



**SFX:**

**AUTOMNIMISSION MUSIC STARTS UP.**

AUTOMNIVOICE:

Hello, valued employees! Here are the details for your next exciting mission. You will be Word Wrangling in or at the Connviat 4 Literary Ranch. We hope you enjoy your mission. Additional Notes: Verbs [MESSAGE ENDS]

**SFX:**

**AUTOMNIMISSION MUSIC ENDS.**

SAMANTHA:

Word wrangling?

KILNER:

No idea. I hope it's not writing essays.

SAMANTHA:

I'll take the lead on that one, then! Essays I can do. I even won prizes for them. Or... possibly bought prizes for them. It was a long time ago.

DAX:

Shall I set a course?

KILNER:

Yeah, go on then.

**SFX:**

**THE SHIP COMES OUT OF ORBIT AND SETS OFF.**

## **SCENE 2 - EXT. LIBRARY RANCH**

SFX:

**KILNER AND SAMANTHA DESCEND THE RAMP INTO A RANCH-TYPE ATMOSPHERE. IT'S HOT AND KIND OF SANDY.**

**VERY QUIETLY, SOME OF THE WORDS ARE SAYING THEMSELVES.**

**RONIA, A WORD RANCHER, APPROACHES THEM.**

RONIA:

Hello hello! I'm Ronia. Welcome to the Word Ranch. I'm glad you made it, I was a little worried that the airborne adjectives would give you trouble.

SAMANTHA:

The what?

**SFX:**

**SHE SIGHS.**

RONIA: Ah. You haven't been -- fully briefed, have you?

KILNER: Uh. No.

RONIA: So this... is a word ranch.

SAMANTHA: And that is?

RONIA: My uncle got a grant to set it up. It was meant to be a theme park about literacy, with animatronics, but... well, he was a retired genetic engineer with funding and a weird sense of humour so it turned out more like a zoo. Big, living words all over the place. Don't... think about it too hard.

SAMANTHA: Right. And the word wrangling...?

RONIA: Is literal. Some of the fences went down recently and we've had verbs all over the place. And some of the more conjunctive verbs have gotten quite far away.

We probably need to start by putting the fences back up. I think the nouns and the verbs teamed up to knock them down. Nouns are tricky, most of them like to stay in the same place but they're also troublemakers. Especially when you get other languages involved.

KILNER: So you... need to keep the words fenced in?

**RONIA:**

**SHE SIGHS.**

RONIA: There have been a lot of, let's say, "interesting" portmanteaus in the past. We weren't particularly restrictive until it turned out that thanks to some quantum effect that we were not previously aware of, the new words... turn up. In the universe. And some people were getting quite upset about it.

SAMANTHA: What?

RONIA: Where do you think the word STOGGLES came from?  
And SPOONULA?

KILNER: Huh.

SAMANTHA: Can't you – spay them?

RONIA: We tried it. Very briefly. But when you start interfering with the graphemes, it has a wider effect on the morpheme and... Well, we had umlauts all over the place until we cleared things up. They're... weird things.

Quite honestly, I'm not entirely cut out for this. This was not what I trained for.

SAMANTHA: What did you train for?

RONIA: I was studying linguistics at university and I guess he left it to me rather than anyone else for that reason. It's a bit like being left a haunted house, although instead of ghosts, there's... gigantic representations of the word ghost floating about.

KILNER: How does that... work?

RONIA: I don't... really know. Nobody knows how he did it. But it all kind of... works. For example, if you look over here... this is my horse.

SAMANTHA: That's - a collection of letters.

RONIA: Yep. h-o-r-s-e. I'm just glad it's in lower case. Uh, there's only one of everything so... you can probably ride 'pony' and 'mule'. Or 'ass', but the double meaning does make it a little cranky. Steed might be about but the angle on the t makes them a little uncomfortable if you stop suddenly.

HORSE: Horse!

RONIA: Yeah, also they do that.

HORSE: Horse.

RONIA: I know, buddy. New people.

HORSE: Horse.

