

KILNER: Urgh. Hello, Dax.

SAMANTHA: I was having such a nice dream.

KILNER: You dream in cryo?

SAMANTHA: Yeah, don't you?

KILNER: ...No. I mean I don't... normally dream anyway, so... Huh.

SAMANTHA: You don't dream?

KILNER: Nothing I remember.

SAMANTHA: Okay.

DAX: She dreams. I've seen it in her brainwaves. I've never tried it during cryo though.

KILNER: You can see my brainwaves?

DAX: Sometimes. I was trying an experiment when our Netflix subscription ran out and I was trying to figure out if I could dream.

KILNER: That's... weird. I don't like that.

DAX: I couldn't see anything. I was just trying to see if I could generate brainwave patterns like that in my own software. The answer was apparently no.

SAMANTHA: Oh. That's a shame.

KILNER: Is it? Do you want someone with a nightmare piloting the ship?

SAMANTHA: Good point, I guess.

KILNER: Anyway. I'm assuming we have a job?

DAX: Oh. Yeah. Here we go.

SFX:

AUTOMNIMISSION MUSIC STARTS.

AUTOMNIVOICE: Hello, valued employees! Here are the details for your next exciting mission. You will be REINFORCING a BORDER WALL in or at the BUNNTULA IV SETTLEMENT ON ARKANA MINOR III. We hope you enjoy your mission. Additional Notes: CATTLE PRODS MAY BE REQUIRED DUE TO AGGRESSION OF NATIVE SPECIES
[MESSAGE ENDS]

KILNER: That's weird.

DAX: Well, they don't seem to be that able to defend themselves. Look at them.

SFX:

DAX BLIPS UP A PICTURE OF THE BUNNTULA PEOPLE. THEY ARE CUTE AND SMALL AND FLUFFY.

KILNER: Huh. They're like little walking cuddly toys.

SAMANTHA: Aww, In a range of attractive pastel colours.

KILNER: Huh. Is there any more detail?

DAX: Not much. But it should be a pretty simple job. I picked up the supply crate while you were in cryo.

KILNER: Why didn't you wake us up?

DAX: It was the port on Pentula 7.

KILNER: Ohh. Yeah, no thanks.

SAMANTHA: What's wrong with Pentula 7?

KILNER: They're very... weird about cyborgs. And there's not much to do there anyway.

SAMANTHA: Oh. Okay.

DAX: Shall I take us down?

KILNER: Yeah.

SFX: **THE YELLOW SUB DESCENDS ONTO THE PLANET.**

SCENE 2 - EXT. PLANET

SFX: **THE DOOR OPENS ON A PLANET FRESH WITH
BIRDSONG. SAMANTHA AND KILNER WALK
DOWN A RAMP.**

SAMANTHA: Huh. I don't know what I was expecting.

KILNER: Something a bit more aggressive?

SAMANTHA: Yeah. This just seems... nice.

SFX: **THE MAYOR BUNNTULA, LORIE, RUNS OVER IN A
PANIC.**

LORIE: Oh, you're here, finally! I'm so glad you arrived in daylight,
Lepori knows what would have happened if you'd arrived
after sunset!

KILNER: Sunset?

LORIE: Yes, after the sun goes down I'm afraid it's... a bit of a
bloodbath. Come on! Let's get you inside.

SAMANTHA: Is it... safe? To leave the ship out here?

KILNER: Yeah, it can survive Space. It's probably fine.

SAMANTHA: If you're sure.

LORIE: Are you alright to carry your equipment crate or do you need me to send a team?

SAMANTHA: Uh... we might need a team. It's... big.

LORIE: Wonderful. That means they've probably brought everything we need! We might finally be safe!

Every time we reinforce our defences they seem to... find a way round them. And do something brutal. So we have to keep improving them.

KILNER: I see.

LORIE: I'll have them sent over ASAP. For now, let me give you a tour of our little settlement.

SFX:

THEY START WALKING.

LORIE: I'm glad you came before sunset, I don't know what I'd have done if you'd been slaughtered. It would have been... well, very embarrassing.

KILNER: Yeah. Embarrassing for us too. Probably.

LORIE: Anyway. If you'll look up ahead, there we are.

SAMANTHA: Are you sure you need reinforcement? Those walls look... pretty deadly already.

LORIE: No, they're not good enough. Believe me. Hello! It's me!
Let us in, please!

