

## OPENING CREDITS

**SFX:** **THEME TUNE STING**

ANNOUNCER: We Fix Space Junk Season 4, by Beth Crane. Episode One: Megafauna

**SFX:** **THEME TUNE CONTINUES**

## SCENE 1 - INT. YELLOW SUB

SFX: **THEME TUNE FADES INTO CRYO WAKEUP MUSIC.**

AFX: **KILNER AND SAMANTHA GASP AWAKE.**

SAMANTHA: Urgh. I hate cryo-sleep.

KILNER: How long have we been out?

SAMANTHA: I don't know. It feels like - years?

DAX: Actually it's only been a month. You've been pulled out early for a last minute delivery job.

SFX: **KILNER AND SAMANTHA OOZE OUT OF THE CRYO PODS.**

KILNER: Has anything interesting happened since we've been out?

DAX: Well, there have been a lot of reports coming out about the Trapps...

SAMANTHA: Are they dead? Or prosecuted? Otherwise I'm not interested.

DAX: Well...

SAMANTHA: What?

KILNER: They are your parents...

SFX: **DAX TURNS ON A RADIO-STYLE REPORT.**

NEWSREADER: There were scenes of chaos and bloodshed at the Trapp Family compound last night as they were attacked -

SAMANTHA: Stop.

KILNER: Don't you want to... know if they're okay?

SAMANTHA: Knowing them, it's fake. I bet you fifty credits they're all fine.

KILNER: Is that a bit... callous?

SAMANTHA: You've met them.

KILNER: Okay, fifty credits, then.

SAMANTHA: DAX?

NEWSREADER: The Trapp family were miraculously unharmed in the attack, which took place at the private -

SFX: **SAMANTHA CLICKS OFF THE REPORT.**

SAMANTHA: Okay, that's enough. I'll take that fifty credits, please.

KILNER: Well, I guess I'm... fifty credits poorer. Why are we awake, DAX?

DAX: You've had a last minute job come in. I'll play the recording.

SFX: **AUTOMNISSION BED STARTS**

AUTOMNIVOICE: Hello, valued employees! Here are the details for your next exciting mission. You will be DELIVERING EQUIPMENT CRATE in or at the MADAFAIN RESEARCH INSTITUTE, LORTANA THREE. We hope you enjoy your mission. Additional Notes: DISGUISES MAY BE REQUIRED [MESSAGE ENDS]

SFX: **AUTOMNISSION BED ENDS**

KILNER: Madafain. Doesn't sound familiar. What do they do? I'm guessing it's something sinister.

DAX: I think you're going to like this. They study Megafauna.

KILNER: Like what?

DAX: You'll see.

SAMANTHA: And why do we need disguises?

KILNER: I don't know.

SAMANTHA: I'm sure I can put something together. DAX, are there any pictures of Madafain?

DAX: Not... many. It's pretty... under wraps.

SAMANTHA: And you said it sounded sinister.

DAX: Well, the cargo pickup's in ten minutes. You could probably get something from the market.

KILNER: But don't spend too much.

SAMANTHA: I won't. I've become incredibly good at budgeting.

SFX: **THEY START LANDING AT THE SPACEPORT**

## **SCENE 2 - INT. YELLOW SUB**

SFX: **A ROLL OF GAFFER TAPE. SAMANTHA IS FINISHING UP KILNER'S COSTUME.**

KILNER: You spent HOW MUCH?

SAMANTHA: It'll be worth it. I promise. And it was on sale. And... there we go.

KILNER: I really don't feel like when they said disguises they wanted us to dress as trees.

SAMANTHA: But – well, sloths move too slowly to be a good disguise. And our knees don't bend the right way to be mooses!

KILNER: I think the plural is Moose.

SAMANTHA: Meese?

KILNER: Anyway, that's kind of besides the point. You think they'll care?

SAMANTHA: I don't know! I don't know how accurate these disguises need to be!

DAX: We're approaching now.

KILNER: I guess we'll find out.

SFX: **THE SHIP STARTS TO DESCEND.**

KILNER: What's that?

SAMANTHA: Well, they're not Moose.

KILNER: Or Meese.

KILNER: Where the hell did they get dinosaurs from?

