

C-RED-IT5: this is C-Red-IT5 with a special announcement. Mission to Zyxx is performing live in Los Angeles for the first time ever on July twenty-ninth at seven pm at the Dynasty Typewriter at the Hayworth, featuring the return of extra special guest Jon Gabrus. Tickets at dynastytypewriter.com and missiontozyxx.space

[main theme music begins]

NARRATOR: It is a period of civil war. The rebellion against the sinister and corrupt Federated Alliance grows stronger, and the fate of the galaxy hangs in the balance. Now, Rebel Emissary Pleck Decksetter and his intrepid crew travel the farthest reaches of the galaxy to explore astounding new worlds, discover their heroic destinies, and meet weird bug creatures and stuff. This is Mission to Zyxx.

[theme music ends]

PLECK: Hey, C-53?

BARGIE: I got us a pet.

PLECK: What?

BARGIE: I got us a pet.

PLECK: A pet?

BARGIE: Yeah.. I was uh, hanging out with my ship friends and uh, they were all happy- they all seemed to have a pet and um they were like 'you're looking down Bargie, why don't you go get a pet?' so I ordered a pet and now we got a pet.

PLECK: Oh that's really great!

BARGIE: It's gonna come any moment now.

C-53: Bargie what kind of animal is the pet?

BARGIE: I just clicked pet, and ship.

C-53: Hm. Seems vague.

BARGIE: I can't wait! I think a pet is the answer.

PLECK: I mean y'know they say you shouldn't like, get a pet or like- y'know- they say like after a break up or like you lose your job, you shouldn't even get like a haircut, y'know?

BARGIE: Who's they?

DAR: I would like you to answer Bargie's question.

PLECK: Who's they?

DAR: [suspicious] Who's they?

PLECK: Uhm, it was like a magazine for teens?

C-53: Was the name of the magazine, they?

PLECK: Theyteen.

C-53: Hm.

PLECK: It was a long time ago.

C-53: Alright.

PLECK: It was my older sisters, I was reading it, y'know I didnt have a lot to do on Rangus VI so. Anyway, they say-

C-53: Theyteen.

PLECK: -they say you shouldn't make any big lifestyle changes when you're in like a transitional period.

BARGIE: Why would you need another ship in your life when you have a pet?

PLECK: Bargie, y'know, ah, I know its hard y'know I haven't been in a relationship in a while either.

[Bargie'S hull alarm goes off]

BARGIE: Alright well anyway uh-

PLECK: Okay.

BARGIE: Opening the hatch, the pets coming in.

PLECK: What no-

[a tiny meow comes from the hull]

PLECK: Oh-

[more meows]

PLECK: That does sound adorable. C-53, how many species of pets.. uh, will eat a Tellurian?

C-53: Oh, well, interesting question, if we're just talking about commonly accepted breeds for pets, at least four dozen.

PLECK: Mhm. Yeah. Bargie before you open the door, can I just- can I just look in this air hole? Real quick? Just to make sure..

BARGIE: Oh. Okay.

[vicious clawing and growling comes from the hull as Pleck looks in]

PLECK: Wow. Oh! Okay. alright.

[Pleck closes the airhole]

C-53: Thats-

PLECK: That's uh, terrifying.

C-53: Yeah.

PLECK: Listen, Bargie could you just, uh-

C-53: Lot more claws than I expected.

PLECK: Yeah, let's wait until I'm sort of on a mission before you let that out because, that might be pretty dangerous.

[a loud growl and a meow come from the hull]

BARGIE: Oh I ordered two pets, I'm sorry.

PLECK: Wha- Bar-Bargie! Come on!

DAR: Was it a BOGO?

BARGIE: It was a- a BOGO yeah.

DAR: Yeah.

BARGIE: It was a big BOGO weekend.

PLECK: Wait are- will BOGO's eat Tellurians?

DAR: Oh, buy one get one.

C-53: Emissary Decksetter, that means buy one get one.

PLECK: Oh. Okay.

[incoming transmission beeps]

C-53: I have an incoming transmission from Missions Operations Manager Nermut Bundaloy.

PLECK: Okay. Hey Nermut.

NERMUT: Hey guys.

[papers can be heard shuffling around on Nermut's end]

PLECK: What-

C-53: Seem to be scrambling a bit.

NERMUT: [defensive] No! Uh how are you guys doing-

DAR: You called us!

NERMUT: I didn't-

DAR: [emphasizing] Wait you called us, why are you scrambling to hide something?

NERMUT: No I- I called you absolutely on purpose, I didn't bump the button and how are you?

PLECK: I mean we're fine.

C-53: Did you call us on accident?

NERMUT: No! No, no, no! I didn't-

PLECK: Did you nub dial us?

NERMUT: No! I just-

C-53: Missions Operations Manager Nermut Bundaloy, did you nub dial us?

NERMUT: No.

C-53: With your tail nub?

NERMUT: Yes, I nub dialed you fine. And if you saw this it's-

DAR: [questioning] It's?

NERMUT: [sighs] It's a- it's a poster of- Turk Manaked's giving a talk and they had these flyers-

PLECK: Nermut, you have a Turk Manaked poster in your office?

NERMUT: It's not- I didn't hang it, it's not-

PLECK: Where's our poster?

NERMUT: No hes- well you're not giving a REB Talk.

PLECK: [incredulous] REB?

NERMUT: [dejected] They have a thing where sometimes-

DAR: You get to give like a fifteen minute-

NERMUT: Yeah.

DAR: -little speech.

NERMUT: Fifteen minutes.

DAR: About uh something you're like a specialist in.

NERMUT: Yeah.

PLECK: Oh, a REB Talk.

DAR: Yeah.

PLECK: Okay.

NERMUT: And so they're having him talk and I'm not even going to go.

C-53: What's-

NERMUT: Y'know?

C-53: -Turk Manaked's REB Talk about?

NERMUT: [apprehensive] Ahh you don't-

DAR: Tell us.

NERMUT: It's about.. how to strap explosives to the core of a ship.

PLECK: Oh, are you serious?

DAR: Wow!

PLECK: He doesn't know how to- he's not qualified to do that!

NERMUT: That's what I said and that's why-

PLECK: That was Sammo and Wink!

NERMUT: -and that's why I'm not going.

[a pause]

DAR: How'd you get the poster?

NERMUT: They handed it out to everyone who-

DAR: Who bought-

C-53: Everyone who bought a ticket?

DARS: -tickets?

PLECK: Y'know what Nermut, I don't like what's happening over there.

