

WE FIX SPACE JUNK

SEASON THREE

EPISODE 2: A MATTER OF GRAVITY

By Beth Crane

CAST

SAMANTHA:	Rebecca Evans
KILNER:	Beth Crane
DAX:	Jack Carmichael
PLANET APOLLO VOICE:	Hedley Knights
HAROLDSON:	James Carney
KARNS:	Nathan Blades
LUTAR:	Evan Gulock
MS LAMB:	Vicki Baron
HUMPHREY MERTDINGER:	Sean Howard

SFX:

THEME TUNE STING

ANNOUNCER: We Fix Space Junk Season 3, by Beth Crane. Episode Two: A Matter of Gravity

SFX:

THEME TUNE CONTINUES

SCENE 1: INT. YELLOW SUB

SFX:

KILNER AND SAMANTHA ARE EATING DINNER.

KILNER: Explain it to me again.

SAMANTHA: So you're in this house, and you're one of a group of guests --

KILNER: Yeah. Right.

SAMANTHA: And the host has been murdered.

KILNER: And you haven't called the authorities.

SAMANTHA: No, before you can call the authorities you have to find out who did it, and where, and how.

KILNER: That seems... irresponsible. So it's a forensics game?

SAMANTHA: Not exactly.

KILNER: Wouldn't it just be the same every time?

SAMANTHA: It's kind of... randomised through cards.

KILNER: And you win by not being caught.

SAMANTHA: No, you win by finding out who did it.

KILNER: But surely you'd want to stop other people from finding out if you're the murderer?

SAMANTHA: Uh -

KILNER: And wouldn't you know? That you did it? At the start?

SAMANTHA: You kind of -- can't remember? I think?

KILNER: Then how do you know that you definitely did it?

SAMANTHA: It's just a game!

SFX:

AUTOMNICON MISSION MUSC STARTS.

AUTOMNIVOICE: Hello, valued employees! Here are the details for your next exciting mission. You will be REPAIRING a UNBALANCED VENDING MACHINE in or at the RECREATIONAL CENTRE 9B, PLANET APOLLO. We hope you enjoy your mission. Additional Notes: ATMOSPHERE BREATHABLE BUT DENSE. [MESSAGE ENDS]

SFX:

AUTOMNICON MISSION MUSC ENDS.

SAMANTHA: Ugh, do they really need us to go all that way to fix a vending machine?

KILNER: Well, they did send us halfway across the galaxy to replace a single washer once.

SAMANTHA: I guess so. How long will we be in cryo?

KILNER: Not long. About a month?

DAX: How about we do it the old fashioned way? We could just set off and -- I don't know, watch a movie marathon? Learn Garqualian?

KILNER: DAX, are you feeling alright?

SFX:

DAX SIGHS.

DAX: Yeah, I'm fine. I'll get the pods prepped.

SFX:

POD PREP SOUNDS, THEY GET IN.

DAX SIGHS AGAIN

DAX: Guess it's back to the solo movie marathon, then...

**WHEN HARRY MET SALLY (THE
HALF-REMEMBERED REMAKE) STARTS
PLAYING. SOFT ELEVATOR MUSIC.**

HARRY: Hello, my name's Harry. I hope you don't have any windows.

WOMAN: Hi, this is my friend Sally.

SALLY: Oh hi.

HARRY: Well we're on this ship together for an eighteen light year trip.

SALLY: Oh, yeah. (SHE LAUGHS) Your ship is amazing. Can't believe we're gonna be together.

HARRY: I hope you don't die alone.

SALLY: I hope you don't like grapes.

SFX: THE MOVIE FADES OUT, INTO...

SCENE 2: INT. YELLOW SUB - LATER

SFX: COMMS RINGS (DIALING OUT)

HAROLDSON PICKS UP. THERE'S MUFFLED GUNFIRE IN THE BACKGROUND.

HAROLDSON: Oh, hi Dax. How are you?

DAX: Fine. Just a bit bored.

HAROLDSON: Right.

DAX: Are you -- alright? I can hear --

HAROLDSON: Oh, it's just a bit of gunfire. Nothing to worry about.

DAX: Are you... sure?

HAROLDSON: Oh, Long story short, er, Jault got his disguise wrong.

DAX: Oh no.

