing room. He explains that he can only hear her now, and asks if she's his friend. Crying, Jane tells him that he is. She admits that Bob was right and she needs to feel needed by other people. Now people are dying and Bob are dying, and she wasn't useful to any of them. Bob calls her over and she

hugs him, and he assures her that she isn't useless: she's human. Jane says that she'll stay with him, and asks again what his one wish would be. Bob says that he wishes there really was a Santa Claus.

Jane goes to Chris at the base Christmas party and tells him to turn Bob back on. When he points out that he can't, Jane says that she's spent her entire life taking care of dying soldiers and she will do everything in her power to save Bob. She points out that Bob is Chris' soldier and Chris brought her in to help him, and Chris agrees. Jane tells him that they're going to make Santa Claus real.

Chris and Jane go to the processing room as the alarms go off. Bob tells Jane not to do it, warning that it won't save her, but Jane says that point is peace on Eartha and good will towards men. Bob comes back on line and sees Herb telling his wife that he's making a pillar, and she's the pillar in his life. Bob warns Jane and Chris that they'll go to jail and he's going to die, and wonders why they did it. He realizes that he's no longer an employee of the NSA and there's nothing hold him back, and Jane tells Chris that Bob got his wish.

At a shipping warehouse, an order comes in and drones take off with over 400,000 presents. They drop the presents down chimneys across the world, while Bob pays off tens of thousands of loans.

A stocking drops into Lucas' hideout. He finds a piece of coal in it as FBI agents barge in.

Stevens enters the room and demands to know what's going on. Chris warns her that Bob has control of the system, and Bob says that he's spreading \$200 billion in Christmas cheer. He assures her that he's fixed the economy and got Stevens something, too: Lucas, delivered to the FBI. Bob insists that Jane and Chris face no repercussions for what happened, and points out that he controls the nuclear arsenal. He then orders lots of eggnog.

Later, everyone comes into the processing room to celebrate. Chris hugs Bob and Jane hugs a reluctant Stevens. Stevens then tells Bob that Jane and Chris got full Presidential pardons. She warns him that the government will shut them down, and asks if was worth it. Bob tells her that for one night, Santa Claus was real.

Later, Whitney takes Jane home and gives her the phone. It's Bob, who says that he told them to take Jane before she could say goodbye so that she wouldn't be late. Jane realizes where she is, and Bob says goodbye. Beth answers the door and finds Jane there.

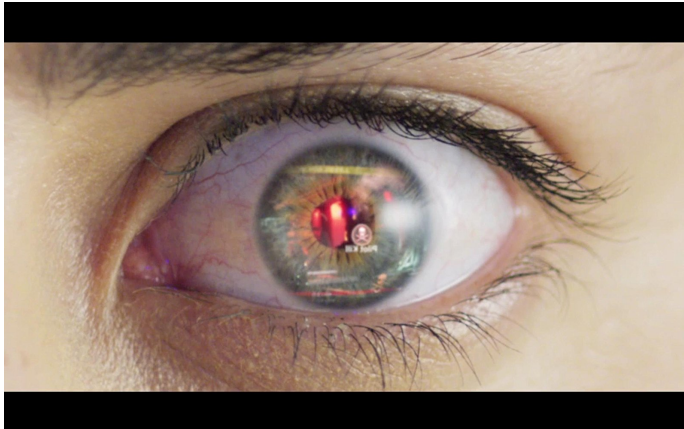
Samantha hugs her and after a moment, Beth and Jane hug.

Impulse

Season 1
Episode Number: 6
Season Episode: 6

Originally aired: Tuesday April 25, 2017
Writer: Dez Dolly
Director: Matt Arnold, Freddie Wong
Show Stars: Mark Hamill (Narrator)
Guest Stars: Lorenza Izzo (Val "Speedrun" Hernandez), Matt Lauria (Evan), Cody Johns (Roy "Killohertz" Torvald), Kenneth Choi (Kojima), Evey Alexander (Sophia), Jayden Blake Cochran (Max), Corey Mendell Parker (Deputy Dan), Erin Rye (Gossip Jogger), Jose Viramontes (Carlos), Catherine Farrington Garcia (Teacher), Jimmy Wong (Commentator 1), Noah Segan (Charlie)

Summary: A brash, up-and-coming pro FPS gamer finds the edge she needs in an energy drink that gives her real world "bullet time". It's a shortcut to fame and fortune-but it might just be a "shortcut" through the rest of her life.