NERMUT: We've got a- we've got a mission.

PLECK: Do we?

BARGIE: Is Tiny Toots in that poster?

C-53: Why don't you just show us the poster.

[Nermut holds up the poster]

NERMUT: [sighs]

C-53: Oh yeah, that's Tiny Toots right there.

PLECK: Yeah. Heroic.

DAR: Wow.

BARGIE: Wow.

NERMUT: You know what guys I'll take one for the team I'm gonna go to the talk and I'm gonna figure out what his deal is and I'm-

C-53: Nobody-

DAR: Mm.

PLECK: No that doesn't help with this- doesn't help us at all.

C-53: -Missions Operations Manager Nermut Bundaloy, nobody asked you to do that.

NERMUT: You know what guys I'm not going to the talk.

C-53: Okay.

DAR: Thank you.

NERMUT: [sighs]

C-53: Why don't you give us our mission, that we have?

NERMUT: So, here's what you're doing, have you guys heard of Phoenix Ash?

DAR: No? Should we have?

NERMUT: Phoenix Ash is a shadowy character with deep deep ties to the Federated Alliance, okay.

PLECK: So he works for the Federated Alliance.

DAR: Or is he just really good friends with people in the Federated Alliance?

NERMUT: Uh- the missions-

PLECK: Yeah, how do you have- I mean we had really deep ties to the Federated Alliance, we were working for them.

C-53: Deep, deep with them.

BARGIE: Guys Nermut's doing a bad job today.

NERMUT: I am- I- I- my best friends don't like me! How do you operate under your job when you-

DAR: [gasps] Nermut, do you need a pet?

PLECK: We have two.

C-53: We have two!

[a tiny meow]

NERMUT: I guess..

C-53: Got a deal.

PLECK: Yeah.

DAR: It was a bogo.

NERMUT: Oh y'know- you gotta get the second one.

DAR: Exactly.

C-53: Yeah, pretty standard.

PLECK: Sure.

C-53: Which one do you want?

NERMUT: I have no information about either of them.

C-53: Well-

PLECK: One of them-

C-53: -one makes this sound-

[a tiny meow]

C-53: -and the other one makes this sound.

[a vicious growl]

NERMUT: I'll have the first one.

C-53: Okay.

PLECK: Ah, you chose wrong.

NERMUT: What?

PLECK: That one is the scary one.

C-53: That one is very dangerous.

NERMUT: What!

C-53: Yeah.

NERMUT: No, I don't need a pet. Okay.

BARGIE: That's what people who need pets say.

NERMUT: Really?

BARGIE: Anyway, continue.

NERMUT: You are going to the Totopo Casino.

PLECK: Wait, we're going to a casino?

NERMUT: You're going to the Totopo Casino to track Phoenix Ash, who is involved with some incredibly shady dealings, and y'know what I might as well just say this outright if we're being honest, they- this says on here 'no funny business' okay?

PLECK: What does that mean?

C-53: Actually says that.

NERMUT: It means- it says 'no funny business', meaning no one will know you arrived, no one will have noticed you left, Phoenix Ash will not know that he met you, but you should come back with precious, precious intel. It's a stealth mission!

[all three 'ooh' in wonder]

DAR: So a Tellurian, droid and Dar walk into a casino.

PLECK: Yep.

C-53: Or do they?

DAR: Hmm!

NERMUT: Exactly!

PLECK: Alright

NERMUT: And, Pleck, this is really rare for you to be responsible but we are going to give you a couple hundred Kroon so that if you end up, y'know, in a game of chance you can blend-

PLECK: Wait, you're giving us money?

NERMUT: No it's not giving it to you it's just-

DAR: And if we lose real big?

NERMUT: Thats-

DAR: Asking for Pleck

NERMUT: Then you can't- then you can't lose more than you have.

PLECK: Okay, well y'know, you never know.

C-53: You'd be surprised.

NERMUT: Guys, the Totopo Casino is a dangerous alluring place, and you have to resist all of its magnetism.

DAR: Wait so is it-

C-53: So it's actually magnets-

DAR: It's actually magnets?

PLECK: Yeah, C-53 should not be around magnets, probably not.

DAR: Or-

C-53: Yeah, I don't know if that's, I don't know if this frame is shielded-

NERMUT: It says here, that there are a lot of literal magnets and also it's just very alluring.

C-53: Sort of a BOGO for magnetism.

NERMUT: And I think this is the kind of thing where once you guys successfully complete this mission, and you report back in, were gonna be closer than ever.

PLECK: Mhm.

NERMUT: Y'know?

PLECK: Yeah.

NERMUT: Were gonna- were gonna feel the love.

PLECK: Let us know how his REB Talk goes.

NERMUT: [sighs]

[ad transition music]

[warning alarms can be heard]

HARK TARTIGAST: Attention, attention, can anyone hear me? This is Captain Hark Tartigast transmitting from the depths of a hyperdrive vortex. I was in the middle of welcoming some amazing rebels into The Rebellion and then ZAP! My fighter is stranded in a technicolour aether separated from time and space. I can't even begin to describe what that was. I'm picking up scraps of rebel communications including this; support from our noble rebellion against the putrid Federated Alliance comes from Squarespace. We used Squarespace to build our amazing, official rebellion website, therebellion.space. Go there now to see the gorgeous poster for Emissary Turk Manaked's REB Talk, wow! Is it a beaut. The site also has Jordan B'Korkan's hit song 'This Dependents Day'. Download the track and check out the video and fear not, although my very being is at the whims of the pulsing fabric of reality itself, I'm using my scancom signal to faithfully file my advice column

'Harks Tough Love' where I answer YOUR burning questions. Therebellion.space has lots more including the page 'make a site' where you get this amazing offer, a free Squarespace trial and ten percent off your first purchase when you visit squarespace.com/zyxx and use the offer code 'ZYXX' z y x x, trust me you're gonna love Squarespace's beautiful templates and award winning twenty four seven customer service, that's all at your favourite website and mine, therebellion.space. Hark Tartigast signing off, oh my Rodd!

[ad transition music]

PLECK: You know what guys, I gotta hand it to Bargie, she had a bunch of straight up costumes in that room we've never been into, I look good! Does this suit look familiar to you, C-53?

C-53: Hmm, Emissary Decksetter, I must inform you that that is the suit that Jim Jimenar died in.

PLECK: What!? I should not be wearing this.

C-53: That's-

PLECK: It fits very well though!

C-53: -a little late for that.

GREETER: Ahh welcome, welcome to Totopo Casino!

