

SLIDERS"Big Sandy"

By

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CONCEPT - The Sliders land in a small coastal town that is the supposed home of the legendary "Big Sandy," an enormous "land serpent" that is said to live beneath the sand and which is rumored to pop out every so often to snatch a stray dog or unlucky tourist. As with Loch Ness and the towns where Big Foot has been sighted, the economy is dependent largely on tourists who come by hoping to catch a glimpse of Big Sandy and pick up a souvenir T-shirt while they're at it.

The Sliders are understandably skeptical, but when they witness firsthand that Big Sandy is anything but imaginary, they set out to alert the locals to this very real danger and perhaps save the town from this deadly creature, legend or no legend. The mayor, fearing the Sliders might cause a panic that scares people off and destroys the aura of mystery that surrounds their famous -- or infamous -- inhabitant, tries to silence these troublemaking interlopers.

SYNOPSIS - The wormhole deposits our heroes in a small, friendly, coastal town similar to Pacific Grove; a quaint, picturesque spot with lots of trees and sand and shops. Everywhere they look, they see references to "Big Sandy": the Big Sandy Inn, the Big Sandy Cafe, and every manner of merchandise touting Big Sandy -- a giant, green, sea-serpentish creature with a long, snake-like body, a fin-like ridge running down its back, and long fangs. But rather than frightening the browser, most of the souvenirs -- stuffed animals, T-shirts, posters, etc. -- make the creature out to be cute and cuddly, with big, soulful eyes and an irresistible smile; not *quite* Barney, but a distant cousin, perhaps.

Upon inquiring at the Big Sandy Cafe, they learn the Legend of Big Sandy, a gigantic land serpent that, according to local lore, lives beneath the sand, popping out from time to time to gobble down small animals and nosy tourists. Quinn, Wade and Rembrandt exchange skeptical looks and Arturo is inclined to view such fantastic creatures with a similarly raised eyebrow, but he also points out how no one has *really* explained what is lurking beneath Loch Ness, nor exactly what (or who) Sasquatch is.

Most of the town's citizens haven't actually *seen* Big Sandy, but they all know someone who knows someone who has -- which adds to our quartet's skepticism. After realizing that a light-fingered tourist has swiped the Timer, the Sliders track him down to a desolate stretch of sand where

Quinn manages to "persuade" the tourist to hand over the Timer.

Their altercation is interrupted by Big Sandy herself -- a massive, snake-like creature with a fin-like ridge running down its back, monstrous eyes, and huge teeth -- rearing its ugly head (literally). It bursts out of the sandy soil and, in a flash, snatches the hapless tourist, pulling him underground. It all happens so fast, the Sliders can scarcely believe what they've just witnessed. But the truth is out: This is no mythical creature; it's for real!

An agitated Arturo contacts the sheriff, insisting he's just seen Big Sandy claiming her latest victim. The sheriff is very patronizing -- he's heard all this before -- and Arturo is frustrated that he's coming off like just another yahoo who has had an "honest-to-goodness" sighting.

Arturo's cries finally reach the ears of the mayor. He explains what happened, showing him the Timer in an effort to legitimize his story. As it turns out, the mayor believes him. Thank goodness! Arturo's relief is short-lived, however, when he finds himself being held captive and the Timer confiscated. It just won't do, the mayor explains, for Arturo to cause a panic in this little town. They depend upon curious tourists for their livelihood and they need to keep the mystery of Big Sandy alive -- without frightening people away with lurid details. They prefer to

keep the image of Big Sandy cute and cuddly, just like the stuffed animals in the ubiquitous gift shops.

It is up to Quinn, Rembrandt, and Wade to locate and rescue Arturo and the Timer. In the course of things, they will, of course, come face-to-face with Big Sandy again, as well as others on the city council who want to squelch the Sliders and their dire warnings.

In the end, Big Sandy gets out of hand and the mayor is dragged to his death beneath the sand, which leads to Quinn helping to destroy this ferocious beast in self-defense. Having gotten to know a souvenir shopkeeper and his daughter, however, Quinn has come to understand the town's need to keep the legend alive, so he and Arturo plant false clues that lead the townspeople to conclude that *another* land serpent must still be out there...somewhere.

And so, as our heroes prepare to slide to another world, the townsfolk can still look forward to tourists stopping by to check out the Legend of Big Sandy -- but they won't be at peril anymore.

DISTINCTIVE CHARACTERISTICS - A legendary creature that turns out to be *real*, a land serpent with a long, snake-like body and long fangs, a society that is *totally* tourist/souvenir-oriented like the places where Big Foot and Nessie have been sighted.