

## **WE FIX SPACE JUNK**

### **EPISODE 6: THE TRAINER, THE LEECH AND THE MORTGAGE**

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For Battle Bird Productions

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ANNOUNCEMENT/INTRO

ANNOUNCER: We Fix Space Junk, by Beth Crane. Episode 6: The Trainer, The Leech and The Mortgage.

**SFX:** **THEME MUSIC**

SCENE 01: INT: YELLOW SUBMARINE -- DAY

**SFX:** **KILNER AND SAMANTHA EAT BREAKFAST.**

**A RINGING.**

KILNER: Is that Fabio again?

SAMANTHA: Ugh, what the hell does he want?

KILNER: No idea.

SAMANTHA: Hang up. I don't want to talk to him.

KILNER: Why does he keep calling?

SAMANTHA: Who knows. Who cares?

**SFX:** **THEY HANG UP. BEEP.**

**THE SHIP FLIES DOWN THROUGH THE  
ATMOSPHERE.**

DAX: Wow, the internet is practically medieval out here.  
Looks like it's going to take hours to download the info pack.

KILNER: It's a very small repair, I'm sure we'll be fine without it.

DAX: Sure?

AUTOMNIVOICE: Hello, valued employees! Here are the details for your next exciting mission. You will be [REPAIRING] a [MISSING PART 2273b] in or at the [ARONTIN SUBURB PLANET, TRAIN STATION SEVEN]. We hope you enjoy your mission. Additional notes: [Be sure to check out the new housing development in Arontin -- We have been assured that it's perfect for any Repairman looking to settle down] [MESSAGE ENDS]

KILNER: Well, that's weird. I haven't heard that last bit before. Anyway, Part 2273b is a small washer on the control panel of a train, so it won't take long.

Did you order something? There's some kind of parcel arriving...

**SFX:** **WHOOM. A PARCEL MATERIALISES.**  
**SAMANTHA PICKS IT UP.**

KILNER: Well, that's not been helping our download speeds... What's that?

SAMANTHA: I ordered it online. It's an experimental personal trainer wristband. I'm getting a bit -- saggy being on board without exercise.

KILNER: It's your money, I guess.

SAMANTHA: It's great! It'll be so useful!

KILNER: Will it.

SAMANTHA: It'll wake me up on time --

KILNER: I already wake you up on time.

SAMANTHA: It's the fitness features I'm really excited about though. I want to get really fit.

KILNER: Why?

SAMANTHA: What do you mean, why?

**SFX:** **SHE PUTS ON THE WRISTBAND. IT GOES**  
**BEEDLY-BOOP.**

WRISTBAND Tired of your disgusting, pathetic, flabby human body?  
AUTOMNIVOICE: Welcome to Automni-Fit, the personal trainer with a difference. Automni-Fit is by your side at all times, forcing you to exercise and to burn off all of that disgusting waste fat from your body -- even if you really don't want to! Health and beauty are just a few steps away with the Automni-Fit!

KILNER: I hope it doesn't do that every time you turn it on.

SAMANTHA: It's a bit tighter than I expected.

KILNER: I don't like the eye.

SAMANTHA: The eye is the best part! You can't lie to it if it can see what you're doing!

KILNER: I don't like the way it's looking at me. Come on. Let's get this thing fixed.

DAX: You're not going to wait for the info pack?

KILNER: We'll be alright. See you in an hour or so.

DAX: (SIGHS) Fine.

SCENE 02: EXT. PLANET

**SFX:** **THEY WALK ACROSS THE SURFACE OF THE PLANET. IT'S STONY AND DRY. KILNER GRADUALLY STARTS TO SPEAK A BIT MORE SLOWLY THAN USUAL, SLURRING A LITTLE.**

KILNER: I'm guessing that's the train station.

SAMANTHA: Why do they need a train station? The place is a dump!

KILNER: It's alright. I think it's quite -- homey.

SAMANTHA: It's so horribly suburban.

SCENE 03: INT. TRAIN -- DAY

**SFX:** **KILNER ATTACHES A WASHER TO THE**

**CONTROL PANEL.**

KILNER: Tah-dah. Job done.

SAMANTHA: That was it?

KILNER: Told you it was simple. Let's have some lunch.

PERSONAL TRAINER: You can't have lunch unless you earn it!

SAMANTHA: That's a good point.

KILNER: We've survived the morning. In my opinion, we've earned it.

PERSONAL TRAINER: Run 3.4 miles before lunch.

SAMANTHA: Ouch! It's getting a little -- tight. But it's right. I should go for a run before lunch.

KILNER: Really?

SAMANTHA: I'll meet you at the ship!tt

KILNER: I guess I'll have a bit of a look around.