SFX:

A GIGANTIC DRAWBRIDGE CREAKS DOWN.

SCENE 3 - INT. TOWN HALL - AFTERNOON

SFX:

THE RUSTLING OF PAPERS AS LORIE TAKES THEM THROUGH AN ARCHIVE. THE ARCHIVIST SHOWS THEM VARIOUS FOLDERS FULL OF PAPERS.

LORIE: If you'll see here, there are records going back years of all of the issues caused by the creatures that live here.

BUNN ARCHIVIST: These are the creatures.

SAMANTHA: That's a lot of... fangs.

KILNER: Yeah. And tentacles.

BUNN ARCHIVIST: We have folders on all of their attacks, but... believe me, you're better off not looking. Not if you ever want to sleep again.

LORIE: They're particularly brutal around night, although thankfully they seem to fear daylight, so we try and keep spotlights around our little settlement on all the time.

KILNER: And this is the... fifteenth time you've had the wall reinforced?

LORIE: It needs it. Believe me. They seem to find a way through our defences whenever there's even a slight weakness. And look at us. We're defenceless against them.

BUNN ARCHIVIST: Without your help, our days are numbered.

LORIE: But! You must be tired after your long journey. And hungry! Please, join us for something to eat!

SCENE 4 - INT. TOWN HALL - EVENING

SFX: **SOME OF THE BUNNTULAS SING WHILE KILNER AND SAMANTHA EAT MEALS FROM TINY BOWLS WITH TINY SPOONS.**

SAMANTHA: I feel like the Bunntulas aren't really suited to settling. They seem very... fragile.

KILNER: Yeah. I guess they just felt an urge to go out and -- find new planets. Happens to the best of us.

SFX: **A PAUSE. MORE SINGING HAPPENS.**

SAMANTHA: Are you finding the food a bit...sickly?

KILNER: I mean it's all just... marshmallows.

AFX: **SAMANTHA SIGHS.**

KILNER: Are you alright?

SAMANTHA: Yeah, I'm just a bit -- overwhelmed by all the -- cuteness.

KILNER: Yeah, it's a little much. Luckily I like marshmallows.

SAMANTHA: I'm just going to get some air.

KILNER: Cool. I'll see you in a bit.

SFX: **SAMANTHA LEAVES THE TOWN HALL. WE FOLLOW HER AS SHE WALKS THROUGH A DOOR, OUT INTO THE NIGHT.**

SCENE 5 - UP ON THE WALL - NIGHT

SFX: **SAMANTHA WALKS UP SOME STONE STEPS AND ONTO THE TOP OF THE WALL.**

SAMANTHA: Finally. A bit of space.

SAMANTHA: **BREATHES DEEPLY.**

SAMANTHA: Okay. So we'll be putting in the shocking wires here, and here... Hmm, there's a weird gap here -

SFX: **SHE SLIPS AND FALLS FROM THE WALL,
LANDING IN SOME UNDERGROWTH.**

AFX: **SHE GROANS.**

SCENE 6 - EXT. TOWN SQUARE - NIGHT

SFX: **BACK IN THE TOWN HALL, A FEAST CONTINUES.**

KILNER: Did you hear something?

LORIE: Oh, it was probably nothing.

KILNER: Are you sure? Considering you're at constant risk of attack?

LORIE: It's fine. I promise you. Our proximity alarms would have gone off.

KILNER: Okay.

LORIE: Would you like to be shown to your room? You have a warm bath waiting.

KILNER: That sounds wonderful.

AFX: **SAMANTHA COMES TO WITH A DEEP BREATH AND ALMOST SCREAMS. XLYPT COVERS HER MOUTH WITH A TENTACLE, APOLOGETICALLY.**

XLYPT: I'm sorry! I'm sorry! Please don't scream!

SFX: **XLYPT TAKES HER TENTACLE AWAY FROM SAMANTHA'S MOUTH.**

AFX: **SAMANTHA TAKES A DEEP BREATH. THEN ANOTHER ONE, CALMING HERSELF.**

SAMANTHA: Um. Hello.

XLYPT: I'm Xlypt. You -- had a bit of a fall there.

SFX: **SAMANTHA SITS UP, RUBBING HER HEAD.**

XLYPT: Doesn't look like anything's broken, though! Just a little bruised and battered is all.

