

WE FIX SPACE JUNK

SEASON THREE

EPISODE 6: THE PHANTOM EYE

By Beth Crane and Hedley Knights

CAST

SAMANTHA:	Rebecca Evans
KILNER:	Beth Crane
DAX:	Jack Carmichael
RANE:	Kristen DiMercurio
LIGULA:	Liz Campbell
LAMINAM:	Ben Meredith
RESEARCHER:	Hedley Knights
MR KING:	Karim Kronfli
MRS TRAPP:	Beth Crane

SFX: **THEME TUNE STING**

ANNOUNCER: We Fix Space Junk Season 3, by Beth Crane. Episode
Six: The Phantom Eye

SFX: **THEME TUNE CONTINUES**

SCENE 1: EXT. KRAKUSTARK PLANET, DUSK

SFX: **THE THEME TUNE FADES INTO A CULTY,
SPOOKY ATMOSPHERE; WEIRD AND
SINISTER.**

RESEARCHER: I think -- perhaps, maybe, this is starting to go a little far?
I think -- we should try and draw a line under all of this. I
mean -- wait! No, Wait, what are you -- doing? I -- [A
HOWL FADES OUT INTO NOTHING]

SFX: **THE CULTISH SONG GETS LOUDER,
DROWNS OUT THEIR FADING SCREAMS,
THEN ENDS ABRUPTLY.**

SCENE 2: INT. YELLOW SUB, KRAKUSTARK PLANET, DUSK

SFX: **KILNER AND SAMANTHA ARE PLUCKED
ABRUPTLY OUT OF CRYO. THEY GASP
BRIEFLY FOR AIR AND CLIMB OUT OF THE
PODS. [Normal cryo music is more 12
serialist]**

SAMANTHA: Bruce, I'm still never going to get used to not having breathed for -- how long was it this time?

KILNER: Three months.

SAMANTHA: Three months! Bruce...

DAX: Very little has changed.

KILNER: What were we doing again?

DAX: Here we go...

AUTOMNIVOICE: Hello, valued employees! Here are the details for your next exciting mission. You will be RESCUING STRANDED ARCHAEOLOGICAL TEAM in or at the KRAKUSTARK PLANET. We hope you enjoy your mission. Additional Notes: NONE. [MESSAGE ENDS]

SAMANTHA: Well, hopefully this should be pretty simple.

KILNER: Yeah. Hopefully. It did... take us three monthrs to get here, though...

SFX: **THEY LAND.**

SAMANTHA: This is where we're landing? This looks like it's nowhere near the camp.

DAX: The weather is too bad round the camp to go closer. There's this -- thick fog. Really, really thick. My sensors are struggling to cut through it. And the coordinates are... well. Vague at best. I wouldn't want to get too close and destroy whatever they've been working on these past few months.

SAMANTHA: Fine. Guess we'll get our walking boots on.

KILNER: And our... machetes.

SAMANTHA: What do you think is out there?

KILNER: Well. It seems pretty abandoned. The streets are overgrown and there could be... branches to cut through.

SAMANTHA: Right.

KILNER: And it's always good to have something. Just in case.

SFX: **THEY OPEN THE DOOR AND EMERGE.**

SCENE 3: EXT. ABANDONED VILLAGE, KRAKUSTARK PLANET, DUSK.

SFX: **STILL A SLIGHTLY CULTY ATMOSPHERE.**
BUT NOT AS HEAVY.

KILNER VO: As we stepped out of the ship the night hit us, close and airless. The fog was almost like smoke, dry and bitter, clashing with the glistening wet stone slabs of the street, reflecting the dull gleam of distant moons. The thing that always gets me about these abandoned planets is the way they look like the civilisation just... stepped out for five minutes. I didn't recognise the language on the signs, but I guess they'd been humanoid, or something like it. A glance up the street showed what I guessed were half-closed shops, dive bars, a couple of diners and even something resembling a casino. But the whole city was abandoned. Trees and bushes grew up through cracks in the street, branches waving from windows like sad, skeletal hands.

KILNER: It looks like a whole civilisation just... stopped. Went from existing to... Not existing.

SAMANTHA: Yeah.