**SFX:** **SAMANTHA RUNS AWAY.**

PERSONAL TRAINER: Faster! Faster! Run, you little pig!

**SCENE 04: EXT. STREET -- LATER**

**SFX:**

**KILNER, NOW QUITE SLURRY, WALKS  
ALONG A SUBURBAN STREET.**

KILNER: It's quite a nice place, really. Could do with a little improvement but it's probably quite up-and-coming. It's -- homey. The sort of place you could settle down.

ESTATE AGENT: (DISTANT) Hello my love!

KILNER: Oh, hello!

ESTATE AGENT: (DISTANT) Can you come over here darling?

KILNER: (TO SELF) I don't see why not...

Hello!

ESTATE AGENT: Hi! How are you?

KILNER: I'm okay. Feeling a little -- funny.

ESTATE AGENT: It's probably the heat. It catches a lot of people unawares but it's a lovely climate.

I'm holding an open house, would you like to come in and have a look?

KILNER: I'm not really looking to buy at the moment.

ESTATE AGENT: Oh, no pressure! This is actually my first open house -- I was wondering if you'd come in and then I can practice on you. Just so when a real buyer comes along

I seem a bit more confident. I'm worried I'll never sell!

KILNER: I'm sure you'll sell, you seem very nice. Okay. Okay, yes. I'll have a look at your house. It looks really nice, by the way. Lovely.

SCENE 05: INT. HOUSE -- DAY

**SFX:** **KILNER WALKS AROUND THE HOUSE. IT IS HEAVILY CARPETED. SHE SOUNDS HEAVILY SEDATED.**

ESTATE AGENT: And this is my favourite bit of the whole house. It's a little reading nook, although of course you could modify it and turn it into any nook you like.

KILNER: I actually... I know I said I wasn't looking to buy, but I think I could really -- see myself here, you know? With a little bit of plastering and a little bit of paint...

ESTATE AGENT: I know exactly what you mean! It's surprising how many people want to buy a house after they've had a look round. We've had a lot of interest in this property, obviously --

KILNER: -- obviously --

ESTATE AGENT: -- but what I really want is to put the right person in the right house, if you get what I mean.

KILNER: I -- I think I do...



SCENE 06: EXT. PLANET -- DAY

**SFX:**

**SAMANTHA IS STILL RUNNING,  
EXHAUSTED. HER FOOTSTEPS HAVE  
BECOME HEAVY AND STUMBLING.**

PERSONAL TRAINER: How are you going to find a man like that? Keep going!

SAMANTHA: I -- I can't! And --

PERSONAL TRAINER: If you can't run then we'll move onto press-ups. Come on. Down on your hands and knees.

SAMANTHA: Ouch! Ow, please -- please loosen a bit. You're hurtingttt me!

PERSONAL TRAINER: You'll feel the pain until you lose the weight! Down!

SCENE 07: INT. HOUSE -- DAY

**SFX:**

**KILNER IS SAT ON THE SOFA, SPEAKING  
DRUNKENLY TO THE ESTATE AGENT.**

KILNER: I've never -- you know, seen myself as a homeowner. Cause I come from nothing. Right? I have a lot of debts and a lot of money owing and I never thought I'd be able to pay them off...

ESTATE AGENT: What's another debt if you already have so many? With one of Automnicon's custom repair-person mortgages, you can sign up straight away. Just add the deposit onto your debt -- for this house, because it's so lovely,

the deposit is 100,000 credits.

KILNER: Tha -- sounds -- reasonable...

ESTATE AGENT: Would you like me to draw up a contract? I could have it ready in -- say, ten minutes?

KILNER: Yeeh -- tha'd be good. One house, please.

**SCENE 08: EXT. PLANET -- DAY**

**SFX:** **SAMANTHA IS RUNNING AGAIN, EVEN MORE TIRED NOW.**

SAMANTHA: Please -- please, I need to catch my breath!

PERSONAL TRAINER: You can breathe when you're dead!

SAMANTHA: At least let me -- run through that river. To cool down. I won't slow down. I promise.

PERSONAL TRAINER: No! No, stay away from the water!

SAMANTHA: But I'm so -- so hot...

PERSONAL TRAINER: Going anywhere near water will invalidate my warranty! Don't you dare! Drop and give me fifty!

**SFX:** **SPLASHING. THEN A BIG SPLASH.**  
**SAMANTHA HAS FALLEN IN THE WATER.**

PERSONAL TRAINER: (GURGLING) Nooo!

SAMANTHA: Well, that was a massive waste of money.

**SFX:** **CRACKLE OF COMMS**

DAX: Sam, are you with Kilner?

SAMANTHA: I'm not. Isn't she at the ship?

DAX: Not yet. I can't get through to her. I'm a little worried.

SAMANTHA: I'll see if I can find her. I think I can see her footsteps.