PLECK: Uh hi! Hi there, Were just uhh,-

GREETER: Ah, you guys seem like you should be over in the high rollers section right?

DAR: Uh yes!

PLECK: Yes.

DAR: Please.

GREETER: A suit like that, a suit like that!

PLECK: [bashful] Ahh stop! You know it's just-

GREETER: Couple of high rollers! Eh?

PLECK: And our droid.

C-53: Hello.

GREETER: Ahh! Good good, set you up with one of the best dealers we have.

PLECK: Ah, thank you, great, sorry I'm just a little confused- are you the greeter at this casino or are you the owner of the casino?

GREETER: You never been to a casino before? I'm a greeter.

PLECK: Great.

WALKER: And I'm the walker let me walk you over.

PLECK: Oh wow, cool.

WALKER: Where are we walking him?

GREETER: Walking him over to D-34LR.

WALKER: C'mon greeter, join me.

C-53: It's almost some sort of ritual notion.

GREETER: Yeah it's a ritual, it's not a way to make sure you start spending Kroon. It's not that, keep going.

PLECK: Sure.

GREETER: Alright.

PLECK: Great, great.

C-53: Alright.

PLECK: Very nice. This is a really opulent casino .

GREETER: It's alluring, and magnetic right?

[C-53's arm sticks to a slot machine, causing a jackpot]

C-53: Yeah it's.. definitely magnetic.

GREETER: Well it's a magnetic core, planet has a magnetic core.

C-53 Yeah, of course.

DAR: Boys, I just wanna jump in here real quick, there was one costume that fit me, in Bargie's dressing room. ONE, do I feel like a high roller in this, large.. shiny balloon? NO!

C-53: I'm not.. a hundred percent sure that's a costume, so much as a like-

DAR: [angrily] It's the only thing that fit!

PLECK: That may have just been a balloon.

GREETER: D-34_LR will be taking care of you tonight.

D-34_LR: Thank you Sir, I will take very good care of them, Sir.

GREETER: Thank you very much.

PLECK: Wow cool, hey uh- just here to play a couple games not uh, not get too involved, uh my names Corp.. Uh Corp Tom- Tomstopper.

D-34_LR: Okay, well at this table we play Royal Nortan.

PLECK: Uh-

D-34_LR: It is one hundred Kroon blind .

C-53: [under his breath] Uh Emissary Decksetter, we should step away from this table immediately.

PLECK: Oh, C-53 you used to be-

DAR: Okay I'm in.

PLECK: Uh C-53 you used to be a Nortan dealer.

C-53: [emphasizing] I used to be Nortan dealer, do you understand me? Not a Royal Nortan dealer.

D-34_LR: We have plenty of open seats.

PLECK: Well, looks pretty much the same, right? There's a river over there, it's a-

C-53: No, no, no, no, no, do not- don't put that down on that-

PLECK: I'm just gonna- just one game, seems fine.

D-34_LR: Got money on the table, we are playing!

PLECK: Great, I mean-

D-34_LR: Are you familiar with Royal Nortan?

PLECK: I'm familiar with Nortan

D-34_LR: Oh it's very similar.

PLECK: Oh great, see C-53 it's nothing to worry about.

C-53: It's-

D-34_LR: Like- like Nortan there are three suits.

PLECK: Okay.

D-34_LR: Gems, jewels, stones.

PLECK: Great, yep.

D-34_LR: Unlike Nortan, there are also three subsuits paired with each suit, which are also jewels, gems, stones. You will be given two cards per card which you must hold together. So there would be jewels jewels, jewels gems, jewels stones. Gems stones, gem gem, gem jewels. Makes sense? Et cetera.

PLECK: And then stones jewels, stone gem and stone stones.

D-34_LR: Great.

DAR: Wow, see you're picking it up so fast.

D-34_LR: Yes that's correct.

PLECK: Yeah!

DAR: We should get gambling!

D-34_LR: It's one hundred Kroon blind.

PLECK: Uh sure!

C-53: Emissary Decksetter for the last time, I will advise you to leave the table .

PLECK: [sighs] C-53, you know I really-

DAR: C-53, I think you're making a bit of a scene.

C-53: [through his teeth] I'm not making a scene, I'm just grabbing the arm of a friend-

PLECK: Ww, ow, ow!

C-53: [through his teeth] -and telling him he's too stupid for this game.

PLECK: Oh.

DAR: [feigning politeness] But I've already bought in and I really want to beat him.

PLECK: [sighs] Okay listen, I can't let Dar go down this road by themselves. I gotta try this! One hand C-53.

C-53: That's not-

PLECK: One hand.

C-53: -how the game works.

D-34_LR: Alright, so there are your ten cards, remember, every card is paired with another card, so that's only five cards. Make sure you hold them together so they don't become separated otherwise there will be consequences.

PLECK: Now can I switch the cards from one-

[D-34_LR reaches over and slaps Pleck]

PLECK: Ow!

D-34_LR: No.

PLECK: Okay. Good to know.

D-34_LR: Great, here are the nine cards in the chamber, and the three cards in the pit, unlike normal Nortan, each betting round will consist of passing one card to the right and one card face down. Then whoever has the highest bid from the previous round gets to select either one card from the pit, or three cards from the chamber just slip up-

PLECK: Uh okay just one second. [whispering] C-53, what do I do?

C-53: [snarkily] Oh! Now you're worried about how to play Royal Nortan?

PLECK: I just lost the thread for like a second and-

C-53: That's the point, of Royal Nortan!

PLECK: Okay, okay I- yup.

C-53: It's the most complicated card game in the galaxy!

D-34_LR: There are also five face cards including the normal number cards, there's the Heliofant, the Empress, the Emperor, the Prince, the Assassin. If you have the Assassin in your hand at the end of the round it is worth minus three points.

PLECK: Okay, yeah.

D-34_LR: If it is paired with either of the Empress or the Emperor it is worth seventeen points and the Emperor is worth minus five and the Empress minus seven points.

PLECK: Okay, alright.

D-34_LR: First betting round before we place our face down card and that's one card-

PLECK: I'm sorry, D-34_LR, I- sorry I have one more question.

D-34_LR: Sure.

PLECK: The river, is that for drowning people in?

D-34_LR: Yes, after ten rounds the loser is drowned in a river.

PLECK: Okay. Great, sure so, C-53 same rules, as long as I don't lose ten rounds we're in good shape!

C-53: Emissary Decksetter, I cannot stress to you how bad a decision you've made.