HAROLDSON: We were doing repairs on an uncontacted planet and he built himself some camouflage -- I mean, it was a great disguise. It just happened to be, you know, the wrong one.

DAX: Uh oh.

HAROLDSON: If you're doing repairs on an uncontacted planet, turns out you should probably check there aren't two separate sentient species and they're not... you know, at war.

DAX: But he's -- alright, yeah?

HAROLDSON: Oh, he's fine. We're shielded.

JAULT: Hey Dax! How's it going?

HAROLDSON: We just sort of figured we'd stay hidden under this sand dune until they get bored and wander off.

DAX: Probably wise.

HAROLDSON: So! Everything good with you?

DAX: Yeah, just bored. Everyone's in cryo.

HAROLDSON: You know what you need?

DAX: What?

HAROLDSON: A scorpion.

SFX: THE GUNFIRE FADES OUT, BACK INTO...

SCENE 3: INT. YELLOW SUB - NEAR PLANET APOLLO

SFX: ANOTHER CLIP OF WHEN HARRY MET SALLY

HARRY: Charlie Chaplin had seventy-three babies.

SALLY: And he picked all of them up.

SFX: DAX TURNS OFF THE TV.

DAX: There's only so many times you can watch the same ten remakes.

SFX: APPROACHING PLANET BEEP.

DAX: Finally.

SFX: DAX REVS THE ENGINES TO BEGIN DESCENT.

DAX: Okay, beginning descent... talking to myself...

SFX: A WEIRD NOISE.

DAX: That's... not right. Okay. Okay. Engines max. Leaving orbit...
Trying to leave orbit...

**SFX: STRAIN ON THE ENGINE. THERE'S
SOMETHING WRONG.**

DAX: Oh Bruce. Oh Bruce... Okay. Emergency landing it is.

SFX: **ENGINES ON MAX PUSHING UPWARDS AS HE
DESCENDS. THE SHIP LANDS AND
SPLUTTERS.**

DAX SIGHS.

**DEFROSTING BEGINS ON THE PODS. THE
PODS OPEN.**

KILNER: (*GROANS*) What's -- going on? I feel... rough.

SAMANTHA: Cryo-flu?

KILNER: I... don't think so. Everything just feels... wrong.

DAX: There was something Automnicon didn't bother to tell us.

SAMANTHA: What?

DAX: There's a concealed artificial gravity field built into this planet. No sign of it until you hit it and then... I'm guessing it's about four times Earth-Standard gravity? I can mostly normalise it inside the ship, but outside... we're going to struggle.

KILNER: Right.

DAX: Kilner, I can't take off. I used a hell of a lot of fuel even landing safely. I don't know how we're going to get out.

KILNER: Okay. First things first let's get the job sorted and see what we can -- scope out. Then we can figure out what we need to do next.

SAMANTHA: Right. Time to find a -- vending machine. It better have some decent snacks.

SCENE 4: INT/EXT. YELLOW SUB. PLANET APOLLO

SFX: **THE DOOR OPENS WITH A SLIGHTLY
STRAINED NOISE.**

KILNER: Well, we can't open the door too often. It definitely doesn't like the extra gravity...

SAMANTHA: Oh Bruce.

KILNER: We'll be fine. Maybe we just need to make a -- detour to fix the gravity generator too. They're pretty simple, pretty much every settled planet has one.

SFX: **THEY TAKE THREE OR FOUR HEAVY STEPS
AND BOTH SOUND EXHAUSTED SUDDENLY.**

SAMANTHA: Bruuuuce.

KILNER: I guess... walking is a no, then.

SAMANTHA: What do we... do? We can't carry anything with us like this. I...

SFX: **SHE TRIES TO PICK UP A TOOLBOX AND
CAN'T.**

...I literally cannot lift this toolbox.

KILNER: Yeah. Wait! I have an idea.

SAMANTHA: Does it involve sitting down?

KILNER: Actually, it does... Dax, drop down my workbench. And get me some wheels!

SFX: **DRILLING, SAWING AND WELDING
COMMENCES.**

SCENE 5: INT. YELLOW SUB. LATER

SFX: **KILNER THUDS SOME SKATES DOWN ON THE
TABLE.**

KILNER: There!

SAMANTHA: What?

KILNER: Our solution.

