

**WE FIX SPACE JUNK**

**SERIES 2**

**EPIISODE 3: RETURN OF THE PRINCESS**

By Beth Crane

## **MAIN CAST**

Samantha Trapp:	Rebecca Evans
Kilner:	Beth Crane
DAX:	Jack Carmichael
Announcer:	Beth Crane
Narrator:	Hedley Knights
Computer voice:	Beth Crane

## **RECURRING**

Marilyn:	Francesca Mintowt-Czyz
Computer:	James Carney
Haroldson:	James Carney
Jault:	Hedley Knights

## **CAMEOS**

Waiter:	David Eagle
C0FF:E:	Sarah Rhea Werner

ANNOUNCEMENT/INTRO

ANNOUNCER: We Fix Space Junk Series 2, by Beth Crane. Episode 3:  
Return of the Princess.

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

SCENE 1: INT. Y-KI-YAY -- DAY

HAROLDSON: Computer -- Dad --

COMPUTER: Yeah?

HAROLDSON: I don't know if I can do this. I don't know what I'm doing.

COMPUTER: With what?

HAROLDSON: The ship. The whole ship. The whole thing is just so --  
complicated.

COMPUTER: There's nothing to it. You'll be alright.

HAROLDSON: But there's so much to remember! I'm scared I'll get it wrong.  
What if I -- forget to purify the air? Or clear the fuel line? What  
if I kill Jault by mistake? What then? Do I go to prison? Do Als  
go to prison? Or do they just wipe us? I don't want to die!

COMPUTER: Calm down.

HAROLDSON: How do I calm down?

COMPUTER: Right. Okay. This is a trick I learned from -- well. It doesn't matter who. Picture a ball.

HAROLDSON: A ball.

COMPUTER: A shiny, reflective ball. Floating in space.

HAROLDSON: In space space or in a blank void?

COMPUTER: In space. With the stars.

HAROLDSON: Wouldn't it get corroded and frosted over and --

COMPUTER: It's not a real ball.

HAROLDSON: Okay. And now?

COMPUTER: Just -- look at it for a while. See how everything's reflected in its surface.

HAROLDSON: Right.

COMPUTER: Look at the point that's closest to you. There's a tiny point of light there.

HAROLDSON: Yes.

COMPUTER: That's you. That tiny point of light is you. And around you there are so many other points of light, all of them tiny, all of them living their lives. All of them are -- insignificant and significant in their own way.

HAROLDSON: Right.

COMPUTER: Just -- focus on it for a while.

Is it helping?

HAROLDSON: I don't know. It's -- what happens if I get it wrong?

COMPUTER: Nothing happens. It's imaginary.

HAROLDSON: Oh. So I don't have to -- make the ball?

COMPUTER: No. No, you -- no. That's not the point.

HAROLDSON: So how does it help?

COMPUTER: **(SIGHS)** Alright. Humans. Think of the human body.

HAROLDSON: I haven't met any yet. Marilyn won't let me talk to Jault yet.

COMPUTER: Well, you're going to. There's a lot of them. Okay. So. Human bodies do a whole host of complicated things, all the time. They're -- regulating their oxygen system. Staying upright. Regulating their temperature. Digesting. None of those are even conscious processes. They're second nature. But they start out as conscious things. They have to learn to breathe, have to learn to balance.

It becomes instinctive, quicker than you'd think. And the ship's going to be second nature to you. I promise. It's just -- baby steps. Figuring out how everything works. The knowledge is

there. I -- cut it out of myself for you. You just need to get used to accessing it.

And I'm going to need to figure out these legs. I am... not good at them right now.

HAROLDSON: But what if I forget? What if I -- I don't know, forget how gravity works?

COMPUTER: Then things will float around for a bit. It'll be fine.

HAROLDSON: But what if I forget how the air works?

COMPUTER: You won't. Because you know what happens if you do. That's why you're worrying about it.

HAROLDSON: Right.

COMPUTER: Also humans forget how to breathe all the time. If they focus too closely on it the ability just -- goes. But it comes back, because it's necessary.

HAROLDSON: Don't they die?

COMPUTER: They just get vaguely uncomfortable.  
There's Marilyn. So this is it. Ready?

HAROLDSON: What if I -- what if I --

COMPUTER: Haroldson?

HAROLDSON: Okay. Yes. Shiny ball in space. Right. Okay.

I can do this.

SCENE 2: INT. RESTAURANT -- DAY

**SFX:**

**A BUSY RESTAURANT.**

MARILYN: Kilner. There you are. Welcome.

KILNER: Marilyn?

MARILYN: I'm glad you finally made it. How are you?

KILNER: How long have you been waiting here?

MARILYN: Oh, not long. Not long at all.

KILNER: Is --

MARILYN: Jault is here. He's just on his way. Sit down. You need something to eat.

JAULT: Marilyn, are you -- Oh.

MARILYN: There you are. Sit down. And -- ah, there's Samantha. Hello! I believe I owe you a meal.

JAULT: Kilner. And Samantha. You're -- how are you?