SFX: **THE SHIP LANDS AND THE RAMP DESCENDS.**

### **SCENE 3 - MADAFAIN PLANET SURFACE**

SFX: **THE DOOR OPENS ONTO LUSH GREEN JUNGLE. KILNER AND SAMANTHA WALK OUT.**

AFX: **IN THE DISTANCE, MORAG SEES THEM AND COMES WALKING TOWARDS THEM, QUICKLY**

SAMANTHA: Is it... weird that there aren't more people here?

KILNER: Yeah, you'd think that it'd be a prime spot for tourism.

MORAG: (DISTANT) Hello! Hello?

KILNER: Hello!

DAX: I've got access to a little more info now we've landed. This area has been declared an area of historical and scientific importance. And it's a secret for the most part. It's a Neutral Industries territory.

SAMANTHA: Ah.

SFX: **MORAG ARRIVES.**

MORAG: Hello! I'm Morag. Sorry, my coordinates were a bit -- well, it's hard to type with your arm in a cast.

SAMANTHA: That looks nasty. Are you alright?

MORAG: Oh, I'm fine. Bit of a bad bite.

KILNER: From - uh...

MORAG: One of the little ones. Not -- one of the giants. Obviously. I probably wouldn't have much arm left! Uh. No offence.

KILNER: None taken.

MORAG: Have you got my parcel?

KILNER: Yeah, it's -- uh.

MORAG: That is... a lot bigger than I expected.

KILNER: Do you need a hand?

MORAG: Yeah. That would be great. Thanks. Trying to share one coffee machine between three departments was... well, it was getting aggressive.

SAMANTHA: This is a coffee machine? I thought it was important research equipment.

MORAG: It is. It's a coffee machine.

SAMANTHA: Ah right.

MORAG: Ooh, I can show you the visitor centre!

SAMANTHA: You have a visitor centre? I thought this planet was secret?

MORAG: It is! But before Neutral Industries secured the area I think they were thinking of turning it into some kind of theme park. Which would be an incredibly stupid idea.

SAMANTHA: Why?

MORAG: ...they're dinosaurs. They're very big and most of them are dangerous. But anyway. The visitor centre was already built and we wound up using it to explain the planet to visitors. You're not... strictly on the list of people who should be shown it, but it's nice to have someone to talk to who isn't... well, already here. There's only twenty of us and only so many topics we can talk about before conversation dries up or turns into shouting.

Anyway! Follow me.

SFX: **THEY WALK UNTIL THEY REACH THE VISITOR CENTRE, A BIG GLASSY BUILDING.**

#### **SCENE 4 - MADAFAIN VISITOR CENTRE**

SFX: **THE DOORS SWISH OPEN INTO THE MADAFAIN RESEARCH CENTRE, CLOSING BEHIND THEM.**

**INSIDE THEY'RE IN A BIG  
MUSEUM-SLASH-IMPROVISED-  
ARCHAEOLOGICAL-BASE.**

SAMANTHA: This place is looking more and more like a theme park. Except for all the -- spades.

MORAG: Yeah, a lot of this was here when Neutral Industries took over. It was under the control of the... Entertainia Corporation before that? And before that all -- you know, crashed and burned.

KILNER: Yeah, I remember that.

MORAG: Huh. Anyway, the project leader recorded a video at one point to show to the researchers who came to Madafain, and then it all got sidelined. I'm here on half pay for experience, and I think I'm the only new researcher in the last... five years. So it's not going that well here. But hey. The animators had fun with it.

SFX: **THEY SIT DOWN. MORAG PRESSES A BUTTON  
AND AN OLD VIDEO STARTS.**

NARRATOR: Welcome... to the Madafain Research Centre!

NARRATOR: There are many theories as to how exactly Madafain came to be, but the most compelling one is that it's a coincidental 'twin planet' to Earth - but one where the dinosaurs were not subject to a mass extinction event. This is due to a very, very slight reduction in gravitational pull on Madafain in comparison to Earth, which has led to fewer natural disasters over the lifespan of the planet.

The fact that Madafain plays host to multiple and diverse gigantic and prehistoric species that were a part of Earth's history is, I think, a wonder.

SFX: **THE VIDEO ENDS.**

MORAG: I don't think that's actually true.

SAMANTHA: What do you mean?

MORAG: Well, it's not like they'd have just... stuck around at the state they're in now. They'd have carried on evolving and probably gone extinct eventually. But we've got... well, they're obviously not exactly the same, but essentially we've got all the classics here, all at the same time. Despite the fact that the distances between them in the Earth fossil record is massive.