SAMANTHA: ...Roller skates.

SFX: **A LITTLE ENGINE WHIZZES.**

KILNER: They're motorised. And I've got a cart for my toolbox too.

SAMANTHA: They look... dangerous.

KILNER: They'll be fine. Probably. Might be a little fast.

SFX: **THEY VELCRO THEMSELVES INTO THE
ROLLER SKATES.**

KILNER: Okay! Dax, drop the ramp!

SFX: **THE RAMP DROPS.**

SFX: **THE MOTORS ON THE ROLLER SKATES
START. THEY ARE VERY SLUGGISH.**

SAMANTHA: How... fast are we going, DAX?

DAX: I'd say approximately two miles per hour.

SAMANTHA: Well. At least they don't feel dangerous.

KILNER: They're not bad for something I made out of spare parts.
They'll do.

SAMANTHA: So long as the vending machine isn't more than half a mile
away.

SFX: **PROXIMITY BEEP.**

KILNER: You know what, we're actually in luck. Apparently it's just over
there.

SAMANTHA: That's... got to be more than a mile away.

KILNER: Then we should get a move on.

SFX: **THE SKATES MOVE VERY SLOWLY INTO THE
DISTANCE.**

SAMANTHA: So is there a faster setting, or...?

KILNER: ...No there isn't.

SCENE 6: EXT PLANET APOLLO - LATER

SFX: **KARNS IS LIFTING WEIGHTS, GRUNTING.**

SFX: **KILNER AND SAMANTHA APPROACH HIM ON
THEIR SKATES, SLOWLY.**

KILNER: Hey, there's someone over there! Wow, they are...

SAMANTHA: Ripped.

KILNER: I think the traditional phrase is "absolute unit"?

SAMANTHA: Do you think if we stay here very long... we'll end up like that?

KILNER: Super muscular? Maybe.

SAMANTHA: Hello? Hello!

SFX: **SLOW, HEAVY FOOTSTEPS. KARNS
APPROACHES THEM. THEY ARE A BIG, HEAVY
WEIGHTLIFTER - LIKE THE ROCK WITH ADDED
BULK**

KARNS: Oh. Hello there.

SAMANTHA: Hi. Uh. We're... a bit stuck.

KARNS: Oh, aren't we all.

SAMANTHA: What?

KARNS: Sorry. I'm having a bit of a day.

KILNER: Well, aren't we all.

KARNS: I'm Karns. Welcome to Planet Apollo. You'll probably never leave.

SAMANTHA: What?

KARNS: It's... well, it started as a joke, but... Everyone who comes here stays. We just can't seem to take off. And every day it feels like we're just getting weaker and more pathetic...

KILNER: I mean you... look pretty strong.

SAMANTHA: Like... you're super ripped.

KARNS: I've not increased my lift in months. I've reached a plateau and it seems like the only way from here is down.

SAMANTHA: I'm sure that's... not true.

KARNS: Planet Apollo is one of the best places to train in the galaxy, and... well. I was hoping that with the lifting and the adrenaline, one thing might... lead to another. But now... well. I'm just... not good enough. We're trapped here and it's my fault and --

SAMANTHA: You came here with someone?

KARNS: My training buddy, Lutar. We've always had a lot of chemistry, and we'd both wanted to come to Apollo since it opened, but... well. Now we're both... stranded. And I feel so guilty I can't even look him in the eye.

SAMANTHA: I'm... sure they don't feel that way.

KILNER: Anyway... uh. We've been sent here to fix a vending machine.

KARNS: Oh. Right. I know where that is. Um. Follow me.

SAMANTHA: So how did you and Lutar meet?

SFX: **AS THEY WALK/SLOWLY SKATE AWAY,**
KARNS' VOICE FADES OUT.

KARNS: Well, we were in the finals for Sector 9's Strongest Being, in the carbon-based category, for obvious reasons, and his planet...

SCENE 7: RECREATIONAL CENTRE 9B

SFX: **THEY OPEN A VERY BIG, HEAVY DOOR AND**
WALK INTO THE RECREATION CENTRE. GYM
MUSIC POUNDS IN THE DISTANCE.

KILNER: Oh. That's... the vending machine, is it?

KARNS: Yeah.

KILNER: It's...

SAMANTHA: Very big.