KILNER VO: We walked and we walked. We walked until our legs ached, like stomachs starved for days, or like a heart aches for home.

KILNER: Something doesn't feel right...

SAMANTHA: You do look a bit -- odd. It'll be getting dark soon. And this mist is the strangest thing... Is this where we were meant to pick them up?

KILNER: Somewhere round here. On this land mass at least.

SAMANTHA: Great. So we're in an abandoned city of -- I don't even know how big it is, but at least we're on the right land mass.

KILNER: Wait... what's that up ahead?

SAMANTHA: Looks like a -- person, maybe?

SFX: **RUSTLING.**

KILNER: I told you we'd need the machetes.

RANE: Hands up! You hear me? Don't move.

SFX: **RANE EMERGES FROM BEHIND A BUILDING, BLASTER DRAWN.**

SAMANTHA: Uh --

KILNER VO: The shooter was tall. Broad shouldered and fire-eyed.
She held an orange pistol in one hand and a busted-up
walkie talkie in the other.

SFX: **KILNER AND SAMANTHA PUT THEIR
HANDS UP.**

KILNER: Hi. We're... uh. Here to... rescue some archaeologists?

RANE: Who sent you?

KILNER: Automnicon. We've been hired to -- come and get you.

SAMANTHA: If you're the archaeologists.

RANE: Right. And you're not here to -- take anything we've
found?

KILNER: We're not -- interested in taking what you've found, we're
just here to help you get out of here.

RANE: Okay then. In that case...

SFX: **SHE HOLSTERS HER BLASTER.**

RANE: I'm Rane. Lead archaeologist on this little disaster
mission. And you are?

KILNER: Kilner.

SAMANTHA: Samantha.

RANE: Alright then. Follow me.

SAMANTHA: How far -- away is the camp?

RANE: Not far.

SAMANTHA: Good.

RANE: An hour or so.

SAMANTHA: Oh.

RANE: Come on.

SFX: **THEY FOLLOW HER INTO THE FOG AND
BRANCHES OF OVERGROWN BUSHES**

KILNER VO: As we walked away from the main stretch the branches and brambles grow thicker, clawing at us like a cat that wants your attention but doesn't want you to like it. The further we went, the darker it seemed to get, and the wilder the branches.

SCENE 4: INT. YELLOW SUB - NIGHT

SFX: **DAX TRIES, UNSUCCESSFULLY, TO GET
THROUGH.**

DAX: I've been running some scans, and there are some strange -- Kilner?

SCENE 5: INT. UNDERGROWTH - NIGHT

SFX: **KILNER'S COMMUNICATOR CRACKLES
INTO LIFE.**

DAX: -- scans -- there are -- Kilner?

SFX: **THE COMMUNICATOR DIES.**

RANE: Yeah, that'll happen. Something to do with the atmosphere here.

SAMANTHA: What?

RANE: It's -- well. I'm not entirely sure how it works but there's something -- up with the trees and bushes, springing up all over the place. I mean, they're not... trees. But the tree-like structures. They have a kind of -- Faraday effect. And the mist... it has a way of shutting things out...

KILNER: And the batteries going at the same time?

RANE: ... Probably just a coincidence.

KILNER: Right.

RANE: We're coming up to the camp now. I want to apologise in advance for the state of it, we've been here... well. A long, long time. Haven't exactly been expecting visitors.

SCENE 6: EXT. ARCHAEOLOGICAL CAMP - NIGHT

KILNER VO: Eventually we came up to a clearing, a massive one. A park? A meeting place? Or something... else. Around the middle was a cluster of tents in circular formation, big and small, white and beige, leading up to a central tent that seemed to glow in the half-light. The white ones were dig sites, flanked by mounds of dirt, and the beige ones, all clumped together around a campfire, seemed to be what these people called home. Rane led us to the residential tents. It was quiet. A little too quiet.

SFX: **THEY ARRIVE IN THE ARCHAEOLOGICAL CAMP. A FIRE CRACKLES.**

RANE: Lammo! Ligula! Wake up! We've got visitors. Someone's finally come to get us.

SFX: **GROANS AS THE OTHER TWO**
ARCHAEOLOGISTS, LAMINAM AND
LIGULA, WAKE UP.

