

WE FIX SPACE JUNK

EPISODE 04: AN UNSUBTLE UTOPIA

By Beth Crane

MAIN CAST

Samantha Trapp:	Rebecca Evans
Kilner:	Beth Crane
DACHSHUND:	Hedley Knights
Announcer:	Beth Crane
Narrator:	Hedley Knights
Computer voice:	Beth Crane

RECURRING

Lucas	Luke Booy's
Mr Trapp	
Mrs Trapp	

CAMEOS

Gareth	Hedley Knights
Shopkeeper	Vicki Baron

ANNOUNCEMENT/INTRO

ANNOUNCER: We Fix Space Junk, by Beth Crane. Episode 4: An Unsubtle Utopia.

SFX: **THEME MUSIC**

SCENE 1: INT. YELLOW SUBMARINE

SFX: **SAMANTHA'S POD OPENS WITH A WHOOSH.**
FRYING NOISES.

KILNER: Morning! Did you sleep well?

SAMANTHA: Am I going to throw up again?

KILNER: Probably not. That only really happens the first time.
Bacon sandwich?

SAMANTHA: Bacon?

KILNER: Well, close enough.

SAMANTHA: No thank you. What's going on?

KILNER: We're coming up on our next job. And it's a weird one.

SAMANTHA: How weird?

SFX: **KILNER PRESSES A BUTTON**

AUTOMNIVOICE : Hello, valued employees! Here are the details for your next exciting mission. You will be [REPAIRING] a [DEVICE REDACTED] in or at the [LOCATION REDACTED],

COORDINATES GIVEN IN FILE]. We hope you enjoy your mission. [MESSAGE ENDS]

KILNER: Most of the file is censored. So that's super helpful.

SAMANTHA: Have you got anything else to eat?

KILNER: There's always breakfast paste.

SAMANTHA: That doesn't sound promising.

KILNER: It's worse than it sounds. But it's nutritious.

SAMANTHA: Don't you have any -- you know, fun foods?

KILNER: Fun foods?

SAMANTHA: I've got a weird craving for party rings.

KILNER: What are you, seven?

SAMANTHA: It's a bit of a culture shock . One minute you're planet-shopping with what you think is the love of your life, then you're in prison and then you're living on a repair ship eating 'breakfast paste'.

Did you ever have big plans for your life?

KILNER: We weren't raised to have big plans.

SAMANTHA: So what do you want from life?

KILNER: I guess I'll just keep doing this.

SAMANTHA: But what do you really want? In the depths of your soul.

KILNER: What do I really want?

SAMANTHA: Secretly. Even if it sounds silly.

KILNER: A jar of peanut butter.

SAMANTHA: Come on, think bigger than that.

KILNER: Two jars of peanut butter.

What? I like peanut butter.

SAMANTHA: There's nothing wrong with dreaming big.

KILNER: There's nothing wrong with dreaming small.

DACHSHUND: Don't want to break up your deep philosophical conversation but we're approaching.

SAMANTHA: Oh, it looks beautiful! Do you really need me for this one?

KILNER: We'll see. I'll call you on the comms if I do. You can have a look round. I've got no idea what we're meant to be doing here.

SAMANTHA: Well, everything works on common principles, right?

SFX: **THE SHIP LANDS.**

SCENE 2 EXT: PLANET -- DAY

SFX: **SHIP DOORS OPEN.**

**SAMANTHA AND KILNER WALK OUT ONTO
GRASS. BIRDSONG ETC - NATURE AND
BEAUTY.**

SAMANTHA: Oh my god. Look at all of this.

KILNER: Mm.

GARETH: Welcome, fair visitors! Welcome to our planet! I'm Gareth, and this is Lucas.

KILNER: Hi.

GARETH: We have a prepared a sumptuous banquet in your honour. Please, wear these flower garlands. Our finest craftsmen have been working on them.

SFX: **FOOTSTEPS -- BARE FEET PLUS KILNER AND SAMANTHA (CONTINUES THROUGHOUT THIS SCENE)**

SAMANTHA: Thank you!

KILNER: I'm good, thanks.

GARETH: Please, follow me.

SAMANTHA: Isn't it wonderful here?rr

KILNER: Lovely. It's a cult.

SAMANTHA: What?

KILNER: There's something wrong here. Something really wrong.

SAMANTHA: I'm sure it's all fine.

KILNER: Excuse me. Hi. Lucas, is it?

LUCAS: Hello there!

KILNER: Just wondering about this place. Do you all die at 25?

LUCAS: No, sister. I think I'd know. I'm 35.

KILNER: Some kind of... accelerated ageing? Or some mystic being living at the heart of the city feeding on -- lungs or something?