KARNS: It has to be. It's where most of the food in this district comes from.

SAMANTHA: Oh Bruce, how are we going to get the front off?

KILNER: I have an idea. But... Karns, you're going to have to do something uncomfortable.

KARNS: What?

KILNER: We're going to rig up a pulley system while you... get Lutar.

KARNS: Oh. Uh... Are you sure that's necessary?

KILNER: I don't think we'll be able to open this otherwise. It's incredibly heavy.

KARNS: Oh. Alright.

KILNER: And then, afterwards, maybe we can think about getting off of this planet.

SFX:

KARNS LEAVES IN SEARCH OF LUTAR.

SAMANTHA: Oh, I see what you're doing. Very clever.

KILNER: What?

SAMANTHA: Making them work together so they actually have to talk to each other.

KILNER: No, we actually will get crushed if we try and open this on our own.

SAMANTHA: Oh. And then how do we leave?

KILNER: I'm working on it.

SAMANTHA: Right. (PAUSE) Are you -- alright?

KILNER: Uh, my tech isn't really built for this level of gravity. It's kind of starting to break down.

SFX: **A GRINDING NOISE. KILNER SIGHS.**

SAMANTHA: What was that?

KILNER: I think that was my left ankle.

SAMANTHA: Oh Bruce, what are we going to do?

KILNER: It's fine. I'll just -- try not to move too much.

SCENE 8: EXT. RECREATIONAL CENTRE 9B

SFX: **AN OUTDOOR GYM.**

SFX: **LUTAR IS LIFTING WEIGHTS. THEY GRUNT WITH THE EFFORT.**

LUTAR: Twelve... thirteen... fourteen...

SFX: **THEY DROP THE WEIGHT. IT HITS THE FLOOR WITH A HEAVY THUD.**

LUTAR: (SIGHS) Come on. Come on! You're... better than this! Come on!

SFX: **FOOTSTEPS. KARNS APPROACHES.**

LUTAR: Karns!

KARNS: Lutar. How's it going?

SFX: **THEY HUG.**

LUTAR: I'm still not back up to twenties.

KARNS: You'll get there. I promise.

LUTAR: I wish I could believe that. I -- just can't get past it. What about you? What's your max right now?

KARNS: I -- actually I've come to get you. We've got some visitors. Offworld.

LUTAR: Oh man, that sucks.

KARNS: I thought we could... give them a hand. They're repairmen.
They might be able to... help us.

LUTAR: Maybe.

KARNS: Come on. You never know. They were really impressed by the size of the vending machine.

SFX: **THEY TRUDGE OFF.**

SCENE 9: INT. RECREATION CENTRE 9B

SFX: **INSIDE THE RECREATION CENTRE. KILNER
AND SAMANTHA STARE UP AT THE VENDING
MACHINE.**

SAMANTHA: So what're we looking at? What do we need to do?

KILNER: Okay, so this vending machine is... what -- twenty feet tall? I reckon the imbalance is coming from the feet being slightly off level, from the looks of things.

SFX: **SHE PUSHES THE VENDING MACHINE. IT
ROCKS, VERY SLIGHTLY.**

KILNER: These things are surprisingly sensitive. One small tilt and the whole thing could stop working.

SAMANTHA: So what do we need to do?

KILNER: First things first, we're going to winch it a few centimetres off of the ground so we can see if there's an imbalance.

SAMANTHA: Right. But --

KILNER: That's what the weightlifters are for.

SAMANTHA: Ohh.

KILNER: And then we can push something underneath to make sure it can't rock.

SAMANTHA: So this is basically just that thing where you stick a folded up piece of paper under a wobbly table?

KILNER: Yeah, pretty much. If the table was... capable of crushing you flat.

SFX: **THE WEIGHTLIFTERS COME IN.**

SAMANTHA: And then what?

KILNER: Then we work on getting out of here.

LUTAR: (DISTANT) Oh. Is this them?

KARNS: (DISTANT) Yeah, that's them. That's them over there.

KARNS: Hey! We're back.

SAMANTHA: You must be Lutar.

LUTAR: Uh... Yeah?

SAMANTHA: I've heard a lot about you.

KILNER: Great. Could you both do me a favour and pull on this chain? We just need to lift this vending machine up so we can fix it.