SAMANTHA: Uh, so you're...

XLYPT: Um.

SAMANTHA: You're one of the things that the Bunntulas were talking about.

AFX: **XLYPT SIGHS, DEEPLY.**

XLYPT: And you've been sent here to raise their defences against us once again, I assume?

SAMANTHA: Uh. Yeah. Um. It's -- I'm sure we could -- perhaps try and negotiate something? I think they've -- got the wrong end of the stick, and... I mean...

XLYPT: It's not really a stick. More a kind of gun.

SAMANTHA: Uh.

XLYPT: Sorry. I'm being vague. Uh. The Bunntula creatures know exactly who we are and what we're like.

SAMANTHA: So why do you keep -- fighting with them?

XLYPT: We don't. It's all -- a bit of a show.

SAMANTHA: Oh.

XLYPT: I'll -- start from the beginning.

SCENE 8 - TOWN SQUARE - MORNING

SFX: KILNER WANDERS AROUND THE TOWN SQUARE,
SEARCHING.

KILNER: Samantha? SAMANTHA!

BUNNTULA: Are you alright?

KILNER: Um, have you seen my friend? She's -- well, same species as me, about this tall, uh --

BUNNTULA 2: I'm -- I'm so sorry.

KILNER: What?

BUNNTULA: We think... we think the creatures took her.

KILNER: Oh. Bruce. Okay, so can we -- mount some kind of search party?

LORIE: It's -- not worth it.

KILNER: What do you mean it's not worth it?

LORIE: Last time anyone ventured anywhere near their -- den, they were slaughtered. Blood everywhere. We lost so many good people that day.

KILNER: Right. Well, I'm going to go and look for her, then.

BUNNTULA: You can't!

KILNER: I can.

LORIE: I'm sorry to do this to you, but -- before you can look for her, we need you to finish repairing the wall. Before

nightfall. It's crucial! Now they've slaughtered your crewmate they'll be clamouring for more blood.

BUNNTULA 2: Please? Please fix the wall?

KILNER: I'll give you one hour. Then I'm going.

BUNNTULA 2: Thank you! Thank you so much!

SCENE 9 - INT. HOUSE - MORNING

SFX: SAMANTHA AND XLYPT ARE TALKING OVER A CUP OF SOMETHING SOMEWHAT RESEMBLING TEA.

SAMANTHA: So tell me what happened. What's going on?

XLYPT: Okay. So, a few years ago, a big ship landed full of -- those.

SAMANTHA: The Bunntulas.

XLYPT: Mhmm. And they started building a base here. We were still learning about the outside universe at that point -- initially they traded some things as they explored, so we got to know a little more. And then, one day, we thought... maybe we could reach out. Explore other planets too. And that's when things went sour.

SAMANTHA: Ohh.

XLYPT: Apparently, the Bunntulas would have to pay a lot more administration fees to settle a planet with a recognised civilised race. And it makes taxes a lot more complicated too. So...

SAMANTHA: They fixed you up as aggressive monsters to save a few credits.

XLYPT: Yes.

SAMANTHA: Well. That's... Not that surprising.

XLYPT: Really?

SAMANTHA: You've not been off planet yet. You'll see.

XLYPT: Is there -- any way you can help us?

SAMANTHA: I'll see what I can do.

SCENE 10 - UP ON THE WALL - DAY

SFX: KILNER IS MAKING REPAIRS TO THE WALL,
MUMBLING TO HERSELF.

KILNER: Okay, so I'll need my blaster, and the medium-armour -- the heavy armour? The heavy armour. And probably the crowbar set. And --

AFX: **SAMANTHA CALLS OUT QUIETLY FROM BELOW THE WALL.**

SAMANTHA: Hey!

KILNER: Samantha?

SAMANTHA: Yeah!

KILNER: I thought you'd been abducted!

SAMANTHA: No, I just slipped. Can you pull me up?

KILNER: Sure.

SFX: **KILNER LETS DOWN A ROPE AND PULLS UP SAMANTHA.**

KILNER: And grab my hand —

SAMANTHA: Phew! Okay.

KILNER: Are you -- alright?

SAMANTHA: Yeah. Completely fine. Though we may need to do somebody a favour.

KILNER: Right...?

SCENE 11 - EXT. WALL

SFX: **A CHAMPAGNE BOTTLE SMASHES ON A WALL.**

LORIE: And with that, I announce our wonderful wall extension -- open!