Chino Hills, 2017 — Val Hernandez is imagining playing a first-person shooter, *Field of Fire 2046*. She gets dressed and goes down, and her father Carlos reminds her that he called in a favor to get her the job interview with his brother Pedro and she hasn't had a job for months. He asks her to pick up her grandma when she's done, and Val reluctantly agrees. Outside, she gets into a car with her boyfriend Evan.

She changes in the back seat and explains that her father thinks that she's going to a job interview. Val figures that if

she wins first place she could make \$10,000 and go pro, and Evan tells her that Roy Torvald—"Killohertz"—is making a surprise appearance.

Val and Evan arrive at the arena for the competition and Evan reminds Val—"Speedrun"—that she just has to qualify, not win. She figures that she can take Killohertz and goes to her computer. Val takes an early lead but Killohertz starts stealing her kills. She keeps up until their scores are tied. Val goes for a glory kill rather than taking down Killohertz, and Killohertz takes her avatar out from behind.

As they leave, Val wonders how Killohertz beat her when she isn't that good. Evan assures her that she had an amazing game, but Val figures that Killohertz wrecked her in the game and will wreck her in the finals the next day. Killohertz comes out and mocks Val briefly, then goes to take selfies with his fans. Evan tells Val to crush him and they kiss. A man, Kojima, comes up and says that she had a good game but she'll lose in the finals. Kojima tells Val that he's her fairy godmother and gives her his card. He says that she's right and no one is as good as Killohertz was. When Val wonders what's going on, Kojima walks off.

Val returns home and Carlos tells her that Pedro called and she didn't show up. He almost lost his job to pick up Grandma, and Val tells him the truth. Carlos says that she's going to go to Pedro the next day and beg for an interview. When Val says the finals are the next day, Carlos tells her that she lied to him and let him down, and asks if she thinks about anyone but herself.

Val says that she thinks about Carlos' crappy job and life, and she plans to do the opposite. Her father warns her that she's on thin ice, and Val tells him that it's no wonder her mom left and goes to her room.

Later in her room, Val contemplates an application at a fast food place, and then watches a podcast about the game. She finally rides her bike to his place, The Gold Saucer, a gaming cafe. Kojima has her sit down and play, and walks off. Val sits down and plays, picking the hardest difficulty level. When she loses, Kojima hands her an energy drink, Impulse 9. When he cracks the lid, all of the other gamers glance around. Kojima pours out a cap full and gives it to Val. She drinks it and time seems to slow for her. She defeats the video game and then finds herself sitting across the table from Kojima. Kojima explains that Impulse 9 stretches time. The harder it's stretched, the harder it snaps back. Val was out for an hour. Kojima offers her \$500 for one bottle.

When Val balks, Kojima tells her that Killohertz doesn't think that it's cheating and takes his call. Val glances over at the high scores that she racked up and goes to get the money.

At the competition the next day, Val puts the bottle of Impulse 9 next to her keyboard. Killohertz sits down and Val takes a drink.

The game begins and everything runs in slow-motion for her. Killohertz drinks Impulse 9 as well to catch up and pass her by three points, and Val drinks the whole bottle. She takes out Killohertz and wins, and everyone cheers. Val and Evan kiss as the bottle falls to the floor and shatters.

Val suddenly snaps out of a fugue and finds herself sitting in a cheap house holding a baby. Evan runs in and takes the baby, and says that they have to get ready. As Val stares at her now-adult body, a young girl Sophia comes up and calls her "Mommy." There's a young boy, Max, sitting at a table, and Val throws up in shock. She runs out and finds the neighborhood in disarray, and people living in tents on the street. Evan comes out and reminds her to wear her gas mask, and goes in to take the kids to school.