SAMANTHA: Uh. Hello. Sorry to -- wake you.

RANE: Come on! Up!

SFX: **LAMINAM AND LIGULA UNZIP THEIR TENTS AND STUMBLE OUT.**

RANE: These two are here to get us.

SAMANTHA: I'm Samantha. This is Kilner.

LAMINAM: Laminam.

LIGULA: Ligula.

KILNER VO: We made our introductions. Laminam, seven foot tall and with a frown that would make even an Automniclown shudder, was the cartographer. Ligula, five foot five with a shock of dark hair that hung over one eye, was the 'people' person. Sociology, Ethnography, Anthropology. Rane was still tall, still broad-shouldered but the fire in her eyes was brighter now. A little more dangerous.

SAMANTHA: And you? What do you do?

RANE: As I said, I'm the leader of the gang. Head Archaeologist. I locate and extract once lost items, changing the way we saw the world, and what we thought was possible. We work together to find extinct planets and -- well, find out how they came to be that way.

KILNER: Right.

RANE: We're still searching for the reason that everything... died off, here.

SAMANTHA: Where are the others?

RANE: This is my whole team.

SAMANTHA: You have five tents

LAMINAM: It's good to have spares. And in this weather they'll rot if we leave them balled up.

RANE: Just as well we did, means you two have a place to sleep.

SAMANTHA: What?

RANE: We can't go back to the ship tonight. It's late and we've got a lot to carry. Heading out at this hour would be like throwing a picnic in the rain. Pointless. I figured we'd sleep on it then get packed up tomorrow.

KILNER: Sure. Yeah. That makes sense.

SAMANTHA: How long have you been living here?

LIGULA: A year. Maybe two? Time blends everything together here, with endless hard days and lonely nights. It's been... hard, but -- well, you're here now.

SAMANTHA: At least there aren't any mosquitoes.

LIGULA: Oh, there are. But they are gigantic, so they're not hard to spot.

KILNER: How... gigantic?

LIGULA: About the size of... hmm, a small dog? Or a large dog. How large are dogs these days?

SAMANTHA: Kilner --

RANE: Nothing to worry about, anyway. They don't come for us until they're really desperate. Like most of the creatures on this... desolate planet.

SAMANTHA: It does seem... quite unfriendly.

RANE: Well, we've had to make it home.

LAMINAM: I can't believe we're leaving.

LIGULA: It's almost too good to be true.

KILNER: I mean, it's true. We're - ready to go first thing tomorrow.

RANE: Well, the Eye provides. For now, I think we should all go back to sleep. Tomorrow's going to be a long day!

LAMINAM: Oh thank Bruce. I thought you were going to make us start packing up now.

RANE: I'm not a monster. Here. Kilner and -- Samantha? There should be some blankets around here -- there.

SAMANTHA: Thank you, that's... kind.

SFX: **THEY ZIP THEMSELVES INTO TENTS.**

IN-BETWEEN SCENE MUSIC RISES
GENTLY

SCENE 7: EXT. ARCHAEOLOGICAL CAMP -- MORNING

KILNER VO: We awoke mid morning. The sun was up, but burning weakly. The kind of sun that feels like sundown is moments away at all times.

SFX: **DOWNTUNED BIRDS SING. KILNER AND**
SAMANTHA WAKE UP. THERE IS FRYING
AND GENERAL MORNING NOISES.

LIGULA: Morning! We thought we'd let you sleep as you've had a long journey.

KILNER: Oh. Uh. Thanks.

LIGULA: We've just been getting some of the packing done. Lots of things need -- wrapping up tight.

SAMANTHA: So have you found much while you've been here?

LIGULA: Multitudes.

SFX: **A PAUSE. THEY EXPECT LIGULA TO**
SPEAK BUT SHE SAYS NOTHING.

KILNER: Alright then. Any chance of some breakfast?

LIGULA: Sure. I'll give Lammo a shout. He's no chef, none of us are, but... well. It's better than starving. Normally.

SAMANTHA: What've you been eating?

LIGULA: Pretty much just potatoes and mosquito hide. But fry 'em enough and you barely notice.

SAMANTHA: Right.

