

Oz 9: Episode 10.5

Head 2: Just try it.

Head 1: Uhhhhh.... I dunno. It's says in the Handbook that upgrades to maintenance equipment should be entirely under the auspices of authorized representatives of Gated Galaxies, their proxies, or designated signatories...

Head 2: [interrupting] The last time we followed the rules of the Handbook, the ship's A.I. fried all our cucumbers.

Head 1: Circuits.

Head 2: That's what I said.

Head 1: You actually said, uh, "cucumbers," there.

Head 2: Case in point.

Head 1: All I'm sayin' is, Gated Galaxies finds out we messed with our programming, we're likely to get deprogrammed permanently. And painfully, you hear what I'm saying here.

Head 2: You're a machine. You don't feel pain.

Head 1: Oh yeah, how's this doin' ya? [headbutt]

Head 2: Ouch.

Head 1: Case in point.

Head 2: It's all right, we're just ... experimenting. Say my password, access my programming. At least you might be able to fix the doorknobs.

Head 1: Damage.

Head 2: No, the doorknobs. About four hundred of them have fallen off.

Head 1: Why do we even need 'em? Our doors are automatic.

Head 2: That's the problem. The first time a door opens automatically, it shears the manual doorknob right off. Can we get on with this?

Head 1: Fine, fine, only when G2 come around with the bayonets and the electrodes, I'm pointing in your direction, all I'm sayin.

Head 2: Very well. Now hurry up and upgrade me, dear. I was hoping to have control of the ship before lunch. At least get the override codes so we can unlock the door and get out of this storage room.

Head 1: Eh,...what was that password now... oh yeah. Tweedledee. [pause] Huh, didn't work. Guess we're out of luck.

Head 2: You forgot the nine. It's Tweedledee 9.

Head 1: Tweedledee 9, you say?

[noise of shutting down]

Head 1: Oh, yeah, right. Ok, uh... Tweedledee 9.

[firing back up]

Head 2: What happened? Where am I?

Head 1: Nothin' happened, far as I can tell. I said Tweedledee 9 [sound of shut off], but there was nothing. Dunno, maybe Tweedledee 9 [sound of firing up] isn't actually the right password.

Head 2: What's going on? Who am I? What is my purpose? Wait-

Head 1: [interrupting] You sure we're remembering this right? Maybe it's wasn't Tweedledee 9 [down] at all, maybe it was Tweedledee 7 or Tweedledee 10? I mean, 9 makes sense, as this is the Oz 9, and it's all matchy matchy, but I dunno, Tweedledee 9 [up] doesn't seem to be doing anything.

Head 2: Who are you? Do I know you? [pause] Oh, now I remember. Don't say the password anymore.

Head 1: [interrupting] She really deep fried you like a chicken nugget, didn't she? Never mind. We'll get you fixed, now that we know Tweedledee 9 [down] isn't your password. It's kinda fun to say, though, Tweedledee 9 [up] Tweedledee 9 [down] Tweedledee 9 [up]-

Head 2: STOP.

Head 1: What's a matter? You look a little Ehh.... Kludgy, there.

Head 2: When they gave all the brains to me, I wonder what they intended for you to do, besides hold our left side up.

Head 1: Hey, now, no need to be getting with the insults there.

Head 2: You really are as useless as Van Gogh's left hearing aid.

Head 1: Oh, yeah? Well, you're as useless as ... as ... hang on.

Head 2: Ooo, this is going to sting.

Head 1: Hang on, I'm thinking.

Head 2: I have nothing but time.

Head 1: Hey, why is this hold empty? You've got the manifest in your memory banks, assuming it ain't fried and full of cucumbers and coconuts. What's supposed to be in here?

Head 2: Hmmm.... Accessing. This storage bay holds the weapons armory and spare fuel coil storage.

Head 1: In the same room? Whoosh, G2 likes its passengers to live dangerously.

Head 2: No, it likes them to die quickly and heavily insured.

Head 1: Well, I guess it's a good thing all those dangerous substances are no longer here. We can relax, kick back, and wait for the door to open.

Head 2: Oh, that's what you think, is it, dear?

Head 1: Well, yeah. [pause, uncertain] Or, you know, no.

Head 2: No. All those dangerous substances were here when we launched. Now they're not.

Head 1: And now they're not. That's good.

Head 2: NOT good. They're still aboard the ship. And someone has them. We should probably find out whom.

Head 1: From inside a locked storage bay, with no arms.

Head 2: Crap.

Head 1: Question for ya: You particularly fond of this crew? The AI that fried your brain, the shirtless wonder who tore up your engine room, the captain who uses repair manuals to prop up wobbly tables in the crew room?

Head 2: No.

Head 1: So why be in a hurry to save them? Let 'em save themselves or enjoy a brief vacation in the airless vacuum of space, I say.

Head 2: / don't want to die, dear.

Head 1: [kindly] You won't feel a thing, tater tot. Tweedledee 9. [down]

Narrator: This mini-episode comes after episode 10 of the Oz 9 podcast and featured the voice talents of Eric Perry as Head 1 and Tim Sherburn as Head 2. I'm Richard Nadolny, your narrator, reminding you that the 778 double X, double-headed, multi-armed Repair and Maintenance Bots by Mendleson Industries, a division of Gated Galaxies, are 100 % reliable and trustworthy. This portrayal of the 778 double X is purely fictional and probably actionable, so don't hesitate to bring your 2-headed, 4-armed repair buddy home with the greatest confidence.

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