PLECK: [sighs] C-53-

DAR: I can't stress how important it is- I need you to lose this game so I start looking better.

PLECK: Okay, alright, so I will just take one of these cards.

D-34_LR: No, you're betting now.

PLECK: Oh! Yep, sure I'm just-

D-34_LR: You're betting now, placing one card face down and passing one card to the right.

PLECK: Sure, but I already bet with the hundred Kroon that I put in.

D-34_RL: No, that's the blind, that is just to enter into the round.

PLECK: Hm. Okay, yep!

DAR: I bet six hundred Kroon.

PLECK: Dar, where did you get the Kroon?

DAR: That, is none of your business.

PLECK: Okay, fair enough.

OTHER GAMBLER: This is my ninth round and I can't wait! I think I'll put in five hundred Kroon! And I'd like to deal in and out twice!

D-34_LR: That is fair.

PLECK: Great, great. So I'll just pass this card to the right.

C-53: That means you automatically lose the round.

PLECK: What? I thought that was part of it!

D-34_LR: There's a bet of six hundred and five hundred, you can choose which one you wish to match.

PLECK: O-okay I guess I'll match five hundred. I'm getting pretty- pretty close to the bottom of my Kroon already.

D-34_LR: You are committed to playing an entire eleven rounds.

PLECK: Cool.

D-34_LR: Would you like to speak to the pit boss and extend a line of credit?

PLECK: Is that possible?

D-34_LR: Yes!

[D-34_LR honks a horn]

C-53: Emissary Decksetter, what are you doing?

PIT BOSS: Ah! My high rollers! Hello, hello!

PLECK: I just I- I forgot to grab my Kroon tube!

PIT BOSS: Alright, well I can extend a line of credit?

PLECK: Hey, perfect.

PIT BOS: Alright, so what are you putting against that?

PLECK: Oh, just gonna play a couple rounds of ol' Nortan.

PIT BOSS: ...What? Do you not know how credit works?

D-34_LR: Usually you have to put up a piece of collateral.

PIT BOSS: Right.

PLECK: Oh! Right, um, I guess my droid?

C-53: No. No-no.

PIT BOSS: Alright! Droid is in as collateral!

C-53: No. No, no.

D-34_LR: Hate when they do that.

C-53: You have to show an ownership deed, and he does not have that.

PLECK: Oh, okay.

D-34_LR: What- what brings you fellows here to the casino?

PLECK: Ah just, hanging out quietly, mostly. Just seeing what's what.

D-34_LR: Alright, and now turn over half your hand.

PLECK: Okay, top half or bottom half?

D-34_LR: Side.

PLECK: Okay.

D-34_LR: oh, I see your hand added up to a prime number.

PLECK: [smugly] Yes it does, heh.

D-34_LR: All hands must be picked back up and passed to the left.

PLECK: Oh, that was- but I ugh. So this isn't my hand anymore?

C-53: No.

PLECK: Oh. It was good though, right?

C-53: Are you having fun?

PLECK: I- sort of? I feel like I may have missed a couple key rules at the very top.

C-53: Emissary Decksetter, you have not even heard one percent of the rules of Royal Nortan.

OTHER GAMBLER: Can I interrupt his round and do a back to back?

D-34_LR: Oh, yes you can.

PLECK: What is- I'm sorry what is a back to back?

D-34_LR: That was six individual cards which are then paired with additional cards, and can bet on each additional hand.

PLECK: Okay, see I'm getting this-

OTHER GAMBLER: And then I have to name them, I'm going to name mine-

D-34_LR: Yes, you must name them.

OTHER GAMBLER: Daniel,

D-34_LR: Daniel.

OTHER GAMBLER: Daniel,

D-34_LR: Daniel.

OTHER GAMBLER: -and Daniel.

D-34_LR: -and Daniel.

PLECK: I thought there was six cards though.

PIT BOSS: Alright high roller, here's your Kroon up against your droid as collateral.

C-53: This shoudnt be possible.

PLECK: C-53, listen, I'm really sorry about this.

D-34_LR: And zim! I'm really sorry ma'am.

OTHER GAMBLER: Oh no, well that was my tenth round.

D-34_LR: Yes that was- that was your tenth round.

PIT BOSS: Ah, well here you go!

OTHER GAMBLER: Alright then!

[sound of other gambler being drowned in the river]

PLECK: What! No, no! Oh!

DAR: Oh.. okay.

[intense trumpet music starts up]

PIT BOSS: High roller.

PLECK: Yeah, yeah, yeah.

PIT BOSS: You're about to meet one of our biggest high rollers here at the casino.

DAR: Woah!

PIT BOSS: Oh I can't wait to see two high rollers go up against each other.

DAR: Now, do you supply those trumpets?

PIT BOSS: No, those are his.

DAR: Wow!

PLECK: Wo-ho-oah, cool.

PIT BOSS: Yeah, gotta love this guy, here he is folks.

PHOENIX ASH: Hey, thanks so much. D-34_LR, how are you my friend?

D-34_LR: Mr. Ash, thank you, it is so great to see you again.

PHOENIX ASH: Yeah.

PLECK: I'm sorry, I'm sorry, your- your name is Mr. Ash?

PHOENIX ASH: Uh, yeah? Pho-enix Ash.

PLECK: [confused] Pho-enix ash..

PHOENIX ASH: Yeah.

PLECK: Great, that's a- really rolls off the tongue.

PHOENIX ASH: That gown that you're wearing is incredible. Where did you get that?

DAR: Thank you, it was custom.

PHOENIX ASH: Ahh.

D-34_LR: Mr. Ash would you like me to load another shoe?

PHOENIX ASH: Uh yeah, you know what, I like this- I like this table, I like this vibe here, lets load two shoes.

D-34_LR: Just one moment.

PHOENIX ASH: Yeah.

PLECK: Yeah, it's a good thing you got here now because some old lady just got drowned.

PHOENIX ASH: Oh man, I missed it?

PLECK: Uhh-

DAR: So she lost that round which means we... won the first round?

D-34_LR: No, the house won.

DAR: Okay.

C-53: If someone is drowned, the house wins.

PLECK: Huh.

DAR: Got it.

PLECK: Okay, sure. Now, I- just in case, and there's not, but just in case there was someone at the table who had no idea how to play this game-

D-34_LR: Well I would tell them to watch Mr. Ash.

PLECK: That's a yeah- that's a- you're totally right.

PHOENIX ASH: Yeah, so uh tell me- tell me about your uh robot friend over here.

PLECK: Oh uh this is uh-

PIT BOSS: Collateral, this is your collateral.