DAX: Be careful. There's something weird about the atmosphere. I can't place it.

SAMANTHA: I think I can see where she went and -- oh christ --

DAX: What?

SAMANTHA: I don't even know what that is!

**SFX:** **SAMANTHA RUNS TOWARDS THE HOUSE.**

**SCENE 09: INT. HOUSE**

ESTATE AGENT: And you just have to sign here, here and here... oh, and here. Would you like to purchase home insurance as well? After all, if you're spending all that time away, wouldn't it be good to know that your house is protected?

KILNER: Do you... do you think I should?

ESTATE AGENT: Oh, I'd definitely advise it.

**SFX:** **SAMANTHA BURSTS IN.**

SAMANTHA: No! Drop that pen. Drop it!

KILNER: Oh, hello Samantha. What are you doing here? Oh, you're all wet.

SAMANTHA: Give me the pen, Kilner.

KILNER: But I was gonna buy a house.

SAMANTHA: You don't want this house, Kilner. Really. You don't.

ESTATE AGENT: I think she does.

KILNER: I -- think she does...

SAMANTHA: Come on.

ESTATE: No, come back! Come back here!

**SFX:** **SAMANTHA DRAGS KILNER OUT OF THE HOUSE.**

SCENE 10: EXT. PLANET -- DAY

**SFX:** **SAMANTHA AND KILNER RUNNING, SLOWING TO WALKING.**

SAMANTHA: Okay, look back. What do you see?

KILNER: Oh, that's strange. What's that big snake thing?

SAMANTHA: Did you see that estate agent?

KILNER: She was an estate agent. A perfectly normal estate agent.

SAMANTHA: But did you see her. Like, really see her.

KILNER: I didn't look that closely.

SAMANTHA: That snake thing, Kilner, was the estate agent. Let's get back to the ship.

SCENE 11: INT. SHIP

**SFX:** **SAMANTHA AND KILNER ENTER, DOOR SHUTS. KILNER STOPS SLURRING.**

DAX: Have fun?

KILNER: We survived.

SAMANTHA: Kilner nearly bought a house. I think I've figured it out. It wasn't a snake, it was like an angler fish. You know. Has a little light on a rod in front of its face to attract prey. You get lured in by the light -- or the estate agent -- and then snap!

KILNER: The estate agent was a fish?

SAMANTHA: No, but you were -- you were suddenly really, really keen on buying a house. Like, really keen. I doubt you'd even read the contract.

KILNER: That doesn't sound like me.

SAMANTHA: You seemed kind of... drunk. You were slurring a lot.

DAX: That would be the at mosphere. It has a soporific effect unless you're focused on something.

SAMANTHA: So I'm guessing my personal trainer saved me from that one.

KILNER: Where is it?

SAMANTHA: I threw it in a river.

DAX: Huh.

KILNER: What?

DAX: They're pitcher plants. Genetically engineered ones. They lure people in with the promise of a clean, comfortable home but as soon as you've bought it, nothing's quite right. The plaster cracks, the windows cloud up, the central heating whistles. And the bills keep pouring in.

SAMANTHA: And how does that help them? Do they eat you once you move in?

DAX: No. Much more devious than that. They feed off of human misery.

KILNER: I feel like Automnicon is involved somewhere.

DAX: Doesn't say that anywhere in the file.

SAMANTHA: Urgh, you just spent the day in someone's mouth!

KILNER: I need a shower.

#### ANNOUNCEMENT/OUTRO

**SFX:** **THEME MUSIC SLOWLY RISES**

NARRATOR: It seems like just another day in the life of our repairmen... But little do they know that things are about to change forever. Find out more next week, in the penultimate episode of We Fix Space Junk!

ANNOUNCER: In that episode of We Fix Space Junk, Samantha Trapp was played by Rebecca Evans, Kilner was played by Beth Crane and Dax was played by Jack Carmichael. All other parts were played by Luke Booy, Vicki Baron, Chris Montague and members of the cast. The programme was written by Beth Crane and produced by Hedley Knights for Battle Bird Productions.

**SFX:** **THEME MUSIC**

#### POST CREDIT SCENE: ANSWERING MACHINE

**SFX:**

**HISS OF A RECORDING MACHINE.**

COMPUTER VOICE: Please record your message after the tone.

**SFX:**

**BEEP.**

FABIO: Samantha, my -- my love. I know you probably hate me but I need your help. Please! Your family have sent people after me -- bad people! I need your help!

COMPUTER VOICE: Message box full.

**SFX:**

**FINAL BEAT OF THEME.**

COMPUTER VOICE: Rate. Review. Subscribe. Spend. Suffer. Save yourself.  
Save no one. Pitch yourself headlong into the void.  
Automnicon. Did you really think we weren't listening?

**END**