**SFX:** **SHE LEADS KILNER AND SAMANTHA  
ACROSS TO PONY AND MULE.**

PONY: Pony.

MULE: Mule.

SAMANTHA: I haven't been riding in a long time.

KILNER: Me neither.

SAMANTHA: Wait, what did you ride?

KILNER: There were these big lizards on Pluto. Loved mining waste, didn't mind us sitting on them. They didn't move very fast so I guess it was more like... sitting rather than riding.

RONIA: Well, this is going to be... kind of like that. They're a little... weird to get used to, but they'll do.

**SFX:** **KILNER AND SAMANTHA CLIMB ON.**

SAMANTHA: Ooh, there are some pretty sharp corners...

RONIA: Okay, follow me!

**SFX:** **THEY TROT AWAY.**

### **SCENE 3 - EXT. LIBRARY RANCH**

**SFX:** **THEY PASS BY FIELDS OF WORDS  
PEACEFULLY MUMBLING.**

RONIA: These are the simple adjectives. They're the easiest to deal with, they're pretty happy just being on their own a lot of the time.

**SFX:** **SQUEAMISH SNUFFLES ABOUT ON THE PATH IN FRONT OF THEM.**

SAMANTHA: What about that one?

SQUEAMISH: Squeamish...

RONIA: Ah. Hello, SQUEAMISH. What are you doing here?

**SFX:** **SQUEAMISH SNORTS AND RUNS OFF ON LITTLE TROTTERS.**

SQUEAMISH: Squeamish!

RONIA: Damn. SQUEAMISH can be a bit tricky, something about the letter shapes helps it to get through small gaps... If we sneak up on it and surround it we should be able to grab hold...

**SFX:** **POV SQUEAMISH, SNUFFLING ABOUT. QUIET FOOTSTEPS APPROACH IT AND THEN LEAP ONTO IT.**

**SFX:** **SQUEAMISH LETS OUT AN INDIGNANT WHINE AS RONIA PICKS IT UP.**

SQUEAMISH: Squeamish! Squeamish!

RONIA: Come on, buddy. Let's get you back home.

SQUEAMISH: Squeamish...

## **MONTAGE - EXT. LIBRARY RANCH**

**SFX:** **MONTAGE SWIPE.**

**SFX:** **A SCRATCHY SOUNDING "SCRITCH" SNUFFLES AROUND.**

SCRITCH: Scritch scritch scritch scritch scritch!

SAMANTHA: Oh! I've got it, I've got it!

SFX: **SAMANTHA LEAPS ONTO SCRITCH AND CAPTURES IT.**

SCRITCH: **SCRITCH IS INDIGNANT.**

SCRITCH: SCRITCH!

SFX: **MONTAGE SWIPE**

SFX: **METICULOUS IS SORTING THROUGH A PILE OF GLASS BEADS.**

METICULOUS: Meticulous. Meticulous. Meticulous.

KILNER: Just need to be... just need to be really quiet, just need to be very soothing and...

SFX: **KILNER APPROACHES SLOWLY. ONE OF THE BEADS FALLS AND ROLLS.**

METICULOUS: Meticulous?

SFX: **METICULOUS RUNS AND KILNER BRINGS A NET DOWN ONTO IT.**

METICULOUS: Meticulous!

KILNER: I've got you!

**SFX:** **MONTAGE SWIPE**

SAMANTHA: (PANTING) How are we supposed to get latrogenic? It's -- gotten so far away.

KILNER: I think we're gonna have to chase it.

SFX: **MONTAGE SWIPE**

SFX: **KILNER AND SAMANTHA CHASE  
IATROGENIC ON MULE AND PONY,  
EVENTUALLY CATCHING IT WITH LASSOES.**

PONY: Pony!

SFX: **IATROGENIC FALLS DOWN.**

## **SCENE 5 - EXT. LIBRARY RANCH**

RONIA: So I think we've got almost all of them... I think we're pretty much just looking for RADIOACTIVE now.

Hmm.

SAMANTHA: What?