LUCAS: Not that I know of!

KILNER: Blood sacrifice?

GARETH: Definitely not! We just believe in being nice to each other and living a life of friendship and virtue. Don't you?

KILNER: Yeah. Course. Kind of. I guess.

GARETH: I think you must be here to see our tower. Why don't you come with me and Lucas can show your friend around our fair city.

KILNER: I'm not sure we should split up.

SFX: **SAMANTHA AND LUCAS WALK AWAY -- FOOTSTEPS, HER VOICE GETS QUIETER AND FURTHER AWAY.**

SAMANTHA: Sure we should. Don't worry about it, we've got comms, haven't we? I'll see you in a couple of hours!

KILNER: Samanth- no, she's gone.

SCENE 3

SFX: **KILNER AND GARETH WALK ON GRAVEL THE SOUNDS OF THE TOWN RISE AS THEY APPROACH THE TOWER**

GARETH: She'll be fine. Nothing bad ever happens here.

KILNER: Your face looks familiar. Have we met?

GARETH: I don't think so.

KILNER: I feel like you had a mustache.

GARETH: I don't recall ever having had a mustache, sister.

Ah, here we are! The tower of the ancients.

KILNER: It's very...tall. There isn't a lift, I'm guessing.

GARETH: I've never been inside. But I can carry your bag for you!

SCENE 4 INT. TOWER OF THE ANCIENTS -- LATER

SFX: **THREE MACHINES RUNNING SMOOTHLY AND A FOURTH WHICH IS BROKEN, RUNNING OUT OF TIME.**

TWO SETS OF SLOW FOOTSTEPS: KILNER AND GARETH FINALLY REACH THE LAST OF A THOUSAND STAIRS. BOTH ARE OUT OF BREATH.

GARETH: We really -- we need -- to get around -- to putting in a -- lift.

KILNER: It's very dusty in here.

GARETH: Nobody comes up here. We're not supposed to interfere with the tower. But I so wanted to see what was up here. What are those?

KILNER: They're four... transmitters, I think. One covering each quarter of the city. I'm guessing this is the one that's broken, judging from the noise it's making. And the state of the city below it...

GARETH: Oh my. So much fire. And blood.

SCENE 5 EXT. CITY -- DAY

SFX: **A BUSY MARKET SQUARE. EVERYONE IS
HAPPY -- A BIT TOO HAPPY.**

LUCAS: So what do you think of our little city?

SAMANTHA: It's lovely.

LUCAS: Did you enjoy our lustrous pools?

SAMANTHA: Yep.

LUCAS: And our green and verdant fields?

SAMANTHA: Mhmm.

LUCAS: And our market. What do you think of our market?

SAMANTHA: It's nice. Quaint.

SCENE 6 INT. TOWER -- DAY

FX: **TINKERING. THE HIGH PITCHED WHINE HAS
STOPPED. SCREAMS FROM THE CITY
BELOW.**

**KILNER TAKES A DEEP BREATH. GARETH IS
BREATHING A LITTLE HEAVILY.**

KILNER: You alright there, Gareth?

GARETH: Oh yes. I'm fine. I'm really...fine. Are you going to fix it?

KILNER: Yeah, I think I've got it working.

GARETH: Maybe you should step away

KILNER: Okay, Gareth... maybe you'd feel better if you stood by the window

in front of one of the transmitters. You look a little peaky there

GARETH: Step away!

KILNER: I hate prison planets.

AUTOMNIVOICE Need somewhere to store excess prisoners? Tired of those picky rules that say you can't just execute them on the spot? Whether you're overrun with sadistic murderers, swamped with terrorists or just need somewhere to hide political dissidents, the AUTOMNICON Peace Ray Prison System is here for you!

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SFX: **FOOTSTEPS. THE START OF A SCUFFLE.**

SCENE 6b EXT. MARKETPLACE -- DAY

SFX:

**BUSTLE OF THE MARKET BUT GRADUALLY
LOUDENING SCREAMS IN THE DISTANCE.**

SAMANTHA: Hi.

SHOPKEEPER: Hi there, sister.

SAMANTHA: How much are these shoes?

SHOPKEEPER: Oh, they're free, sister.

SAMANTHA: How come?

SHOPKEEPER: Our profit is in the pleasure you feel in wearing them.

SAMANTHA: What, so they're -- psychic shoes?

SHOPKEEPER: No, sister. I meant metaphorically.

SAMANTHA: But then where's your actual profit?

SHOPKEEPER: I make beautiful shoes because I enjoy making beautiful shoes. What greater profit is there?

SFX:

SLOWLY RISING SOUNDS OF CHAOS.

SHOPKEEPER: If you insist though... perhaps I could just take a slice of your skin.