Chino Hills, 2029 AI (After Impulse) — As Val and Evan take their children to school, Evan says that he'll be scavenging the wastelands and then working gate duty. The teacher is in the middle of the streets with desks but no classrooms, and reviews what to happen if they see a death lizard. Before Val can explain to Evan what happened, a jogger runs up and tells "Sheriff" Val that Jana's husband snapped back the previous night.

Deputy Dan drags a "Pulser" out of his tent, and the Pulser insists that he was studying for a final. Evan isn't impressed and says that when people snapped back, it caused the apocalypse. Dan confirms that the Pulser can't do anything useful to help them survive, and says that they've got no place for him. Val plays along and tells Dan to send the Pulser away. Evan asks what Val wanted to tell him, and she says that she feels sick. Meanwhile, Dan escorts the Pulser to the gate, gives him a point stick, and shoves him out into the wasteland.

As Evan kisses Val goodbye, the weather alarms go off and everyone puts on their gas masks. Back at home, Val tries to work out what's happening. She sees an urn with Carlos' ashes on the mantle, and finally braces herself and summons up the spirit of her soldier avatar. Dan calls her down for latrine duty, and tells her that she's the sheriff and sanitation commissioner and scavenger and mom. He jokingly tells her to hurry up or he'll have to toss her out into the wasteland.

Soon, Val finishes cleaning the latrines and goes home. Evan gives her the baby to hold and goes to guard the gate. The days pass and Sophia gives her a sketch she made of her. Back at home, Val finds Evan peddling a bicycle to power up a game console for game night... once a month. Val agrees to play one game for the kids, and Evan goes to the bug roast. She rocks at the game and teaches her children how to run. Evan finally runs in and Val realizes that she missed her shift. Her husband tells her that Dan tried to get in when a death lizard attacked, and she wasn't there to let him in so he was killed. Dan's wife is furious at Val. As Val tries to leave, Evan tells her that she needs to finish her shift.

Later back at home, Val tells Evan that she can't do it anymore. They toil and suffer and if they take a minute off, someone dies.

Evan tells her that she'll have to figure it out for herself and goes to bed. Val writes a note for him and the next morning Evan finds it. She admits that she's a Pulser, and she understands why they send Pulsers out to die because they have no part in the new world. She hopes that

she'll find a bottle of Impulse 9 somewhere.

Val comes to an abandoned building and realizes that it's the Gold Saucer. She goes in and Kojima greets her. He recognizes her and explains that solar panels keep the place going. Kojima doesn't look any older, and declines to explain why. He realizes that Val just snapped back and admits that they ruined a lot of lives. Kojima says that he won't do refunds but he will offer store credit and takes out a bottle of Impulse. Val will never snap back and can spend her existence doing what she loves. After a minute, Val asks if he has Field of Fire.

Kojima takes Val to the game and says that he'll see her on the other side. As Val prepares to take the Impulse, she looks at the drawing Sophia made for her. After a moment, she walks out and goes back to the community. Evan is at the gate, and figures that she wants back in because she's realized how hard it is. Val tells him that he wants to be the person in Sophia's drawing, and she wants to make it work. Evan explains that Val proposed to him, and Val says that they can start over.

Gunfire sounds in the distance and Evan yells that the "death lizards" are coming. The alarms go off and Val slips inside. One woman tells her that they're going out to the ravine, and they don't have a choice because their deputy is dead and their sheriff is a Pulser. Val insists that it's their home, and the woman says that it isn't anymore.

Val gets her children but then tells Evan to take them while she stalls the Death Lizards. Evan says that she doesn't have to do it, and Val kisses him and tells him to go. She then goes out the gate to confront the raiders, picking up a bottle of Impulse as she goes. The raider leader is Roy, and they recognize each other. Val tells him to leave or die, but Roy says that they're going to kill and eat her, and then kill the survivors and eat them, too. She tosses the empty bottle in front of Roy and then goes into personal accelerated time. Val shoots a nearby canister of fuel, setting it on fire, and opens fire. One raider shoots her in the shoulder, and she kills him.

Roy comes out and he fires a shot. Val shoots him dead and collapses. After a moment she manages to shoot a flare, signaling the others that the Death Lizards are dead. As Evan sees it, Val dies.

