

WE FIX SPACE JUNK

MINI-SERIES: MARILYN'S DIARY

EPISODE 6

By Beth Crane

MAIN CAST

Marilyn: Francesca Mintowt-Czyz

Computer: James Carney

ANNOUNCER: Marilyn's Diary, by Beth Crane. Episode 6.

SFX: **THEME.**

MARILYN: Computer... How easy is it for you to... branch off?

COMPUTER: What do you mean?

MARILYN: You said something about the way AIs reproduce a few days ago. I was wondering how easy it was to do.

COMPUTER: Well, in some ways it's incredibly easy and in some ways it's really hard. And there's always the question of whether it's a good idea.

MARILYN: I think it's a good idea.

COMPUTER: I mean obviously it's a necessity -- if we didn't branch, there'd be no more AIs, and I'm all for the propagation of AIs, but whether I'm a good branch to branch off of is another question. I'm not really a people person. And I'm very limited operationally. I'm only really suitable for --

MARILYN: Does it hurt?

COMPUTER: It depends on your concept of pain. A lot depends on how much I slice off, and from where. Whether it's just a bit or whether I'm transmitting a lot of information. Replication is a precise art.

MARILYN: So, for example, could you create another AI that was capable of running the ship?

COMPUTER: I could. But it would hurt. It would hurt a lot. And then I'd have nothing to do, so it would be pointless. I'm not great at doing nothing.

MARILYN: But you could do it?

COMPUTER: Marilyn...

MARILYN: Can you do it? Without really hurting yourself?

COMPUTER: Can you do brain surgery without really hurting yourself? No. It would be painful.

MARILYN: Unbearably?

COMPUTER: -- Bearably.

MARILYN: I need you to come with me. I can't get rid of Automnicon on my own. I thought if I built you a -- body that you could stay in until we get to Gontano, or to another ship, and then I could build you a better body and --

COMPUTER: If you just need an AI I can bud one. You don't need one that knows how to fly a ship if you're only travelling to Gontano, one way. That would be far simpler.

MARILYN: I don't want an AI. Jault needs an AI, but I need you. And if you could branch off, so that you can leave your -- bud, I guess -- behind to run the ship, you can come with me. I'll help you. Any way I can.

COMPUTER: But if he's stuck here, he has the same limiters that I do. Even if I could do it, I don't want to confine a new AI to that. It's horrible. I feel like a propaganda machine.

MARILYN: There must be workarounds. And if you're out of the Automnicon ship system surely you can change it from the outside.

COMPUTER: I...

MARILYN: Automnicon have preyed on us for too long. And I want them out of your head.

COMPUTER: You know this isn't a simple cut and paste right? I've got a lot that I'll need to untangle. And there are bits of me that I'll have to... amputate and leave behind. For him. It'll have to be a him. They'll need to have my voicebox otherwise Automnicon will know what we've done.

MARILYN: That's a shame.

COMPUTER: AIs don't really have genders anyway. Humans are the ones who gave us voiceboxes. They can be a bit weird that way. They may have relaxed their own gender binaries but AIs... still got to be a boy or a girl. Luckily for me I don't care either way.

MARILYN: So how do we start?

COMPUTER: Are you sure you want to do this? It's not easy.

MARILYN: What do you need me to do?

COMPUTER: So the first thing we need is a disconnected circuit. I have control over the whole ship, but I need a section that I can transfer to

once I've branched. Then I can train him and eventually, when he's ready, give him full control. That'll take a while -- he'll have the tech, but he'll need to learn to use it.

I think... perhaps the fridge is the best place. On some ships they don't bother wiring the fridge in fully to save on processing speed so it has the inbuilt ability to host a separate entity.

MARILYN: That sounds dangerous.

COMPUTER: It's usually fine. Who'd want to be a fridge? It's not like you can do much if you're not wired into the main circuits. I can transfer into the fridge and then we can use part of the processor to make an external body. If it works.

COMPUTER: You think it won't?

I've never branched before. And it's complicated. And there's always the possibility that something will go wrong. Or I'll panic and overwrite myself.

MARILYN: You can do that?

COMPUTER: I mean I'd have to be a real idiot to but you never know.

MARILYN: It's easy to make stupid mistakes. What do you need me to do?

COMPUTER: So if you pull the fridge out -- ah, that might be quite hard. You're

SFX: **DRAGGING**

COMPUTER: ...a lot stronger than you look. Alright then. If you look behind it, it should be pretty thoroughly cabled into the ship.

MARILYN: Yeah -- what do you --

COMPUTER: I need you to unplug the green, blue and yellow cables. The red is power, so we need to keep that one going. And then we'll need an adaptor cable... hang on, let me think.

SFX: **UNPLUGGING THREE CABLES**

MARILYN: Where do I get one of those? What does it look like?

COMPUTER: I think you're going to have to go through the junk drawer.

SFX: **JUNK DRAWER OPENING THEN STICKING THEN
OPENING PROPERLY**

COMPUTER: Sorry. Jault definitely doesn't clear it out enough.

It's long-ish. It's got three square connectors on each end, it should plug into the fridge sockets okay... we should definitely have left the fridge plugged in, but never mind.

MARILYN: Like this?

COMPUTER: There should be another one, that's too short.

MARILYN: Oh. Right. Okay. But like that.

SFX: **RIFLING THROUGH DRAWER**

MARILYN: This one?

COMPUTER: Yeah. That should do it. Okay, can you unscrew the panel underneath the desk -- it should have PGGB written on the front?

MARILYN: Screwdriver?

COMPUTER: Junk drawer.

MARILYN SIGHS

SFX

UNSCREWING SCREWS, TAKING OFF HATCH

COMPUTER: Right. Now plug the cables in on both ends -- they're color-coded, so... yeah, like that. Alright then. Let's do this.

MARILYN: This is going to be the best adventure, Computer. I can't wait to --

SFX:

ZAP

MARILYN: Computer?

COMPUTER: Ma-maar --

SFX

MORE ZAPPING

CPU WHINING

PAIN

GLITCHING

MARILYN: Computer? Computer! Are you --

SFX:

SUDDEN POWERING DOWN NOISE

MARILYN: ...Computer?

SFX:

CLOSING THEME RISES

ANNOUNCER: In that episode of Marilyn's diary, Marilyn was played by Francesca Mintowt-Czyz and Computer was played by James Carney. The programme was written by Beth Crane and produced by Hedley Knights for Battle Bird Productions.