PLECK: Yeah.

PHOENIX ASH: Ohoho.

PLECK: This is C-17 he's just a good old droid, we have a rapport with each other.

C-53: We do, we have a good relationship where one of us offers sound well measured advice, and the other one ignores it entirely.

PLECK: Yeah, sometimes. Let's get that second round going, huh D-3?

DAR: Yeah.

D-34_LR: One hundred Kroon blinds.

PLECK: Uh, yeah just-

DAR: Okay.

PHOENIX ASH: Lot of Kroon on the table.

D-34_LR: And there's your ten cards.

PLECK: Hm?

DAR: This one's actually ten cards.

D-34_LR: There are ten cards, but theres twenty cards.

DAR: Yes, yeah.

PLECK: Yeah I'm- uh very-

C-53: Having trouble following?

PLECK: Very-

PIT BOSS: Yeah, just back it up- yeah, back up the drowning thing.

PHOENIX ASH: Oh.

PLECK: Wait, what is this?

C-53: You see that?

PHOENIX ASH: Hey, there they are.

C-53: See that?

PHOENIX ASH: Good to see you boys, hey boys.

C-53: [angrily] Emissary Tomstopper? That's a crew to help drown people.

PHOENIX ASH: Sorry, how many questions have you asked about the game at the table so far?

PLECK: Just a couple just to make sure that it-

D-34_LR: He is currently three short of making a loop.

PHOENIX ASH: Oh no, okay well.

PLECK: Okay I- ah- I know that this is one of my three, but a loop is bad right?

C-53: Emissary-

D-34_LR: A doop, not a loop. A loop is something entirely different.

DAR: Hm that sounds like two questions that were asked.

D-34_LR: Oooh!

PHOENIX ASH: I think that sounds like two indeed, oh I'm so sorry my friend.

D-34_LR: Duel round!

PHOENIX ASH: Let's refill those shoes.

DAR: Alright.

D-34_LR: One hundred Kroon blind.

PLECK: It is a good thing I have this tube, of credit.

PHOENIX ASH: You know I got a question.

PLECK: Mm.

PHOENIX ASH: Because you two seem fun-

PLECK: Yeah.

PHOENIX ASH: -and I do like you. Uh so I wanna ask your husband here, how much.. Would it be.. for a night.. with your beautiful wife over here?

PLECK: Wait- are you- are you referring to me?

DAR: Of course Corp-

PHOENIX ASH: Oh yeah. So how much for uh, and I'll tell you no price is too high when the proposal is this indecent.

PLECK: So-

PIT BOSS: I love it!

PLECK: Why are you here? Why are you still here?

PIT BOSS: I'm the pit boss..

PLECK: Aren't you supposed to be-

PIT BOSS: I'm the greeter and I'm the notary public when an indecent proposal happens.

PHOENIX ASH: Yeah, so you do have your stamp, am I right?

PIT BOSS: I do, indeed.

PHOENIX ASH: Alright.

DAR: No price is too high?

PHOENIX ASH: No price is too high.

DAR: Hm, okay.

PHOENIX ASH: I'm Pho-enix Ash.

PLECK: Phoenix can I ask you, what- what does a night with you entail?

PHOENIX ASH: Oh man.. well, the first thing that we would do is sit down on a bench.

PLECK: Okay.

PHOENIX ASH: We would look into each other's eyes deeply.

PLECK: Mhm.

PHOENIX ASH: And then after ten minutes on the count of three, we would try to guess what the other person was thinking.

PLECK: Oh.

PHOENIX ASH: We would keep yelling words at each other until we said the same word at the same time.

PLECK: Oh. Great.

PHOENIX ASH: And then I would take you on the deck.

PLECK: The deck?

PHOENIX ASH: Oh yeah, the deck-

PLECK: Of-

PHOENIX ASH: Of my Planet Crusher Crusher.

C-53: [whispering] What?!

PLECK: Can I- can I just- did you say Planet.. Crusher?

PHOENIX ASH: Uh no, I said, Planet Crusher Crusher.

PLECK: I would love to see something so large that it could crush a Planet Crusher.

PHOENIX ASH: Well, if you stick around with me a little bit longer you'll see what a Planet Crusher Crusher does, and let me explain this to your beautiful face and eye.

PLECK: My eye isn't really supposed to look like this but-

PHOENIX ASH: You know what, a Planet Crusher Crusher is the thing that eliminates the evidence of the thing that has destroyed a planet.

PLECK: Great, cool- that's good ne- that's good information to know.

DAR: Hold that thought, ahem.

PHOENIX ASH: Oh I'm holding something alright.

PLECK: I just- I- I-

DAR: Corp, Corp, C-17, a word?

PLECK: Yes, uh, just we're-

C-53: Uh, we will call a short recess?

D-34_LR: Yes, we will call a dern.

PHOENIX ASH: Oh.

C-53: Thank you.

PHOENIX ASH: Gabble, gabble, gabble.

PIT BOSS: I'll allow it!

[the crew take a step aside]

DAR: That last part sounded pretty interesting.

C-53: He was talking about a ship that crushes Planet Crushers.

PLECK: C-53, you mentioned that a while back and I- I always thought that was sort of a theoretical, but it sounds like that's a real thing.

C-53: Yeah.

DAR: But let's revisit the fact that he wants to pay me, to spend the night with you.

PLECK: I think-

DAR: It sounds too good to be true, I mean I get rid of you for a night, I get a whole bunch of Kroon and-

PLECK: I think we'll get to that in just a second Dar.

[a pause]

PLECK: I'm terrified of that by the way.

DAR: Oh, he sounds pretty pleasant.

C-53: Yeah what's the worst that could happen?

PLECK: [directly] What are you talking about?

DAR: You get-

C-53: You SOLD me to a casino!

PLECK: Okay well, I collateralled you to a casino.

C-53: Do you understand how credit works?

PLECK: I'm going to win it all back.

DAR: Or-

[Dar slaps Pleck]

PLECK: Ww!

DAR: You did deserve that. Or, instead of winning it all back, we just get it all from this very charming individual.

PLECK: Hmm.

DAR: And you know, everything's square. C is fine, you get to experience something that, honestly? Wish it was me, how are you not into this guy?

PLECK: I don't-

DAR: I am-

PLECK: What!

DAR: My flaps will not stop shaking.

PLECK: I don't, are you kidding?

DAR: No-

PLECK: He's got-

DAR: -there is something about him.

PLECK: His hair is so greasy, and he has all those rings.