KILNER: What's a classic?

MORAG: You know. The ones everyone learnt as a kid.

KILNER: I didn't... really find out much about dinosaurs until I was... older.

MORAG: Really?

SAMANTHA: She's from a mining planet. Not a lot of dinosaurs in Pluto's history.

MORAG: Oh.

KILNER: So what are the classics? What are -- the top ten? Is that a thing?

MORAG: So I'm actually not just here for the dinosaurs. My interest is Megafaunology. You -- might not have noticed but there are an absolute tonne of other animals that -- aren't the size you'd expect them to be. Giant Sloths. Etc.

KILNER: I did notice some very dangerous-looking creatures in the distance.

MORAG: They are adorable when you get to know them! So long as you don't get on the wrong end of their claws. Or get sat –

SFX: **AN ALARM STARTS RINGING OUT. MORAG SIGHS.**

SAMANTHA: What's that?

MORAG: It's a dinosaur attack.

KILNER: What?

MORAG: Whatever you do, don't drop the coffee machine.

## **AD BREAK**

SFX: **SPONSORBOT BED STARTS**

SPONSORBOT: Hello! It's me! Sponsorbot! I love you!

SPONSORBOT: I'm glad to be back! Do you think I could be friends with a dinosaur? A little one?

Anyway, here's an ad!

## AD SLOT

SPONSORBOT: And back to our regular scheduled programming! Don't forget to listen to the post credits! I hear that they're the important bit!

SFX: SPONSORBOT BED FINISHES

## SCENE 6

SFX: THE ALARM CONTINUES TO PLAY.

SAMANTHA: So -- dinosaur attack! What do we do?

MORAG: It's fine. There's a passage leading from here to the secure labs. It's just round the corner.

SFX: SCRATCHING AND DINOSAUR CALLS FROM OUTSIDE (BEHIND GLASS DOORS)

MORAG: Although we should... probably hurry. They're -- uh, very fast runners.

SFX: THEY RUSH ALONG A CORRIDOR AND REACH A LOCKED DOOR.

MORAG: Okay, so just through here is...

SFX: MORAG TRIES THE DOOR. IT DOESN'T OPEN. THEY RATTLE THE HANDLE AND IT SNAPS OFF IN THEIR HAND.

MORAG: Are you kidding me?

SAMANTHA: Can you fix the door?

KILNER: I can -- try?

SFX: **A BUZZ AND A CRACKLE AS THE ELECTRONICS GO DOWN.**

MORAG: Oh, oh this isn't good. They've gotten into the power. Uh. So how well do you see in the dark?

KILNER: Not... great. It was a premium upgrade and I'm on the basic package.

MORAG: Uh. Okay. Well, I'm hoping that --

SFX: **MORAG LISTENS FOR A MOMENT. A DISTINCTIVE DINOSAUR SCREECH.**

MORAG: Damnit. Okay. Mafanwye is with them.

SAMANTHA: ...Mafanwye?

SFX: **GLASS CRASHES DOWN IN THE DISTANCE AS ONE OF THE DINOSAURS MAKES IT THROUGH THE WINDOW.**

MORAG: We were trying to tame one of them to see if they'd be more amenable to research, and... well, all that happened is that she realised there were things inside the buildings. And then she learned the layout of the buildings. She's a smart one.

SAMANTHA: Interested isn't... bad, right?

MORAG: They, uh. They like to discover things by biting them. Like my arm, for example. You're probably very interesting. With all your... metal bits.

KILNER: Great. Thanks. Good to know.

MORAG: Sorry.

SAMANTHA: Can we -- signal to the others? Get them to come down and rescue us?

MORAG: I -- don't know. Maybe?

KILNER: Isn't there some kind of -- communication system?

MORAG: Not when we're powered down, no.

SAMANTHA: Why?

MORAG: I don't know! I didn't design this place!

SAMANTHA: Wait! The coffee machine!

MORAG: The coffee machine... what?

SAMANTHA: I recognise this model! This is the KF100 TR2 smart machine with network access and battery backup!

I was looking at coffee machines for the ship -- I know, we can't afford one -- but these brands have a linking system so you can program your favourites into one machine and then it sends it to all the others!

MORAG: Meaning -- what?

SAMANTHA: Do you think we could flood the other machine to get their attention?

MORAG: I guess we could? Although it might break it and I wouldn't want to risk that.