SFX: **LIGULA WANDERS OFF. KILNER AND SAMANTHA CLIMB OUT OF THEIR HAMMOCKS.**

SAMANTHA: This place is...

KILNER: Yeah.

SFX: **RANE APPEARS.**

RANE: Ah, you're awake. Wonderful. We're... well. Not entirely packed, it's taking some time but we're getting there. How did you sleep?

SAMANTHA: Uh -- okay?

RANE: No -- dreams, or --?

KILNER: Dreams?

RANE: Nothing to worry about, just -- it's an atmospheric thing.

SAMANTHA: I mean I did have one about --

RANE: It doesn't mean anything. I promise. Right, so we've got a kind of cart set up that we can drag through the woods -- either of you got any injuries I should know about?

KILNER: I mean --

KILNER VO: I gestured vaguely.

RANE: Obviously. I meant recent ones, like a bad back or something.

KILNER: No. No, I think we're good.

RANE: Great. We'll be ready to roll in about an hour.

SAMANTHA: So what've you got in the tent?

LAMINAM: What?

SAMANTHA: The big white tent, in the middle of the camp. What's --

LAMINAM: Oh. Uh.

RANE: It contains some very -- sensitive remains. They could be destroyed if we don't -- pack them correctly. They're very fragile. So we're leaving them til last.

SAMANTHA: Oh. Cool. What did you find? Can I see?

LAMINAM: I'm afraid you -- can't go in the tent. Not right now. It's a very specific atmosphere in there and it could -- potentially destroy everything if you just wandered in.

SAMANTHA: Oh. Right.

KILNER: Come on. We better get ready to go.

SCENE 8: EXT. FOREST - DAY

SFX: _____

THEY ARE DRAGGING EVERYTHING
THROUGH THE FOREST. GRUNTS AND
EFFORT NOISES. IT'S SLOW GOING.
SAMANTHA WHISPERS TO KILNER.

KILNER VO: Sam and I trudged through the forests of branches, trying to keep up with Rane, who definitely seemed to lead us on a far more direct route then on the way here.

SAMANTHA: So are we stuck here until they've got everything loaded up?

KILNER: Pretty much.

SAMANTHA: We can't -- get them to leave things behind, or --

KILNER: I mean they're probably freelancers. Would you want to leave all your stuff behind?

SAMANTHA: Good point...

KILNER: And we've only got another -- day at most, I reckon.
Enjoy the sunlight and the fresh air.

SAMANTHA: There isn't any sunlight. It's just -- foggy.

KILNER: I know, but we're -- outside. The atmosphere is -- hospitable. The gravity is 1:1. Pretend it's a -- holiday.

SAMANTHA: I guess it's the closest thing we can get to an actual holiday. And hey, nobody's been stabbed yet, right?

SFX: **THEY ARRIVE AT THE YELLOW SUB.**

KILNER: Okay. Here we are.

SFX: **THE SUB DOOR OPENS AND THEY DRAG
THINGS INSIDE.**

SCENE 9: INT. YELLOW SUB - DAY

SFX: **THEY DRAG THINGS IN THROUGH THE
DOOR.**

DAX: Finally! I've been trying to get in touch with you for hours!
I was worried.

KILNER: Sorry, my comms ran out of battery.

DAX: Did it? (INTO COMMS) Come in, Kilner! (HIS VOICE
ECHOES BACK OUT OF THE RADIO)

SAMANTHA: Oh. Weird.

KILNER: Rane said it's something to do with the trees...

SAMANTHA: Yeah. She did.

SFX: **A MUFFLED CLATTER FROM
DOWNSTAIRS.**

KILNER: We should probably give those guys a hand.

SFX: **THEY WALK DOWN THE RAMP TO THE
ARCHAEOLOGISTS.**

LIGULA: I think you and Lammo could go back to camp and start
work on the next load.

RANE: Are you sure?

LIGULA: Yeah. I'll make sure Kilner straps everything down properly!

RANE: I guess we'll take Samatha with us instead, then? We need three people. But head back as soon as you're done. This is still going to take us another day or so at this rate. And Kilner and Samantha can't wait around forever.

SAMANTHA: I -- sure. Okay.