DAR: And hes-

C-53: Plus he's a war profiteer.

PLECK: Oh.

DAR: It's just the way he licks all of his chins when he's talking to you, is it not-

PLECK: I don't-

DAR: -completely arousing?

PLECK: See I'm not- I'm not into it.

DAR: And then we get to find out a little something about a little Planet Crusher Crusher.

C-53: Alright, the recess is almost up, we should get back over to the table.

PLECK: Okay.

DAR: And not only that, he just.. says things with such confidence that I am... hoo! Ready to shoot.

PLECK: Okay, yeah. Wow.

[the crew walk back over]

D-34_LR: Would you like to shoot this hand?

DAR: I would.

D-34_LR: Alright! Double the bet! We are currently at six losses.

PLECKS: Oh that's-

PHOENIX ASH: Oh my goodness!

PLECK: Okay.

PHOENIX ASH: Better warm that river up!

D-34_LR: I shall. If you are overly concerned, some of our more wealthy clients download their consciousness for a small fee.

PLECK: Oh that's- okay sure.

D-34_LR: So after they are drowned they can be reloaded into a new body.

PLECK: Yeah, that's great! Okay, yeah.

D-34_LR: It is only seventeen thousand Kroon.

PLECK: Okay, well.

DAR: And how much of a tube of credit has my dear Corp taken out here at the casino?

D-34_LR: Sir?

PIT BOSS: Ah yeah so, okay.. Ooh that's a long tube of credits.

[the Pit Boss follows the tube away]

C-53: It's really snaking back there.

DAR: Wow.

PIT BOSS: There it goes.. into the distance.

PLECK: Okay so theoretically I could afford that.

PIT BOSS: You hate to see a tube of credit that long.

PLECK: Well, at first but if you- you know if you're able to pay it back then what's the problem.

PIT BOSS: [long groan]

PHOENIX ASH: But I also do want to point out that if uh you accept my proposal, you will have a much longer tube of credit.

PLECK: Yeah, that's true, that's true.

PHOENIX ASH: Because the notary public over here uh, the ink is wet on his stamp.

PIT BOSS: I'm hovering!

PLECK: Uh, listen Phoenix-

D-34_LR: Oh! Pit is empty! Reloading the pit, and shuffling the chamber.

PLECK: Good plan.

D-34_LR: That's two more losses.

PLECK: For who?

PHOENIX ASH: Ooh seems like you-

C-53: For YOU.

PLECK: Oh.

D-34_LR: Norm is up to a curtly eleven wins.

DAR: Hm.

C-53: Notice how people are putting down cards as they've been talking and you've just been staring into space?

PLECK: C-17!

C-53: What?

PLECK: [whispering] Come here for a second.

C-53: [whispering] Okay.

C-53: Uh minor recess?

D-34_LR: Minor recess.

[Pleck and C-53 take a step aside]

PLECK: C-53, don't you understand? I can't lose this game. I'm connected to the space.

C-53: Oh my-

PLECK: All I have to do is reach out with my feelings, I can see the cards before they're even flipped over.

C-53: But you don't know what you're trying to do with the cards.

PLECK: That's where the space comes in, my hand just guides them where they need to go. I haven't activated it yet because I was waiting for the stakes to get higher.

C-53: Emissary Decksetter, if-

PLECK: Listen C-53.

C-53: -we never see each other again after today, which is very likely based on how things are going, I want to just say that most of it has been very good. This has been a very frustrating day for me personally.

PLECK: Thank you, C-53.

D-34_LR: Wow there's a lot of table talk happening here.

PLECK: [ahem] Alright we're back.

PHOENIX ASH: Norm, I just want you to know that uh I love your style so much I uh have some fashion friends on a distant planet and I'm thinking about uh the idea of a fashion line called Normcore, based on your style, I feel like it's something we should talk about later.

DAR: Yeah.

PLECK: That sounds really, really good.

PHOENIX ASH: Yeah, you know what, you're at nine losses my beautiful friend-

PLECK: Nine?

PHOENIX ASH: -and I feel like we are at- we are at what is called the rivers edge when you-

PLECK: Is it nine already?

D-34_LR: Yes we're at nine.

PHOENIX ASH: It's nine.

PLECK: Huh. Then in that case I think it's time for me to go all in with my tube of credit.

[Pit Boss groans as he drags the tube onto the table]

PLECK: Thank you.

D-34_LR: Now you just need to choose two cards.

PLECK: Okay.

D-34_LR: pass one to the left, and one to the right. Pick one card in the pit to flip up, and one card in the chamber to flip down.

PLECK: Sure.

D-34_LR: You want to swap two of the cards in your hand for one of the cards on the table, and one of the cards from the player directly opposite of you. Take two cards, pass one to the left and on to the right, pick one card in the pit and flip it up, take one card in the chamber and flip it over. You can swap two cards in your subset of your suits, with another players cards- but you must also make sure you have at least a Prince or Emperor in your hand or in the pit of the cards-

PLECK: D-3, I'm gonna stop you right there. D-3, I'm gonna stop you right there. I know exactly what to do. Passing this card to the left, passing this card to the right, flipping this card in the pit, and putting these three cards on top of a stack of sixteen cards to my right.

DAR: Pleck, there are eleven more steps and you cut him off before he could explain them all.

PLECK: No I- I think I- I think I pretty much-

D-34_LR: Sum the total of your hand-

PLECK: Okay, yup.

D-34_LR: -if it is under twenty you must reach across the table-

PLECK: Mhm.

D-34_LR: -tap the rhythm of the Anthem of Gudoos, pull your hand back, put those cards back over-

PLECK: Say no more. Is... this the card I need to win?

[Pleck reveals a card]

C-53: Emissary Decksetter, to not know whether a card will win you a round is not-

PLECK: It was rhetorical, it was rhetorical.

C-53: Okay, alright.

PLECK: It was rhetorical. D-34_lr?

D-34_LR: Do you have an Assassin in your hand?

PLECK: If I do it is, this one?

D-34_LR: That is a two.

PLECK: Okay, yup and that is?

D-34_LR: Oh- oh that is a loss.

PLECK: Yikes!

D-34_LR: Mr. Ash, would you like to uhh indecent proposal him before we drown him or after?

PHOENIX ASH: Well, I feel like the way this is going I'll do it afterwards.

DAR: Wow.

PHOENIX ASH: It's just-

C-53: [sternly] Did you hear that, Corp? He's gonna wait until you're drowned to indecent proposal you.

SAMMO: Uh hey guys.