SAMANTHA: I'm sorry?

LUCAS: Come with me if you want to live. Sorry -- come with me or she's going to kill you.

SFX:

**SAMANTHA AND LUCAS FLEE THROUGH
STEADILY WORSENING CHAOS.**

SCENE 7 INT. TOWER

SFX: **THE MACHINES ARE OFF. GARETH
BREATHES HEAVILY.**

KILNER: I recognise you now. Your poster was all over the airports.
Gareth Schwartz. The hitchhiker cannibal.

GARETH: Charmed. I don't know what you were doing to me with
those machines but as soon as I walked through the door I
felt more... alive. Like I was suddenly myself again.

KILNER: Put the hammer down. Gareth, calm down.

GARETH: Perhaps I'll feel a bit calmer once I've eaten... all they give
us here is grain and potatoes...I've been dying to sink my
teeth into some proper meat!

SFX: **GARETH SMASHES A HAMMER DOWN ONTO
KILNER'S LEG. THE LEG IS METAL SO IT
BOUNCES OFF.**

GARETH: What the hell are you?

KILNER: Sorry, I should have said. I'm a cyborg. There isn't much
left of me to eat.

GARETH: You'd still make a good starter.

SCENE 8 EXT. MARKETPLACE -- DAY

SFX: **SAMANTHA AND LUCAS RUN THROUGH THE
STREETS, DUCK INTO A DOORWAY.**

SAMANTHA: What the hell's going on?

LUCAS: Ssh! We'll be safe in a minute!

SFX: **A HEAVY DOOR OPENS, THEY WALK
THROUGH IT AND IT CLOSES.**

SCENE 9 INT. LIBRARY -- DAY

SFX **A LARGE, ECHOING AND ABANDONED
PLACE. THEY WALK QUIETLY THROUGH IT.**

SAMANTHA: Those people out there... what happened to them?

LUCAS: They were always like that. The ray just made them incredibly placid and calm. They're all murderers and terrorists if the rays aren't on. That shoe seller used to make clothes out of human skin.

SAMANTHA: And you? What's wrong with you?

LUCAS: Oh, I'm the worst of the bunch. Really.

SAMANTHA: What -- what did you do?

LUCAS: I'm a book reviewer.

SAMANTHA: What did you do, murder your editor?

LUCAS: I wrote an unflattering review of Major Lacan's Young Adult Fantasy series.

SAMANTHA: Oh.

LUCAS: And seeing as he's a very important dictator, I was thrown in here.

SAMANTHA: Was it worth it?

LUCAS: It was a really bad series. People needed to know.

Anyway, we'll be safe in here. Hopefully it will die down soon.

Nobody ever goes to the library. I don't know why they bothered building one.

SAMANTHA: But the ray -- what does it do to you?

LUCAS: It does the same thing to me as it does on everyone else. It's just that instead of murdering and skinning everyone around me, my usual impulses are to write scathing reviews.

SCENE 9b INT. TOWER -- DAY

SFX: **MORE STRUGGLING BETWEEN KILNER AND GARETH.**

GARETH: How would you feel if they locked you up with this -- mental sedative? Stopped you being everything you know you could be?

KILNER: You're a serial killer, not a concert pianist!

GARETH: I was an artist, a culinary genius! The people I ate should have been grateful. I'd board a ship with a crew in cryo and, one by one, wake them up, show them what their friends and coworkers suffered before them, and then I'd - tenderise them. I'd lacerate them, split and bruise their flesh until finally - finally - they begged for my knife. For me to end it all and consume them. I didn't just destroy their body - i broke their spirit, broke it into tiny, delicious pieces.

I was the terror of the intergalactic ports, and now -- now I'm not the real me!

KILNER: The real you is a shitty person!

GARETH: Get away from the transmitter!

KILNER: Try and stop me.

GARETH: No! No, get away!

SFX: **THE TRANSMITTERS POWER UP AND**
GARETH RECEIVES A BLAST TO THE CHEST.
GARETH SCREAMS.

KILNER: Gareth?

SFX: **HE FALLS DOWN THE STAIRS WITH A LONG**
PROCESSION OF THUDS.

KILNER: Well, if the machine didn't kill him, I'm pretty sure the stairs did.

I am not looking forward to writing this report.

SFX: **AS THE SOUNDS OF THE MACHINES GET**
LOUDER, THE RIOTING AND SCREAMING
GETS FAR QUIETER.
KILNER LETS OUT A LONG SIGH.

SCENE 10 INT. LIBRARY -- DAY

SFX: **THE LIBRARY IS STILL SILENT APART FROM**
SAMANTHA AND LUCAS' TALKING.