SFX: **LAMINAM AND RANE LEAVE. THE DOOR CLOSSES.**

KILNER: I think I know how to strap down a crate properly.

LIGULA: I need to talk to you. I -- have to show you something.

KILNER: What is it?

LIGULA: Meet me tonight. By the tent. It's the -- Phantom Eye. It's -- there's something -- I have to show you. I can't -- say it.

KILNER: Okay. We'll... meet you by the tent.

LIGULA: 2am.

KILNER: Okay.

LIGULA: I'm going to catch up with the others. We shouldn't... be talking too much.

KILNER VO: I knew something wasn't right the second we stepped foot on this bruce-forsaken rock. But what was the Phantom Eye? I felt like I'd heard that phrase somewhere before. Something here was up, and I didn't want to be there when it came down. I didn't like it one bit but what choice did we have? Abandon a whole team of people on a whim? Break an Automnicon contract? And now they had Samantha.

SCENE 10: EXT: THE CAMP, LATER THAT NIGHT

SFX: **A FIRE CRACKLES. AN OWL HOOTS.**
SAMANTHA HISSES TO KILNER.

SAMANTHA: Kilner.

SFX: **KILNER MUMBLES.**

SAMANTHA: Kilner!

KILNER: Hmm?

SAMANTHA: It's 1:45.

KILNER: Why are you waking me up?

SAMANTHA: We have to go and meet Ligula! Do you think I like being up with the owls? I'm not an owl Kilner, I like sleep and I don't like mice!

KILNER: Oh. Right. Sorry.

SFX: **THEY STUMBLE OUT OF THE TENTS.**

SAMANTHA: I hate tents.

KILNER: Did we wake anyone?

SAMANTHA: There doesn't seem to be anyone here to wake up. everyone's tents are open. Where... is everyone?

KILNER: I don't... know.

SAMANTHA: Have you got your machete?

KILNER: I... don't know. I can't see it.

SAMANTHA: I'm -- sure we'll be alright. We're just talking, right?

KILNER: Right...

SFX: **THEY STUMBLE INTO THE BUSHES**
TOWARDS THE PHANTOM EYE TENT.

SCENE 11: EXT. PHANTOM EYE TENT - NIGHT

SFX: **THEY APPROACH THE PHANTOM EYE**
TENT. THERE IS A QUIET, UNSETTLING
CHANTING COMING FROM INSIDE.

(chanting): turn est sunt et super iterum. [turn est et soont et
su-per-it-e-roum]

SAMANTHA: Ligula? -- I can't see them anywhere!

KILNER: Neither can I...

SAMANTHA: I don't... like that chanting.

KILNER: Me neither.

SAMANTHA: Should we... go back to the sub? Like, now?

KILNER: Yes. Yeah, I think -- that would be a really good idea.

SFX: **THE CHANTING STOPS.**

KILNER: Has the chanting -- stopped?

SAMANTHA: ...Yeah.

KILNER: We should grab our stuff and get out of here.

SAMANTHA: Yeah.

SFX: **THEY LEAVE.**

SCENE 12: EXT. FOREST -- DAWN

SFX: **THEY STUMBLE THROUGH**
UNDERGROWTH

SAMANTHA: Oh Bruce, this would be so much easier if it wasn't dark.

KILNER: At least the sun's coming up.

SAMANTHA: Barely.

KILNER: And at least we have the dragmarks to follow. Wouldn't want to get lost out here.

SAMANTHA: Yeah. Not with the dog-sized mosquitoes.

KILNER: Is that -- the sub?

SAMANTHA: It's so far away...

KILNER: It's close enough. Come on! One last stretch.

SFX:

THEY PICK UP PACE.

KILNER VO: We ran and we ran, fueled by panic, fueled by fear of what we'd heard, what we'd sensed coming from the tent. We ran until we tasted the irony tang of exhaustion, and then we ran some more. But when we finally saw the sub in the distance, we saw the way was blocked. Heavy logs and rocks were piled up right over the entrance, completely blocking the doorway to the ship.

SCENE 13: EXT. YELLOW SUB -- NIGHT

SFX:

**THEY ARRIVE AT THE YELLOW SUB. THEY
TAP ON THE SIDE. NO RESPONSE. THE
DOOR DOESN'T OPEN.**

KILNER: Hey, Dax?