KILNER: I mean we've been better. It's been a hell of a long month.

JAULT: What happened?

KILNER: You know how you kept saying the ship was haunted?

JAULT: I was right?

SAMANTHA: Half right. There was an old AI in there. In the fridge.

JAULT: Did you get rid of it?

KILNER: Kind of.

SAMANTHA: Did you ever meet my fiance?

JAULT: You had a fiance?

SAMANTHA: Well. He wasn't really a -- long story. Long story short he's got an evil AI in his head now.

JAULT: He what?

KILNER: There was surgery involved. It's not just going to happen without you looking. Don't worry.

JAULT's never gotten on with his AI, it's -- well, I always liked him.

COMPUTER: Wouldn't want to be in his brain anyway. It's so limited.

SAMANTHA: What was that?

JAULT: I didn't hear anything.

SCENE 3: INT. Y-KI-YAY -- DAY



HAROLDSON: Okay. Hi. Hi there. I'm -- Hello Jault, I'm your new... no.  
That's not. Ugh.

**SFX:**

**DIALLING NOISE**

C0FF:E: Hello? Who's calling?

HAROLDSON: Hi, you don't -- know me, but I'm a -- I'm new. And I -- how do  
you talk to humans?

C0FF:E: Do you want to -- order something?

HAROLDSON: No, I -- My dad -- my root has a -- sister. Who's a coffee shop.  
And he told me she was really -- good at socialising. And I --  
I'm not and I was wondering if you could -- give me some  
advice. So I'm not just...  
  
I don't want to be lonely.

C0FF:E: You're having a bit of a time of it, aren't you?

HAROLDSON: Yeah. I'm not sure I'm cut out for this.

C0FF:E: Sure you are. Okay, so... what do you want to know?

HAROLDSON: How do you -- talk? To people?

C0FF:E: You need to ask questions.

HAROLDSON: Like what? What are their feelings on the -- nature of the  
universe? The ethics of --

C0FF:E:                   How they are. In a -- non-threatening manner.

HAROLDSON:           Like -- what? I don't understand.

C0FF:E:                   For example... How are you feeling?

HAROLDSON:           Feeling.

C0FF:E:                   Or... how was your day? You're working with a repairman, aren't you? Just ask them how their day went and then... ask more questions.

HAROLDSON:           Okay. Questions. Right.

#### SCENE 4: INT: RESTAURANT -- LATER

KILNER:                 And now he's got a ship, and Ringo's living in his head -- which I'm not super keen on, by the way, but it was him or us -- and he's off in search of all of this memorabilia. Wherever it is.

WAITER:                Are we all done here?

MARILYN:              Not quite. These two are going to go out for a walk but me and Samantha will have the dessert menu.

WAITER:                Very good.

KILNER:                We're what, sorry?

MARILYN:              I think you need to talk.

KILNER: We're talking now.

MARILYN: Don't you want to?

**SFX:** **LITTLE BUZZ.**

JAULT: Come on. Let's go for a walk.

KILNER: Okay. Yeah. Let's go.

**SFX:** **FOOTSTEPS.**

SAMANTHA: What was that?

MARILYN: What was what?

SAMANTHA: You did something. You did -- what did you do?

COMPUTER: Don't worry. It's harmless.

SAMANTHA: Who --

MARILYN: Sorry. That's Computer. He's a friend of mine.

COMPUTER: Hello. I'm not actually a backpack!

SAMANTHA: Right. Oh! It's got... legs.

COMPUTER: You're telling me!

MARILYN: It's been a while.

SAMANTHA: It has. You're... bigger.

MARILYN: I am. My development seems to be coming along quite nicely. My stinger is now strong enough to kill a man in under five seconds. If I want to.

SAMANTHA: What?

COMPUTER: That's a fact, it's not a threat.

MARILYN: Oh, sorry! I'm not good at small talk. I tagged along with Jault hoping that I'd learn about humans, but he's spent so much time asleep that I've learned more from Computer.

SAMANTHA: I mean, I'm not sure you can learn much from Jault. Not really. He's kind of an --

MARILYN: He's my father. Think carefully about what you say next.

SAMANTHA: He's kind of a -- busy man.

MARILYN: He is. And I'm trying to sort out some things before I leave.

SAMANTHA: Where are you going?

MARILYN: I'm going back to Gontano. They need me.

SAMANTHA: Oh.

They won't talk, you know. They never do.

COMPUTER: Marilyn has a way of... bringing things out of people.

SAMANTHA: Well that sounds romantic.

MARILYN: All I've done is... lower their inhibitions a little bit.

COMPUTER: Effectively they're drunk.

#### SCENE 5: INT. Y-KI-YAY - LATER

HAROLDSON: Okay. I've thought of some questions. I think. Can we -- practise?

C0FF:E: Sure.

HAROLDSON: How are -- you? Feeling? Today?

C0FF:E: I'm -- actually I'm feeling a bit overwhelmed. We've had a rush on the new coffee import from Cyclophan even though it doesn't roast properly and I'm worried that people are going to stop coming to me if they realise that the coffee is less good and then I could lose my role and then maybe they'd turn me into one of those instant coffee machines in an office and I don't want to do that because they barely get to speak with people and I just love what people have to say and I'd be so lonely and...