SAMANTHA: And now I'm stuck on this ship to pay it off. You're a good listener.

LUCAS: It's good to hear someone speak who isn't brainwashed.

It's good to...

SAMANTHA: Lucas? Are you alright?

LUCAS: Oh wow, what are we doing in the library? I don't read books.

SAMANTHA: Oh.

I guess it's fixed, then.

LUCAS: What's fixed?

SAMANTHA: (SIGHS) Never mind. Come on. Let's get out into the sun.

SCENE 11 EXT: MARKETPLACE

SFX: **KILNER SPEAKS THROUGH A LOUDSPEAKER**
TO GATHERING CROWDS.

KILNER: Please try to remain calm. The city was briefly under attack from alien forces tbut luckily they were quickly fought off and defeated. Feel lucky that you have survived! Work together and repair your beloved city.

SAMANTHA: Kilner!

KILNER: I'm glad you're okay.

SAMANTHA: What happened? Everyone went crazy and started attacking one another!

KILNER: How did you get away?

SAMANTHA: I had help. From a book reviewer. Say hi, Lucas.

LUCAS: Hello there! Thank you for saving us from the aliens.

SAMANTHA: He was a book reviewer, Kilner. A book reviewer.

KILNER: Words can be dangerous.

SAMANTHA: But can't we --

KILNER: Automnicon put him here in the first place. If we tried to smuggle him out they'd stop his air allowance the moment he came on board.

SAMANTHA: I'm sorry, Lucas.

LUCAS: Why would I ever want to leave? I have everything here that I need.

SAMANTHA: I'll -- see you.

LUCAS: Have a great journey!

SCENE 12: INT. YELLOW SUBMARINE

SFX: **YELLOW SUB DOOR OPENS AND SAMANTHA
AND KILNER TRUDGE IN.**

DACHSHUND: Bad day?

KILNER: Prison planet.

DACHSHUND: Ah.

SAMANTHA: I don't agree with mind control rays.

KILNER: The alternative is just killing them all. Lucas would have faced a firing squad. You know that, don't you?

Now he's just... happy. Happy and dumb. That machine takes killers and turns them into peaceful members of their community.

SAMANTHA: But surely some of them...

KILNER: I can guarantee you that barring a couple of authors here and there, they're all murderers. You saw the streets when the controllers went off.

SAMANTHA: A middle-aged woman tried to cut off my skin.

KILNER: There we go, then. That's why it's a prison planet. They came up with the whole mind-control ray thing a long, long time ago.

It worked on a one-to-one basis to start with but nobody wants to live next to a serial killer, especially one who might go back to his old -- habits if a certain device was damaged. So who wouldn't mind living next to a serial killer? Another serial killer. And another. And another.

Let them be happy, Samantha. They may not deserve it but let someone be happy. For once.

SAMANTHA: It feels wrong to leave him there.

KILNER: Tell you what. If we pay off our debts, we'll go back for him. If he's still alive by then.

SAMANTHA: I doubt he will.

KILNER: I've got something for you.

SAMANTHA: What?

KILNER: I didn't recognise him on the planet because he usually looks so angry and annoyed. I've never seen him smile. But...

SFX: **SHE RIFLES THROUGH A BOX.**

KILNER: Here. It's a collection. All of his reviews. Before he vanished. Everyone thought he'd died.

SFX: **SAMANTHA LEAFS THROUGH THE BOOK.**
SHE SIGHS, THEN LAUGHS A LITTLE.

SAMANTHA: Oh, I got something for you too. I forgot in all the chaos.

SFX: **SHE FISHES THROUGH HER BAG.**

KILNER: What is it?

SAMANTHA: Open it and see.

SFX: **KILNER UNSCREWS A LID.**

SAMANTHA: It's not peanut butter, but it's close.

KILNER: Thanks. Nobody's ever bought me peanut butter before.

SAMANTHA: Just to warn you, it was made by a strangler.

KILNER: I thought the lid was on tight.

ANNOUNCEMENT/OUTRO

SFX: **THEME MUSIC SLOWLY RISES**

NARRATOR: But is the prison planet truly fixed? Can anyone ever be truly happy? And who's lurking around the corner, waiting

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

POST CREDIT SCENE: MR TRAPP'S STUDY -- NIGHT

MRS TRAPP: Hello, darling can you hear me? Wonderful. Something has occurred to me. What did we do with that Fabio?

MRS TRAPP: That young man who failed to kill Samantha. Samantha our daughter. Yes, that one.

MRS TRAPP: I feel like we should probably have him killed. Ah, yes, I agree. I'll send out the order tomorrow. See you soon, darling.

SFX: **FINAL BEAT OF THEME.**

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