SFX: **A CROWD OF BUNNTULAS CHEER.**

LORIE: Kilner and Samantha, you have truly done a wonderful thing today. This wall will keep us safe, even in the darkest of nights!

KILNER: Well, we're -- just glad to have done our bit.

SAMANTHA: And unfortunately, we've got to go. More -- walls to build and lives to save. You know how it is.

LORIE: Three cheers for Kilner and Samantha!

AFX: **KILNER AND SAMANTHA WALK AWAY AS THE BUNNTULAS CHEER THEM.**

SAMANTHA: So how long do we have to get out?

KILNER: Just -- keep walking. We'll be fine so long as we're out of the door when they turn everything on. If we're in here

when the containment field goes up... I don't fancy our chances.

SAMANTHA: And when do you think they'll turn it on?

AFX: IN THE DISTANCE, THE BUNNTULAS START COUNTING DOWN FROM TEN.

KILNER: I think we've got maybe ten seconds.

SAMANTHA: Run?

KILNER: Run.

SFX: THEY RUN FOR ABOUT EIGHT SECONDS, CROSSING THE DRAWBRIDGE.

SFX: THE BUNNTULAS POWER UP THEIR NEW DEFENSES. IT'S A CONTAINMENT FIELD -- AND THEY CAN'T GET OUT.

KILNER: Phew. That should hold them in for a week or so.

SAMANTHA: Is that enough time for Xlypt to get the paperwork sorted out?

KILNER: Yeah, it should be fine.

SAMANTHA: Do you think they'll get Sentience Recognition?

KILNER: Yeah, our report should be enough.

SAMANTHA: And the Bunntulas...

KILNER: Are going to have to pay their taxes like everyone else.

SAMANTHA: Will Automnicon have a problem with the planet already hosting intelligent life?

KILNER: Nah, they're more potential customers. I left your friend a 'Welcome to the Galaxy' pack and I've sent a notification for Automnicon to come check up on them.

SAMANTHA: To check up on them?

KILNER: They're kind of a necessary evil when it comes to the admin side of things. Xlypt seems smart. She'll make a good ambassador.

SFX: **SAMANTHA SIGHS DEEPLY.**

KILNER: What?

SAMANTHA: I've just realised I left my toothbrush behind...

KILNER: Well, we're not going back for it.

SFX: THEME MUSIC SLOWLY RISES

ANNOUNCER:

In that episode of We Fix Space Junk, Kilner and the Bunn Archivist were played by Beth Crane, Samantha and Lorie were played by Rebecca Evans, DAX was played by Jack Carmichael, Xlypt was played by Layla Katib, Ms Lamb was played by Vicki Baron, Astatine was played by Katrina Allen, Mr Smart was played by David Ault and the additional Bunntulas were played by Maddy Searle and Pip Gladwin.

The programme and artwork for We Fix Space Junk are by Beth Crane. The show is recorded, sound designed and all music is composed 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 Olivia Ortiz and Colibri. 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, Ko-fi or Paypal, buy merch or try out our RPG, visit [battlebirdproductions](http://battlebirdproductions.com) or see the show notes.

POST CREDITS.

SFX:

ASTATINE AND MR SMART'S SHIP LANDS.

SFX:

**THE DOORS OPEN AND THE RAMP COMES
DOWN.**

MR SMART: There she is.

MS LAMB: Astatine!

ASTATINE: Lamb!

MS LAMB: I missed you so much.

ASTATINE: I missed you too.

MS LAMB: I'm so glad you're home.

SFX: **THEY EMBRACE.**

MS LAMB: I love you.

ASTATINE: I love you too.

MS LAMB: You're hurt.

ASTATINE: Well. I'm damaged. Think I need a mechanic rather than a doctor.

MS LAMB: Yeah. I'll... get one.

ASTATINE: No, don't go.

MR SMART: I can go and get one. It's fine. You two just -- enjoy being together.

MS LAMB: Thank you, Smart.

MR SMART: Goodbye Ms Lamb. Astatine. It is good to have you back.

SFX: **MR SMART LEAVES.**

MS LAMB: So what now?

ASTATINE: Dinner. And a shower.

MS LAMB: Sounds good.

SFX: **THEY WALK AWAY.**

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We Are You. And You Are Automnicon.