PHOENIX ASH: Oh, wow.

WINK: Hi.

SAMMO: Hey.

DAR: Oh..my..Rodd.

C-53: What.

SAMMO: [whispering] Psst, it's us.

WINK: Hey guys!

C-53: We know.

DAR: We know who it is.

PLECK: Yeah, we know, we know who it is.

SAMMO: Sammo and Wink.

WINK: We wanna play.

SAMMO: We wanna play!

D-34_LR: Well we're about to have an open seat.

PHOENIX ASH: Yeah, this beautiful woman here is about to be drowned in that river over yonder.

PLECK: I'm actually a- I'm actually-

SAMMO: D-34_LR, were actually willing to play Milsch hold em' Royal Nortan.

[D-34_LR gasps]

PHOENIX ASH: Oh my-

SAMMO: So that means we'll play for Corp over here as well.

D-34_LR: Yes, your life is now their blind, it is worth one hundred Kroon.

WINK: Cool!

SAMMO: Cool.

PLECK: Sounds about right.

SAMMO: Bink, what do you think?

WINK: I don't know, Pammo.. do you guys know who we are?

PLECK: Yes no it's fine-

WINK: Okay I just like- wanted to check.

DAR: We've been told to be very under the radar here.

C-53: Yeah just- were trying to just stay, yeah-

WINK: It's just were both like really into our characters right now like- were also-

[Sammo does a line of dust under the table]

SAMMO: Ugh okay.

WINK: -full of dust.

SAMMO: We're so dusted.

WINK: Okay, okay, okay.

SAMMO: Okay, okay.

SAMMO & WINK: And... scene!

SAMMO: Uhh okay so-

D-34_LR: There's your card.

SAMMO: Yes, pick up the cards.

WINK: Thank you very much.

PHOENIX ASH: D-34_LR, these- these tables are completely sound proof underneath im really impressed.

PLECK: They're very high quality tables.

D-34_LR: It's a very high-class casino.

WINK: We're ready to make our move.

SAMMO: Alright, I've got two Heliofant's in the chamber, a stone, a gem, a twinkle, and then I actually am rolling the die right now, uhh and-

D-34_LR: Would you like to spin additional?

SAMMO: I would please.

D-34_LR: Here's the spinner.

SAMMO: Thank you.

[Sammo spins the spinner]

SAMMO: And then...

[Sammo taps the rhythm]

SAMMO: I think that's the rhythm you were looking for.

D-34_LR: Yes it is, sir. Impressive.

SAMMO: Bink and I are one so Bink, go for it.

WINK: Okay, I'd like to put the second one on the third one, and the fifth one on the twentieth one but don't put it on the fifteenth my eyes are on you.

[D-34_LR laughs]

D-34-LR: no worries ma'am

[Phoenix Ash laughs]

WINK: And then I'd like to take the third one and set it on fire but then bring it back to life and then set it free and then well know what we got. This game is so easy.

SAMMO: Yeah.

D-34_LR: A triple zing!

WINK: Oh that's pretty good!

SAMMO: Ohh yeah.

D-34_LR: Pammo and Bink win the entire round!

WINK: Oh wow, we're so good at this.

SAMMO: Wow.

D-34_LR: That includes winning you, Corp and C-17, which you put up for collateral, and Norm you come out completely even.

DAR: Great.

PHOENIX ASH: I've never been at the table when someone's hit a triple zing before.

D-34_LR: It's very rare.

PHOENIX ASH: So weird..

D-34_LR: Oh! And that means twelve losses for Phoenix in that hand.

PLECK: Oh no.

PHOENIX ASH: Ohh.

D-34_LR: Which means drowning.

PHOENIX ASH: Aww.

PLECK: Oh no, certainly there's a way around this.

D-34_LR: Oh no, the rules of Royal Nortan are very strict.

PHOENIX ASH: You know, when I was born a prophet looked over my body, and said two words, 'River Pho-enix'.

PLECK: Oh no.

PHOENIX ASH: And I feel like the prophecy has been fulfilled.

PLECK: I mean I guess so.

D-34_LR: Sir, river.

[D-34_LR presses a horn]

PIT BOSS: Alright.

PLECK: Okay listen, Phoenix before you go, I just I feel- I feel bad I dont know like- I just- I'm sorry I couldn't reciprocate your feelings, but uh maybe before you get drowned we could try that uh, try that ritual you were talking about?

PHOENIX ASH: Oh! You mean where we stare into each other longingly and then we try to say the same word?

PLECK: Yeah, yeah.

PHOENIX ASH: Alright

PLECK: Alright. Lets try one, ready?

[a pause]

PLECK: Limo-

PHOENIX ASH: Limousine.

PLECK: Limousine.

PHOENIX ASH: Wow!

PIT BOSS: Alright! Time to die!

PHOENIX ASH: Damn I really thought that was gonna-

[the Pit Boss begins drowning Phoenix]

PIT BOSS: [over Phoenix' muffled screams] Alright.

[Phoenix goes quiet]

DAR: Oh, so in that final moment with him Pleck, you didn't think to ask 'who did you sell the planet crusher crusher to?'

PLECK: I just- I- I felt bad you know I- it's not very often that someone is like attracted to me and like you know it wasn't for me but I was like hey, you know, felt like we had a connection.

DAR: You're- you're right.

PIT BOSS: Welp! He downloaded his consciousness up into the- into our memory bank so who knows, maybe he'll come back one day. Alright!

PLECK: Listen, C-17, I think it's probably time we got out of here.

D-34_LR: You know, it's customary to tip the dealer.

PLECK: Okay.

[transition music]

PLECK: Hey Bargie, where's uh- where are the pets?

BARGIE: They're gone.

PLECK: What?

C-53: Bargie, there were two pets on board-

BARGIE: I know there were two pets and I got to the stage where I- there- our trust was made between us, I had games, I sang it to sleep, then I woke up and-

BEANO: Beano ate pets!

BARGIE: Eeyup.

PLECK: Wh- What? How did you do that?

BEANO: Beano open mouth and eat pets.

BARGIE: Mhm.

DAR: But the pets were so much larger than Beano.

BARGIE: Doesn't matter. Pets are gone! So we're not doing pets anymore, I'm going into pout mode.

PLECK: Wait, what is pout mode?

BARGIE: I'm pouting.

PLECK: Oh.

DAR: Hm.

PLECK: I get- I see what's happened now.

BARGIE: Eeehhh. I'm pouting.

C-53: You might notice some small differences from sleep mode.

BARGIE: I'm pouting. Eeehhh. I'm pouting.