SAMANTHA: Hello? Can you open the doors?

SFX:

RANE STEPS OUT OF THE BUSHES.

RANE: Not... planning on leaving us, I hope?

SAMANTHA: What -- were you doing? Where's Ligula?

RANE: Ligula had to go. The effect the Phantom Eye was having on them... it was lessening. And we can't have that. It's the only thing that's kept us alive.

KILNER: What do you mean?

RANE: Can't you feel it? The effect it has on the environment? We noticed it when we first arrived and since then it's... grown. It's nurtured us. It summoned creatures to our

side to eat. It's kept the sun from us. And it has so much more to show us.

SAMANTHA: We thought this place was just kind of creepy.

RANE: Well, you're wrong. And we'll just have to show you how wrong... Lammo?

SFX: **LAMINAM LUMBERS OUT OF THE BUSHES.**

RANE: They want to see the Phantom Eye. And the Phantom Eye wishes to see them.

SFX: **THEY ARE HUSTLED BACK INTO THE UNDERGROWTH.**

SCENE 14: EXT. THE ARCHAEOLOGICAL TENT -- DAWN

SFX: **THEY ARE HUSTLED UP TO THE TENT.**
THE ATMOSPHERE GROWS FAR DARKER
AND MORE THREATENING.

SAMANTHA: Well, at least you had the courtesy to carry me back.

KILNER: Speak for yourself. I'm happier walking.

RANE: I think maybe you'd be happier being quiet, too.

SFX: **SHE UNZIPS THE TENT. IT'S A**
THREATENING ZIP.

SCENE 15: INT. THE ARCHAEOLOGICAL TENT -- DAWN

KILNER: Inside the tent, everything was lit by a soft, green glow, pulsing from a pillar in the middle. On the pillar, dug out but still embedded, was the thing they called the Phantom Eye. It was smaller than I'd expected, about the size of a tennis ball. A single point of green light stared out from the middle.

Everything in the tent seemed built around it, leading out in concentric circles. Patterns carved in the rock, grooves with... what I hoped was some kind of paint. At a first glance I'd assumed that these were part of the ruins themselves, but given a closer look it was clear that these were the work of the archaeologists.

SFX: **THEY ENTER THE TENT. EVERYTHING IS DOWNTUNED AND SPOOKY.**

KILNER: This is... not what I was expecting.

SAMANTHA: Where are all your tools? There's nothing here but...

RANE: The Phantom Eye. We thought -- well, it demands its own space.

KILNER: Right. And the Phantom Eye --

SFX: **KILNER WALKS TOWARDS IT.**

RANE: Stop! Don't go any closer!

SHE STOPS.

SAMANTHA: Is that... it?

KILNER: It's... very small.

RANE: And incredibly powerful. If only we can convince it of our worthiness to wield its mighty power!

SAMANTHA: What?

LAMINAM: Can't you feel it?

RANE: The power, radiating out of it?

LAMINAM: More power than any one person could contain in a lifetime...

RANE: An artifact of an ancient god.

SAMANTHA: Uh --

RANE: Maybe, just maybe, these final two sacrifices will convince it...

LAMINAM: (LOW CHANTING) *turn est sunt et super iterum*. [turn est et soont et su-per-it-e-roum]

LAMINAM & RANE (LOW CHANTING) *turn est sunt et super iterum! turn est sunt et super iterum!* [turn est et soont et su-per-it-e-roum]

SFX: **KILNER MUTTERS TO SAMANTHA.**

KILNER: Trust me on this.

SAMANTHA: On what?

SFX: **KILNER GRABS SAMANTHA AND PULLS HER TOWARDS THE PHANTOM EYE.**

LAMINAM: Get away from it! You can't touch it!

RANE: You'll kill us all! It -- contains powers beyond our imagining!

KILNER: Stay back! Or we'll use it!

SAMANTHA: So what do we do?

KILNER: Well, they seem to think touching it might -- do something...

SAMANTHA: But at the same time they... uh, seem to have found your missing machetes.

RANE: [among the two of them] Laminam, you go left. I'll go right.