LUTAR: I'm... I'm not sure I can. It's... very heavy.

KARNS: Come on, Lutar. You're the strongest being I know.

LUTAR: But you were always just that bit stronger. You always beat me in the heats.

KARNS: That was a long time ago. We've... things have changed since then. Like, look at you. You're so powerful

LUTAR: I can barely lift a fifteen any more.

KARNS: Lutar -- I can't even lift twelves most days. Come on. We can do it. Together.

LUTAR: The winch should help. Alright. Alright then. And then we'll get out of this... place.

SFX: LUTAR AND KARNS PULL ON THE CHAIN,
LIFTING THE VENDING MACHINE A FEW
CENTIMETERS. IT SWINGS. THE CHAIN
CREAKS.

SAMANTHA: Careful! Careful --

KILNER: Right, there's nothing underneath, so all we need to do is --

SFX: KILNER SLIDES A SMALL PIECE OF METAL
UNDERNEATH THE VENDING MACHINE.

KILNER: There! You can let it down. Careful --

SFX: THEY SLOWLY LET THE VENDING MACHINE
DOWN.

SFX: IT POWERS UP WITH A BLIP-IP-IP AND SPITS
OUT A DRINK.

KILNER: There we go.

SAMANTHA: Right. Now that's sorted, let's get out of here.

SCENE 10: EXT. PLANET APOLLO

SFX: THEY ALL TRAVEL ACROSS THE LANDSCAPE
TO LUTAR AND KARN'S SHIP.

KILNER: So this is your ship?

LUTAR: Yeah. We've... not been back in a while.

KILNER: Looks okay. Pretty sturdy.

KARNS: Yeah. Just... too heavy to fly. After we spent a couple of days here we came out to repark it and... well. We couldn't even get it off the ground.

LUTAR: After that we just... gave up. After a while we couldn't afford to stay at the centre anymore so we...

KARNS: So we moved out. Moved away from... each other.

LUTAR: I shouldn't have booked those tickets.

KARNS: Uh. You didn't book the tickets, I did.

LUTAR: What?

KARNS: I'm -- I'm sure I did.

LUTAR: But...

KILNER: All of this aside, what happened here? What happened to the gravity field?

KARNS: There's a short video...

SAMANTHA: Of course there is.

SFX: **PLANET APOLLO VIDEO STARTS. A PUMPING, CHEESY PROMO VIDEO WITH AN OBNOXIOUS VOICEOVER.**

PLANET APOLLO VOICE: Tired of the plateau provided by regular planets? Wondering why you don't get the same thrill out of training that you're used to? Bored of the limitations put upon you by your home planet's gravitational sphere? What you need is Planet Apollo. The only planet dedicated solely to athletic performance improval and weight training, Planet Apollo will test your limits and help you find that final push to get your body working to the max!

Our high-tech artificial gravity field allows us to create the perfect atmosphere for high-intensity training, pushing your athletic prowess to the absolute limit. Book now!

MUSIC FADES OUT.

SAMANTHA: Ugh. That takes me back.

KILNER: I told you at the time Automnifit wasn't a good idea.

SAMANTHA: And you've not exactly let me forget it...

KILNER: Have you tried just asking them to turn down the gravity?

KARNS: It all seems to be unmanned. Uh, there are droids that deliver things during the day, but they're pretty unfriendly.

LUTAR: We think the gravity unit is probably in the central compound, but we're not -- entirely sure how to get in. They have a state-of-the-art security system. We've all tried, but...

KARNS: We're athletes, not engineers.

KILNER: Great. Right. Guess we're going to have to break in.

KARNS: Break in? Can't you just -- you know, pretend you've come to repair it?

KILNER: That's... still breaking in. And it sounds like there's no one there to fool, anyway.

SAMANTHA: Shame, I do like dressing up. We had to get into this reptilicon palace a few months ago, and we had these full skinsuits... It does seem a little weird to break into a place that Automnicon actually owns.

KILNER: Eh, it's probably a franchise. And we're fixing a bigger problem for them anyway.

SAMANTHA: Well, if you're sure...

KILNER: I'm sure.

SAMANTHA: Guess I'll get the heist gear ready.

KARNS: You have heist gear?

KILNER: We have a lot of gear. Mostly it's just the same stuff and we give it different names.