RONIA: Well, it has a lot of potential to cause damage. And it's incredibly strong. This could be really dangerous.

KILNER: Ah.

RONIA: Looking at its tracks, I think it's headed off into the Wasteland... Which is strange, because I'd assumed it'd be relevant for at least another few centuries...

KILNER: There's a wasteland?

SAMANTHA: For words?

RONIA: Language changes. The wasteland's where all the... extinct or nearly extinct words gravitate towards. They're mostly dormant, but if they pick up your scent...

SFX: **A ROAR NEARBY.**

RONIA: We should run. Now!

HORSE: Horse!

SFX: THEY RIDE AWAY AT SPEED.

## AD BREAK

SFX: SPONSORBOT BED STARTS

SPONSORBOT: I also like other pasta sounds! Like Macaroni. Spaghetti! Courgetti! Confetti! Fusilli! Rigatoni! Dante Algheri! Dante Gabriel Rosetti...

SFX: AD

SPONSORBOT: Makes me hungry just thinking about it! Bye!

SFX: SPONSORBOT BED FINISHES

## SCENE 6 - WASTELAND

THEY ARE TREKKING THROUGH THE DESERT.

KILNER: Have we lost it?

SFX: A HISS FROM TOSTICATED.

SAMANTHA: What was that?

RONIA: I think it was TOSTICATED. Not the worst word out here, but... well, it can mess with your head. And then the more dangerous words can come in and pick you off. I nearly lost a researcher to CACODEMONOMANIA a while ago.

KILNER: They... what?

RONIA: They got better, it's fine. Oh, and watch out for Gablock. They're essentially harmless but very sharp.

KILNER: Wait! Ssh!

SAMANTHA: [WHISPERED] What?

KILNER: There it is! I think I can see its upstrokes! Behind the rock.

SFX: **SOMETHING CRUNCHES UNDERFOOT.**

SAMANTHA: What are we treading in?

RONIA: When words die out completely... well. We end up with piles of grapheme shrapnel. It's tragic, really. Some of these words were probably beautiful, once.

SFX: **SQUELCH.**

RONIA: Eurgh. And some of them... not so much.

KILNER: I think... if we're following the right footsteps... if you can call them footsteps... it's in that appendix over there.

SFX: **THEY SNEAK OVER.**

## SCENE 7 - WASTELAND

SFX: **THEY APPROACH RADIOACTIVE IN HER NEST. SHE'S CROONING QUIETLY. NEARBY, RUNT IS SNORTING ABOUT.**

RADIOACTIVE: Radioactive... Radioactive!

SAMANTHA: Is that Radioactive?

RONIA: Yeah, although... what's that?

RUNTIOACTIVE: Runtioactive!

SFX: **RADIOACTIVE SHIFTS A LITTLE AND REVEALS A BABY WORD: RUNTIOACTIVE. MEANING AN ITEM THAT HAS BEEN IRRADIATED LESS SUCCESSFULLY THAN IT'S PEERS.**

SAMANTHA: Is that a -- baby?

SFX: **THE BABY SNORTS, ROLLS OVER AND SPEAKS.**

RUNTIOACTIVE: Runtioactive!

RONIA: Aww! I was... not expecting that.

KILNER: So what do we do now?

RONIA: Well we can't move them. The mother will probably be really aggressive now she has something to protect.

SAMANTHA: Oh, but they're so sweet...

RONIA: Wait til they grow up and start causing trouble. Well, lingual trouble. This explains a lot.

SFX: **THE RUNAWAY WORD CROONS.**

RADIOACTIVE: Radioactive!

RONIA: And who's your other half, huh?

RUNT: RUNT! RUNT!

RONIA: Well, you've made some trouble, haven't you.

RUNTIOACTIVE: Runtioactive!

RONIA: Alright then. I guess... you stay here and we'll... stop things from bothering you.

SAMANTHA: You're not going to... I don't know. I actually don't know what you could do.

RONIA: Come on. We should probably get back to the ranch. I've got you for a couple more days so I might get you to fix a few things while you're here. And it's nice to have the company.