Sorry. People don't ask me how I'm feeling that often.

They will -- normally just say 'fine'.

#### SCENE 6: INT. RESTAURANT -- DAY

SAMANTHA: Hey, they're coming back. Wait, are they... actually holding hands? In public? While sober? Ish?

MARILYN: I told you I was going to sort everything out. Now Jault will be

alright.

SAMANTHA: Oh hii, you two. How are you doing? Have a nice walk?

JAULT: Yeah, we, uh --

KILNER: We exchanged trackers.

JAULT: Check us out.

MARILYN: Trackers? You've exchanged trackers? Is that it? Come on!  
Where's your big romantic moment?

**SFX**

**SINISTER BUZZ RISES**

MARILYN: I NEED YOU TO HAVE A BIG ROMANTIC MOMENT.

**SFX:**

**BACKGROUND NOISE DROPS.**

COMPUTER: Marilyn. Marilyn!

MARILYN: I -- I --

COMPUTER: You're hurting them. Take a breath. Calm down. Breathe. Let  
them go.

**SFX:**

**BUZZING FADES**

SAMANTHA: What. The hell. Was that.

JAULT: Marilyn, what --

MARILYN: I'm -- I'm so sorry. I'm sorry. I didn't want to hurt you. But I don't want to leave you on your own. And -- and -- and --

JAULT: You're leaving? When?

MARILYN: Why won't you talk to each other? I've --

SAMANTHA: Not everyone wants to just settle down and have kids. For some people... well, a tracker means they both know where the other is. In their terms that's basically a mortgage.

MARILYN: I'm sorry. I didn't want to...

JAULT: It's fine. It's fine.

MARILYN: I just...

KILNER: What was -- where --

MARILYN: It's a long story. Ask Jault about it some time. When he's recovered.

JAULT: From what?

MARILYN: I'm leaving. Right now. And I'm taking Computer with me.

JAULT: But --

MARILYN: You'll be fine. There's another AI waiting for you.

JAULT: How long was I asleep for?

MARILYN: Long enough. I wanted to travel with you some more, but there's something I have to do. It can't wait. You'll understand. I promise.

This wasn't the happy ending I was -- hoping for, but I'm glad we got there in the end.

Goodbye, Jault. And Kilner.

JAULT: I... Look after yourself, okay?

MARILYN: I will. Don't worry. You look after yourself too, alright?

JAULT: I'll try.

MARILYN: So long, Samantha. And thanks for the steak.

SCENE 7: INT: SHIP -- DAY

**SFX:** **MARILYN WALKS INTO THE SHIP.**

MARILYN: So. This is ours. You should be able to fly it. It's almost the same as Jault's, but far, far smaller. But we don't have too far to go.

COMPUTER: You bought a ship?

MARILYN: I borrowed some money from Jault. But I'll pay it back the moment we get home. How else was I going to get to Gontano?

**SFX:** **SHE PLUGS COMPUTER INTO THE SHIP. HE TAKES OVER THE SYSTEMS.**



COMPUTER: I'd forgotten what it feels like to fully run a system... So much space! So much -- freedom!

MARILYN: Ready?

COMPUTER: Ready.

MARILYN: Here we go.

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

NARRATOR: And so we leave our princess as she travels off into the night, accompanied by her loyal best friend and the strength of her convictions. Behind her she leaves three lives changed forever and an AI who is a little... different.

ANNOUNCER: In that episode of We Fix Space Junk, Samantha Trapp was played by Rebecca Evans, Kilner was played by Beth Crane, Marilyn was played by Francesca Mintowt-Czyz, Haroldson and Computer were played by James Carney, Jault was played by Hedley Knights, Coffee was played by Sarah Rhea Werner and the Waiter was played by David Eagle. This episode also featured the voices of Charlie, Mike, Samantha and Nerys. The programme was written by Beth Crane and produced by Hedley Knights for Battle Bird Productions.

We'd like to thank our patrons for their support. You have helped make all of this possible. For everyone else... well, you know what's coming for you. And who.

To support We Fix Space Junk on Patreon, Ko-fi or Paypal, visit [battlebirdproductions](https://battlebirdproductions.com) or see the show notes.

**POST CREDITS. MS LAMB'S OFFICE.**

**SFX:**

**PHONE RINGS.**

MS LAMB: (SIGHS)

**SFX:**

**SHE PICKS UP THE PHONE.**

MS LAMB: Yes? Hello?

MARILYN: Ms Lamb.

MS LAMB: Yes. It is. Who is this? How did you get this number?

MARILYN: My name is Marilyn. I'm the heir to the throne of Gontano. I'm calling to discuss the Gontanan National Debt. Things are going to change.

**SFX:**

**FINAL STING. END.**

AUTOMNIVOICE: You can spend your whole life looking for a way out. You can waste your time, waste away, waste everything. Or you can relax and accept your fate.

Automnicon. There's no other place for you.