SFX: **SHE TRIES TO STAND UP.**

KILNER: Oh, yeah. Gravity. Ouch.

SAMANTHA: You stay there, I'll -- get you some WD40 or something.

SAMANTHA LEAVES.

EXT. PLANET APOLLO CONTROL UNIT -- NIGHT

SFX:

**OUTSIDE PLANET APOLLO'S CENTRAL
CONTROL UNIT. THERE ARE NO ANIMALS.**

SAMANTHA: Isn't there any wildlife here? I'd expect... something this late at night.

LUTAR: We've got a couple of hyper dense animals, but -- well, nothing can fly here. Mostly we have tortoises.

SAMANTHA: Oh.

KARNS: Really, really muscular tortoises.

SAMANTHA: Uh, how are you doing, Kilner?

KILNER: I'm... tired. Really tired.

SAMANTHA: It's a good thing we had that tool trolley.

KILNER: It's... not exactly a great form of transport.

SAMANTHA: Well, we can't risk your knees going as well. The repair bill will be --

KILNER: You think I don't know that?

SAMANTHA: Sorry.

KILNER: Sorry.

KARNS: Are you ready?

KILNER: Yeah. I guess so.

LUTAR: Here we are.

KILNER: This is their state of the art security system?

LUTAR: This is it.

SAMANTHA: It's... just a wall. A fifteen foot wall.

LUTAR: No ones even gotten half way...

SAMANTHA: Right.

KILNER: Hmm.

SAMANTHA: What?

KILNER: Well, seeing as they... didn't really seem to think all of this through, I doubt these bricks are as hyper-dense as they'd need to be...

SAMANTHA: Right...?

KILNER: So if we just... chip away at the cement around a few of them, knock out some of the bricks near the bottom, the pressure on the wall might be enough to do it...

SFX: **DRILLING AND FILING. THEY KICK OUT A FEW BRICKS. THE WALL CRACKS AND FALLS DOWN.**

KILNER: There we go.

SFX: **THEY WALK THROUGH.**

KILNER: Right, so what's next?

LUTAR: I guess we gotta go through that door. Looks like it's covered by a shutter.

KARNS: Well how are we going to get through that?

KILNER: Seriously? By lifting it!

SAMANTHA: Right. If we... lever something underneath it to start, maybe? We should be able to get some kind of grip.

SFX: **THEY ALL WORK TOGETHER AND HEAVE UP THE SHUTTER.**

SAMANTHA: It's not even locked.

KARNS: Yeah, well... it took three of us. And it was past that wall. And after being here for... more than a month you start feeling really... pathetic. And then you don't even try.

SFX: **THEY WALK IN.**

INT. CONTROL UNIT, PLANET APOLLO

INSIDE. SOFT BEEPS IN THE DISTANCE.

KARNS: What now?

KILNER: We need to find the control room.

SAMANTHA: I'm glad they thought to put up maps. Looks like we've got...
oh Bruce.

KILNER: Two flights of stairs to climb.

SAMANTHA: Come on. We can do it.

SFX: **THEY START GOING UP THE STAIRS. KILNER
GROANS.**

SAMANTHA: Kilner? Are you --

KILNER: Fine. I'm fine. We just need to get to the top.

SAMANTHA: We're nearly there.

SFX: **THEY DRAG THEMSELVES TO THE TOP OF
THE STAIRS.**

LUTAR: It's the gravity, and you know it's the gravity, but you still kind
of... take it on board, right?

KILNER: Yeah.

SAMANTHA: There's the control room.

KILNER: Finally.

SFX: **THEY OPEN THE DOOR.**

SAMANTHA: Seriously? That's just a... big dial labelled 'Gravity'.

KILNER: I mean it only does one thing.

SAMANTHA: I guess. It just seems a little silly.

KILNER: If you just turn it down to --

SFX: **SHE STARTS TURNING IT. THEY ALL FLOAT
INTO THE AIR.**

SAMANTHA: Oh, not again...

KILNER: Okay, that's a little low! Can you turn it back up?

SAMANTHA: I can't reach!

KILNER: Hang on, if I just -- sorry Karns, I'm going to have to bounce off of you!