HORSE: Horse!

RONIA: Okay, it's nice to have company without visible letters. And... a few more topics of conversation.

HORSE: Horse.

KILNER: Lead the way!

SFX: **THEY MOVE AWAY.**

## SCENE 8 - WASTELAND

SFX: **WORDS MUMBLE TO ONE ANOTHER ON THE WORD RANCH.**

SFX: **SAMANTHA AND RONIA WALK TOWARDS KILNER, WHO IS SAWING A FENCE POST.**

SAMANTHA: So have you ever considered just leaving? I'm sure someone would take care of this place.

RONIA: I don't know, I've been here so long now I'm not really sure where I'd go next.

SFX: **KILNER FINISHES.**

KILNER: Phew. Okay. That's the appendix fenced off.

RONIA: Oh, that's brilliant, thanks.

KILNER: Are you sure it's alright to leave them on their own out here?

RONIA: Oh yeah, they'll be fine. RADIOACTIVE can hold their own against... pretty much everything. I'll come and check on them from time to time, but... well, it's probably best to let them be. They're not making any trouble out here. Well. Any more trouble.

## SCENE 9 - INT. YELLOW SUB

SFX: **KILNER AND SAMANTHA WALK BACK INTO THE SUB.**

DAX: Welcome back.

SAMANTHA: Thanks, DAX. Do anything nice while we were out?

DAX: Well, I tried to explain future-Cluedo to Haroldson and he wasn't having it. And then I designed some fun little models for it. Did you have fun? You look very dusty.

SAMANTHA: It was alright. A little...confusing at times.

KILNER: Yeah. it's nice to be back somewhere that isn't quite so... literal.

SAMANTHA: Yeah.

KILNER: Could you do something for me?

DAX: Sure.

KILNER: Could you look up Runtioactive in the dictionary?

DAX: Runtioactive?

SAMANTHA: It's... a new word.

DAX: I've never heard of it.

KILNER: You wouldn't have done.

DAX: Oh. There it is. Runtioactive. Adjective. Meaning: an item irradiated less successfully than its peers. How strange.

SAMANTHA: I still think it's kind of cute.

**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, Ronia was played by Helen Zaltzmann, HORSE was played by Pip Gladwin, PONY and Astatine were played by Katrina Allen, MULE was played by Hedley Knights, RADIOACTIVE, RUNT and RUNTIACTIVE were played by Layla Katib, Ms Lamb was played by Vicki Baron and additional words were played by members of the cast.

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 David Barnes, Emmalene and Jeffrey Chaney. 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 [battlebird.productions](http://battlebird productions) or see the show notes.

## **POST CREDITS.**

**SFX:**

**MS LAMB AND ASTATINE ARE IN MS LAMB'S HOUSE.**

ASTATINE:

I didn't realise how long it's been since I've eaten a proper meal.

MS LAMB:

Feeling better?

ASTATINE:

Much better.

MS LAMB:

So we should probably talk about the Trapps. And Mr King.

ASTATINE:

Yeah. I'm sorry.

MS LAMB: What for?

ASTATINE: I got us into a mess. If I'd been able to wipe them out like you'd planned --

MS LAMB: I'd have still have had Mr King to contend with. Things happen. Assassinations fail. And it's not like Mr King and the Trapps are on the best of terms. And the Hive Mind could probably do without even more Plutine crystals...

ASTATINE: You think it's going to be a problem?

MS LAMB: It's already a problem. And it keeps growing.

ASTATINE: Ah. And we're going to need to sort it out?

MS LAMB: Maybe. Doesn't look like it's going to sort itself out.

**SFX:** **ASTATINE LIES BACK ON THE SOFA.**

ASTATINE: Can we at least sleep first?

MS LAMB: Of course.

AUTOMNIVOICE: Welcome, citizens of the planet Darginat! And welcome to the wider universe. Your planet, although currently not part of the intergalactic network, has been chosen to join Automnicon's Hive Mind. The Universe Welcomes You. Please proceed calmly to your city, town or village centres for induction and assimilation.