KILNER: Yeah. Those are... definitely my machetes.

RANE: [loudly] Don't - move - a muscle!

SAMANTHA: We're probably going to die either way, right?

KILNER: Shall we just grab it and see what happens...?

SAMANTHA: Okay. Together.

KILNER: On three.

RANE: Get away!

KILNER: One... two...

LAMINAM: No! No!

SFX: **THEY GRAB THE PHANTOM EYE. THE**
SCORE CHANGES ENTIRELY TO A LIGHT,
FUN, PARTY ATMOSPHERE.

SFX: **THEY GRAB THE PHANTOM EYE. THE**
SCORE CHANGES ENTIRELY TO A LIGHT,
FUN, PARTY ATMOSPHERE.

KILNER: What the Bruce...

LAMINAM: What are... What the hell happened?

RANE: What did you... do?

SFX: KILNER PICKS UP A PIECE OF PAPER.

SFX: KILNER PICKS UP A PIECE OF PAPER.

KILNER: "Valtron's Instant Mood Creator."

SAMANTHA: Is that... a manual?

KILNER: Looks like more of a quick start guide...

SFXI **SHE CLICKS A BUTTON.**

SFXI **SHE CLICKS A BUTTON.**

KILNER: I think I just switched on Demo mode...

VOICEOVER: Want to make your dull, boring party a bit more... fun?
Want to make your night in a little more sensual? Want to
make your spooky party more spooky? What you need is
Valtron's Instant Mood Creator!

KILNER: Ah. Looks like it's dialled right up to nine. That's...
probably what caused all this.

RANE: Do you know what this means? This answers so many questions about this region! This must be the artifact that destroyed the planet previously! Causing waves of suspicion and distrust, wiping out settlement after

settlement, turning whole families against one another...
killing off a whole civilisation!

SAMANTHA: And that's... exciting, is it?

RANE: Well, yes!

SAMANTHA: Doesn't it also mean you've killed various colleagues and wasted a year of your life worshipping an old consumer product?

RANE: Ligula? Oh no... And -- Defatigus? And David?

LAMINAM: Oh no. WHat have we done?

SFX: **KILNER PULLS OUT THE BATTERIES AND HANDS IT TO HER.**

KILNER: You know what? This belongs in a museum. Without batteries. And preferably heavily guarded.

LAMINAM: It'd make the Brucemas parties go with a bang, though, right?

SFX: **PAUSE.**

LAMINAM: Too soon?

SFX: **THEME MUSIC SLOWLY RISES**

NARRATOR:

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, Rane was played by Kristen DiMercurio, Ligula was played by

Elizabeth Campbell and Laminam was played by Ben Meredith. This episode also featured the voices of Hedley Knights and Karim Kronfli. The programme was written by Beth Crane and Hedley Knights 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 Laura E and ###. 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!

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POST CREDITS.

MRS TRAPP'S PHONE RINGS.

MR KING: Hello? Do I have the pleasure of speaking to -- Mrs Trapp?

MRS TRAPP: You do, yes. And -- who is this?

MR KING: I think you've been waiting for my call. I'm Mr King. Lead CEO of Automnicon. I'm calling to have a little -- chatette about your situation.

MRS TRAPP: Mhmm?

MR KING: I understand one of my -- junior colleagues sent in an -- agent to... Well. Commit some unpleasantness upon yourselves, in the name of progress.

MRS TRAPP: You can cut to the point.

MR KING: I wish to -- acquire that agent for myself.

MRS TRAPP: And she'll work for you?

MR KING: Well. Her mind will be -- free to wander the hive. Her body I'll inhabit with a -- slightly more sympathetic agent.

MRS TRAPP: I see. And... What exactly are you offering us in exchange?

MR KING: Well...

SFX: **THE CALL FADES OUT.**

SFX: **FINAL STING.**

AUTOMNIVOICE: Welcome to the Automnicon Total Consciousness Processing Plant. Please provide your pass, your details and any personal items to the hosts at the door. You will no longer need them.

Stay within the yellow lines; there are risks to the minds and bodies of those who stray.

Welcome to the first day of the rest of our life.

Autumnicon. We are You.