SFX: **KILNER BOUNCES OFF OF KARNS AND GRABS THE DIAL. SHE TURNS IT UP AND THEY LAND ON THE FLOOR.**

KILNER: There. That feels... normal, right?

SAMANTHA: I mean, I think?

KILNER: Bruce, that feels better.

SAMANTHA: Karns? Lutar? How are you doing?

KARNS: I -- I --

SFX: **LUTAR PICKS UP A CHAIR AND LIFTS IT ABOVE THEIR HEAD.**

LUTAR: Look at me lift this chair!

SFX: **KARNS PICKS UP A DESK AND LIFTS IT ABOVE THEIR HEAD.**

KARNS: Look at me lift this desk!

SFX: **LUTAR PICKS UP AN ANVIL AND LIFTS IT ABOVE THEIR HEAD.**

LUTAR: Look at me lift this anvil! Why is this even here?

KARNS: I feel fantastic! I feel like -- like myself again!

LUTAR: Karns... We can leave! We can finally leave!

KARNS: We can finally...

SFX: **THEY KISS.**

SAMANTHA: Aww!

KILNER: Anyway, we -- should get out of here. We're technically trespassing.

THEY LEAVE.

EXT. PLANET APOLLO

SFX: **KILNER AND SAMANTHA ARE WALKING.**

SAMANTHA: So that's it? That's all we needed to do?

KILNER: Yeah, that was it.

SFX: **IN THE DISTANCE, KARNS AND LUTAR ARE LEAPING AROUND**

KARNS: Look at me lift this massive stack of turtles!

LUTAR: Karns, you are amazing. That stack of turtles is tight!

KARNS: Look at me! Look how high I can jump!

LUTAR: I'm lifting this whole tree and I'm not even breaking a sweat!

KILNER: Just look at them. Jumping around like a couple of... weird, incredibly muscular gazelles.

SAMANTHA: It's a beautiful sight. Come on. Let's get back to the ship.

SFX: **THEY START WALKING.**

SAMANTHA: Do you think Automnicon will be... annoyed with us?

KILNER: Hmm... well, I don't know. I sent them a suggestion in my report.

SFX: **THEY KEEP WALKING. KILNER SIGHS.**

SAMANTHA: Are you -- alright?

KILNER: I'll be fine. I just... (SHE TRAILS OFF)

SAMANTHA: Bruce I'm tired. Do we have any more of that cheesecake-style spread?

KILNER: I think so.

SAMANTHA: Want some?

KILNER: Obviously.

**THEY GO INTO THE YELLOW SUB. THE
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SFX: THEME MUSIC SLOWLY RISES

ANNOUNCER: In that episode of We Fix Space Junk, Samantha Trapp was
played by Rebecca Evans, Kilner was played by Beth Crane,
DAX was played by Jack Carmichael, The Planet Apollo voice
was Hedley Knights, Karns was played by Nathan Blades,
Lutar was played by Evan Gulock and Haroldson was played
by James Carney. The episode also starred Vicki Baron and
Sean Howard. The programme was written by Beth Crane and
produced by Hedley Knights for Battle Bird Productions.

This series is dedicated to Steve Crane.

We'd like to thank our patrons for their support, and especially
say thank you to Barnacles and Alana E. We use the money
from our Patreon to pay our actors and run the show, so we
are eternally grateful for all that you do for us!

To support We Fix Space Junk on Patreon, visit
battlebird productions or see the show notes.

POST CREDITS.

SFX:**A PHONE RINGS AND IS ANSWERED.**

HUMPHREY: Hello? Who is this?

MS LAMB: It's me, Humphrey.

HUMPHREY: Oh. Ms Lamb! I thought you'd probably survived that... mild disaster.

MS LAMB: Is everything under control?

HUMPHREY: Oh, yes yes. Penelope's working on it. Can't go into details, mind you.

MS LAMB: I was calling to -- find out your thoughts on Mr King.

HUMPHREY: I'd say resoundingly negative, but I think you already knew that. What are you planning, Ms Lamb? A small coup, perhaps? A little light assassination?

MS LAMB: We'll see.

HUMPHREY: Well, let me know. I'm sure I'd find the process -- entertaining.

MS LAMB: I will. It's... good to have you on side.

HUMPHREY: Oh, of course.
How do you hang this thing up, Penelope?

SFX:**FINAL STING.**

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