KILNER: ...we could die, though.

MORAG: Good point. Okay.

COFFEE MACHINE: Hello there!

KILNER: Mute!

SFX: **BUTTONS PRESSING, CLICKING AND WHIRRING AS THEY TYPE IN THE ORDER.**

KILNER: And... send.

SFX: **A BEEP, A BOOP, AND...**

MORAG: ...Nothing's happening.

SFX: **SAMANTHA RUSTLES THROUGH HER BAG.**

SAMANTHA: Guys?

KILNER: What?

SAMANTHA: I've got an idea.

MORAG: Are those... tree costumes?

SAMANTHA: Yeah. We were told to bring costumes and... well, this is what we made.

**SFX:** **SHE POKES AT THE COSTUMES.**

MORAG: You know what? Costumes could work, actually. I mean they're smart, but not... that smart.

SAMANTHA: So we dress up as trees and try to blend in?

MORAG: No, we dress up as something bigger and scarier and try and try to scare them away.

SAMANTHA: Oh. I guess that makes sense. [SIGHS] I did spend a lot of time on that bark texture...

KILNER: Do you think it'll work?

SFX: **A DISTANT DINO SCREECH.**

MORAG: It's got to. Listen. Let's see if we can – put these together and turn them into something scary.

SFX: **SQUEAKING AND RUSTLING AS THEY MODIFY THE TREE COSTUMES.**

SAMANTHA: Well, it's... something.

KILNER: It's tall. That's got to count for something. Get on my shoulders. Come on.

## SCENE 7 - EXT. PLANET

SFX: **THEY OPEN A SHUTTER AND GO OUTSIDE. INSIDE A T REX STYLE COSTUME. SAMANTHA RIDES ON KILNER'S SHOULDERS. MORAG IS IN THE TAIL. THEY ARE ALL WHISPERING. THEY'RE WALKING ALONG THROUGH THE JUNGLE.**

MORAG: I don't see why I have to be the tail.

KILNER: I can't carry both of you! And the tail needs to have weight in it.

MORAG: I guess.

SAMANTHA: Okay. Okay, we're coming up to them now. Ready to... roar?

SFX: **THEY APPROACH A LARGE GROUP OF WOLF-SIZED DINOSAURS. THEY APPROACH, SNUFFLE AT THEM.**

SAMANTHA: One! Two! Three!

AFX: **KILNER, SAMANTHA AND MORAG ROAR AT THE TOP OF THEIR VOICES.**

SFX: **THE SMALLER DINOSAURS SQUEAL AND GO RUNNING.**

MORAG: Quick! Before they come back!

SFX: **THEY RUN FOR THE LAB.**

SAMANTHA: Ouch! Your shoulders are bony. We need to go left a bit.

SFX: **THEY SLOW DOWN A BIT.**

MORAG: Bruce, I hope they open the door...

SFX: **A QUIET WHIRRING. THE DOOR IS UNLOCKING.**

SFX: **SNUFFLING FROM THE GROUP OF DINOSAURS.**

SAMANTHA: Uh -- guys, I think they've, uh. Regained interest.

KILNER: RUN!

SFX: **THEY SPRINT INTO THE LAB. THE DINOSAURS  
START RUNNING AFTER THEM.**

**THE DOOR OPENS AHEAD OF THEM.**

KILNER: Come on come on come on --

SFX: **SQUEALS AND SNORTS FROM THE PURSUING  
DINOS.**

**THEY SLIDE IN THROUGH THE DOOR AND IT  
SLAMS BEHIND THEM.**

**KILNER, SAMANTHA AND MORAG PANT.**

LAB MANAGER: You made it!

KILNER: Can they -- get in?

LAB MANAGER: No. You're safe.

SAMANTHA: Thank Bruce for that.

MORAG: Oh, sorry. This is Lesley.

MORAG: They manage the lab.

LAB MANAGER: Hello!

SFX: **A LONG EXHALATION FROM EVERYONE.**

## **SCENE 8 - INT. LAB**

SFX: **BEEPS AND BOOPS IN A LAB. IN THE  
DISTANCE, THE FOAMING AND SPITTING OF A**

**COFFEE MACHINE MAKING 505 CONTINUOUS  
LATTES.**

LAB MANAGER:

Another coffee?

SAMANTHA:

I can't believe it's still going.