C-53: Yeah, see there.

PLECK: Yeah, no I get it.

DAR: Mhm.

C-53: Okay.

[incoming transmission beeps]

C-53: Emissary Decksetter, I have an incoming transmission from Missions Operations Manager Nermut Bundaloy.

PLECK: Hey, Nermut.

NERMUT: Hello!

PLECK: How was the uh, REB Talk?

NERMUT: I.. wouldn't know!

DAR: Did he sign your chest?

NERMUT: I-

DAR: What is that?

C-53: There's ink visible, just above your collar.

NERMUT: [reluctantly] Ehh I'll have you know that I didn't- I didn't go to the talk, okay? And I-

DAR: You just went to get the autograph?

NERMUT: [stutters] I didn't even mean to get the autograph ok, I ran into Turk Manaked in the bathroom and I-

PLECK: Oh. And you had a marker-

NERMUT: No he [sigh] he just said 'He-hey little buddy you want an autograph?' and I didn't want to be rude and-

PLECK: Listen.

NERMUT: What?

PLECK: Nermut.

NERMUT: Yeah.

PLECK: You don't have to apologise.

NERMUT: I'm-

PLECK: We're our own team and you know sometimes we do pretty well.

NERMUT: Yeah.

PLECK: Because you know what?

NERMUT: What?

PLECK: We found Phoenix Ash.

NERMUT: Yeah?

PLECK: Yeah.

C-53: Yeah and we watched him get drowned in a river.

NERMUT: Woah.

DAR: Yeah.

PLECK: Yeah.

C-53: Actually I would say we were responsible for him getting drowned in a river?

PLECK: I mean indirectly, yeah sure.

NERMUT: I mean this was gonna be low pro.

PLECK: Ye- it was not- it was high pro.

C-53: Got a little- got a little high pro.

PLECK: It was pretty high pro.

NERMUT: Okay.

PLECK: We also learned that Phoenix Ash owned, at one point, a Planet Crusher Crusher.

NERMUT: A Planet Crusher?

C-53: No, no.

PLECK: No, a Planet Crusher Crusher, a Planet Crusher designed to crush other Planet Crushers.

NERMUT: Wh- ohhh. This- guys this is huge.

PLECK: Yeah.

C-53: Well yeah, it would have to be.

PLECK: It would literally have to be.

DAR: Yeah.

PLECK: It would have to be bigger than something big enough to crush a planet.

NERMUT: No but I mean huge for us.

PLECK: The real question is, who did he sell it to?

NERMUT: Right.

BARGIE: Hey, my uh my friend a fellow ship said you gave a really good REB Talk.

NERMUT: Oh, um.

BARGIE: I have a clip.

PLECK: Nermut you did a REB Talk?

NERMUT: No, I mean they- they needed a- some-

DAR: Play the clip, Barg.

[clip start up beeps]

NERMUT: You know what? A lot of Missions Operations Managers think it's about them, because you're the manager, but heres the- heres the real truth. At the end of the day it's about your team, it's about your emissary, it's about your protocol droid, it's about your security officer, and it's about your ship.

[scattered applause]

NERMUT: Thank you, I know this talk wasn't as precise as others and um, I'm glad you guys were still in the lunch room.

GUYS IN LUNCH ROOM: When's Turk Manaked coming out?

NERMUT: Uhhh, he's in the giant auditorium.

PLECK: Nermut, Nermut. Nermut.

NERMUT: Yeah?

PLECK: You know what, Nermut?

NERMUT: Yeah?

PLECK: I take it back, that was really nice.

NERMUT: Yes! I knew it.

BARGIE: Then he did a second one about how to write music.

PLECK: Oh no.

C-53: Oh, can we see a clip from that one?

PLECK: You did two REB Talks?

NERMUT: Yeah they've got ones at night where it's more of an entertainment focused.

C-53: Yeah they're called REB Acts it's-

NERMUT: Yeah.

C-53: -just slightly different.

PLECK: Okay. You got a clip?

[clip start up beeps]

NERMUT: So- weirdly like, these keyboards have things just programmed into 'em, you can just- look at this I'm gonna hit one button and listen to this beat. And I'm just gonna riff on something I see!

AUDIENCE MEMBER: Cool!

[beat starts]

NERMUT: You know- like, if you could pet, all your pets, on their heads, and you want to go to bed but you stay up late making art that could someday be real great, you want to be a artist, artist, artist, artist, you- you want to go the farthest, farthest, farthest, farthest. Do it! You can do it, you're all so great and beautiful, psh!

[beat stops]

NERMUT: So you know guys just follow your dreams.

[scattered applause]

C-53: Wow.

AUDIENCE MEMBER: Where's Turk Manaked?

[outro music plays]

C-RED-IT5: This is C-RED-IT5, credits and attributions droid commencing outro protocol. Emissary Pleck Decksetter was played by Alden Ford, C-53 was played by Jeremy Bent, security officer Dar was played by Allie Kokesh, Bargie the Ship, the Drowned Gambler, and Wink were played by Moujan Zolfaghari, Missions Operations Manager Nermut Bundaloy was played by Seth Lind, the Pit Boss and Sammo were played by Winston Noel, D-34_LR was played by special guest Christopher Scott. Chris is a writer and comedy person living in New York City, he performs nerd improv with Thank You, Robot, and teaches improv at the Upright Citizens Brigade. He has written a couple of novels he doesn't let anyone read, and loves Disney World. Follow him on twitter @thecascott. Phoenix Ash was played by special guest Matt Little, Matt also performs with Thank You, Robot and Science! Exclamation Point every month in Caveat NYC and he co-hosts Lasers in the Jungle at UCB East. He is the guy who filmed the fabled pizza rat video and you can follow him on twitter @themattlittle. This episode was edited by Seth Lind, with sound design and mix by Shane O'Connell, additional sound effects submitted by listener Rebecca Pridmore, thank you Rebecca! This episode was recorded at Robert Doggy Jr.'s Puppy Pound in Brooklyn, New York. Music by Brendan Ryan, opening crawl narration by Jeremy Crutchley, Ship design for the Bargarean Jade by Eric Geusz. Mission to Zyxx is brought to this galaxy by Audioboom, thanks Audioboom! A very special thank you to our patreon supporters for making season two possible.

[OUTTAKE]

NERMUT: Why is Bargie's manifest short one signal balloon?

PLECK: Uhhh that's not-

C-53: That's- maybe just get this one sent.

DAR: It was the only thing that fit!

NERMUT: Okay.