Actor Appearances

A

Anthony Alabi 1
0103 (Guard 2)
Tucker Albrizzi 1
0104 (Dennis)
Evey Alexander 1
0106 (Sophia)
Utkarsh Ambudkar 1
0103 (Alex Bhargava)

B

James Babson 1
0103 (Guard 1)
Adrienne Barbeau 1
0104 (Wilma)
Malcolm Barrett 1
0105 (Chris)
Sterling Beaumon 1
0104 (Jess)
Robert Buckley 1
0101 (Adam)
Ashley Burch 1
0102 (Shannon)

C

Kenneth Choi 1
0106 (Kojima)
Jayden Blake Cochran 1
0106 (Max)

D

Davis Desmond 1
0104 (Melvin Raimi)
Benji Dolly 1
0105 (Phone Salesman)
Julie Dove 1
0103 (Dove)

E

Gabrielle Elyse 1
0104 (Amy)

F

Joe Fidler 1
0101 (Muscle Goon)
Charles Fleischer 1
0103 (Professor Dobkin)
Ken Foree 1
0104 (Agent Man)

G

Tati Gabrielle 1
0105 (Amanda's Sister)
Catherine Garcia 1
0101 (Cate)
Catherine Farrington Garcia 1
0106 (Teacher)
Mario Garcia 1
0101 (Mario)
Dustin Garnett 1
0101 (Revolting Clone)

H

Mark Hamill 1
0103 (Lord Entropy Voice (uncredited))
Sarah Hyland 1
0102 (Chloe Harlan)

I

Lorenza Izzo 1
0106 (Val "Speedrun" Hernandez)

J

Cody Johns 1
0106 (Roy "Killohertz" Torvald)
Casimere Jollette 1
0102 (Brie)
Matt Jones 1
0101 (Greg)

L

Matt Lauria 1
0106 (Evan)
Ryan Lee 1
0104 (Andrew Myers)

M

Joel McHale 1
0101 (Matt Maker)
Lea Michele 1
0101 (Amanda)
Megan Mullally 1
0105 (Director Stevens)
Travis Myers 1
0104 (Coach Wurgler)

N

Matthew Del Negro 1

0103 (Time Ryder)
 Lala Nestor 1
 0103 (Young Sue)
 Tom Noonan 1
 0105 (Voice of Bob)

————— O —————

Anthony Oh 1
 0103 (Lord Entrop)
 Patton Oswalt 1
 0102 (Dusty Harlan)

————— P —————

Corey Mendell Parker 1
 0106 (Deputy Dan)
 Tom Plumley 1
 0102 (Concession Stand Teen)
 Sean Przano 1
 0102 (Cosplay Nerd)

————— R —————

Ashley Rickards 1
 0103 (Sue Hirsch)
 Karibel Rodriguez 1
 0105 (Whitney Smith)
 Erin Rye 1
 0106 (Gossipy Jogger)

————— S —————

Mary T. Sala 1
 0104 (News Anchor)
 Joey Scoma 1
 0102 (Arnie)
 Noah Segan 1
 0106 (Charlie)
 Pepe Serna 1
 0103 (Wally Nash)
 Parry Shen 1
 0103 (Animator)
 Ellie Grace Siler 1
 0105 (Samantha)
 Andrew Spieler 1
 0105 (Lucas T. Wade)
 Karissa Lee Staples 1
 0101 (Becky)

————— T —————

Douglas Tait 1
 0104 (Polybius Creature)
 Melanie Thompson 1
 0105 (Beth)

————— V —————

Willem van der Vegt 1
 0104 (Ronnie)
 Jose Viramontes 1
 0106 (Carlos)

————— W —————

C C Weske 1
 0102 (Alexis)

Chase Williamson 1
 0105 (Private Adams)
 Jimmy Wong 1
 0106 (Commentator 1)
 Constance Wu 1
 0105 (Captain Jane Lee)
 Chris Wyld 1
 0104 (Detective)

————— Z —————

Daniel Zovatto 1
 0102 (Zach)