KILNER:

I was hoping someone would interpret it as SOS. As opposed to just seeing 505 lattes and... calling for repairman to fix it.

SAMANTHA:

Hey. At least we were already here.

KILNER:

Less helpful that I have to wait for it to finish before I can fix it.

MORAG:

I wonder if you can bathe in coffee.

KILNER:

Mn – You'd need to shower afterwards.

MORAG:

But I'd be so... awake...

SFX:

**A BIP, PAPER IS SPAT OUT OF A MACHINE  
PRINTER.**

MORAG:

Huh. That's weird.

SAMANTHA:

What's that?

MORAG:

I've been running some tests on the dinosaur DNA. Where I can get hold of it, which... isn't that easy. Most of it looks pretty standard, but -- there's this bit that I don't recognise.

KILNER:

Ah. I can help you there. That is a cloning tag.

MORAG:

Really? It looks -- odd.

KILNER: I think it's probably degenerated over a few generations. And that's a really old one anyway. That one's from -- I think it's a couple hundred years ago?

MORAG: You, uh...?

SAMANTHA: Cryo travel. You... see a lot of things change.

MORAG: So they're definitely clones, but clones from... two hundred years ago? You know, that makes a lot of sense.

SAMANTHA: I'm sorry.

MORAG: What?

SAMANTHA: Well, doesn't that -- destroy all your work?

MORAG: No, it's opened whole new avenues of study! Now we're not so busy figuring out where they came from, we can focus more on their behaviour. Interaction with the environment. Things like that.

SAMANTHA: Do you reckon this place will be turned into a theme park after all? I could see the tourists lining up, and seeing as it's not an "area of historical significance" any more...?

KILNER: ...We almost died less than an hour ago.

SAMANTHA: Good point. Let's... keep this one under wraps.

**SFX:**

**THEME MUSIC SLOWLY RISES**

ANNOUNCER:

In that episode of We Fix Space Junk, Kilner was played by Beth Crane, Samantha was played by Rebecca Evans, DAX was played by Jack Carmichael, Morag the Megafaunologist was played by Maddy Searle, the Newsreader was played by Shamini Bundell, The Voiceover was played by Pip Gladwin, Lesley was played by Laurence Owen, the Coffee Machine was played by Sarah Rhea Werner, Ms Lamb was played by Vicki Baron and Mr Smart was played by David Ault.

We Fix Space Junk's script and artwork are by Beth Crane. Sound design was by Beth Crane and Hedley Knights and recording, composition and mastering were by Hedley Knights. Together, they make up Battle Bird Productions.

We'd like to thank our patrons for their support, and especially say thank you to Not My Fault, Ember Kabbes and Jonathan Bell. We hope you've enjoyed the first episode of Season 4! You helped to make it happen!

To support We Fix Space Junk on Patreon, Ko-fi or Paypal, buy merch or try out our RPG, visit [battlebird.productions](http://battlebird productions) or see the show notes.

## **POST CREDITS.**

**SFX:**

**A CONVERSATION OVER COMMUNICATOR, POV**

**MS LAMB**

MS LAMB:

Mr Smart? Are you there?

MR SMART:

Yes, I'm here. Still waiting.

MS LAMB: She's not arrived? Do you think you need to look for her?

MR SMART: Astatine's travelled halfway round the universe over the last week, I'm sure she's not lost in a SpacePort.

MS LAMB: I know, I'm just...

MR SMART: You're still worrying about the Hive Mind.

MS LAMB: Yes.

MR SMART: And Mr King.

MS LAMB: Yes. I've been hearing... things. Rumours.

MR SMART: Well, some of them have been confirmed.

MS LAMB: Really?

MR SMART: The Lartron 7 Colony is gone. Presumed absorbed. Same for the staff of the Plutine mines on Forellys 3 through 9. Looks like failing to get the Trapp's Plutine mines has kicked the Automnicon Hive Mind into overdrive.

MS LAMB: Bruce.

MR SMART: And I'm pretty certain that the deep freeze storage they've been constructing on Porlkarn 2 isn't for food supplies. I assume they're... hanging on to the bodies.

MR SMART: Oh, that's her now. We'll see you soon.

MS LAMB: Thank you.

AUTOMNIVOICE:

Do you feel as though you aren't fulfilling your -- full potential? Feel as though you were supposed to be part of something greater? Join us. A collective. A hive. A community of minds. Automnicon. We want you.