



DAX: Um, I'm having problems finding parking.

KILNER: What?

**SFX:** **BIP -- DAX PULLS UP A 3D MAP.**

DAX: This is a 3D map of the planet. In the parcel is a -- very delicate piece of nuclear technology we need to deliver to a generator that's pretty much at the centre of the planet. It's only accessible via the Kurtainia IV lift.

KILNER: And?

DAX: The only way to get to the lift is by public transport.

KILNER: I mean, we can just drop it off --

DAX: The only safe ship parking zone is here. Right on the other side of the planet. Except for that one parking zone, the whole surface of the planet is covered in... hazards. Lava pits, storm-filled seas, hyper-deserts and so on.

And considering the -- nuclear nature of the package, you're going to have to be really careful transporting it.

KILNER: Okay. At least it's in a pretty solid crate, I guess.

DAX: And public transport here is... complicated.

KILNER: Meaning what?

DAX: So one of the... issues with this planet is the extensive transport system.

SAMANTHA: That's not a good thing?

DAX: Not when you have eight different unregulated AIs controlling them. The planet didn't use to look like this. It used to be a pretty ordinary Earth-type. But then the Transport Wars happened.

SAMANTHA: The what?

DAX: Part of the programming of the AIs was to make their methods of transport competitive. And some bright spark gave them nanobots. Somewhere there was a programming bug and they now constantly change everything to gain supremacy over the other methods. So they're constantly developing and moving and changing. Tearing massive holes in the landscape. All the people moved underground to escape the constant natural disasters this caused and... well, that's how we wound up with what we have now.

**SFX:** **TOUCHDOWN. THEY LAND.**

DAX: Don't forget to get a ticket!

**SCENE # - EXT. PARKING LOT**

**SFX:** **KILNER AND SAMANTHA LEAVE THE YELLOW SUB.**

SAMANTHA: It looks pretty calm to me.

KILNER: Yeah. We'll see.

**SFX:** **THEY TAKE A FEW STEPS.**

VENDOR: Er - excuse me! Hello!

SAMANTHA: Sorry?

VENDOR: Can I interest you in a map? You look new to the planet?

KILNER: Ah. Yeah. That's probably -- wise. None of our navigation systems seem to be working properly.

VENDOR: Ah, don't worry, you'll soon get the hang of it. You just need to stay alert. And not get -- killed. That happens sometimes.

SAMANTHA: What?

VENDOR: They're not doing it deliberately, but sometimes there are casualties. Here and there. It's just business. Anyway. Your map. Nine hundred credits.

KILNER: Are you kidding me? It's a map.

VENDOR: Oh, it's not just a map. This, my friend, is a portable navigation unit with up-to-the-moment information that will prevent you from being killed, maimed or imprisoned within this ultra-complicated planetary transport system. It's worth twice that.

Pleasure doing business with you.

**SFX:**

**KILNER SIGHS.**

KILNER: Fine. But it better work. Okay... step one is a...ferry?

VENDOR: Right you are! Thank you! Pleasure doing business with you.

KILNER: Okay... step one is a...ferry?

**SCENE #**

**SFX:**

**KILNER AND SAMANTHA ARE ON THE DECK  
OF A FERRY.**

FERRY AI: Thank you for choosing Largig Ferries for your journey. We continuously strive to improve our services by digging new and exciting routes and facilitating the destruction of our enemies.

SAMANTHA: Well, at least we're out in the fresh air.

KILNER: There's a lot of... ash in the fresh air.

SAMANTHA: Well. We're out in... some air! I haven't been on a boat in ages.

KILNER: Yeah. It's... nice. I mean the landscape is... charred and full of metal, but at least everything seems calm.

COMMUTER: Oh no.

SAMANTHA: What?

COMMUTER: It's too quiet.

SAMANTHA: What do you mean?

COMMUTER: I think we're about to --

**SFX:**

**A WARNING ALARM.**

FERRY AI: Warning. Attack imminent. Seek immediate exit. Another Largig ferry will be along as soon as possible. Do not approach alternative forms of transport. (CONTINUES)

COMMUTER: Urgh, this always happens!

SAMANTHA: What?

COMMUTER: Whenever I'm the slightest bit late for work, my ship gets destroyed.

It's a Hoverfleet attack. Look, check your map – Urgh, it's the third time this week.

**SFX:** **KILNER CHECKS THE MAP. THERE ARE LITTLE 'UPDATE' BEEPS AND BIPS GOING ON.**

KILNER: Our route's changed?

**SFX:** **AN EXPLOSION AND A RUSH OF WATER.**

COMMUTER: Yeah, this ship's going down.

**SFX:** **THE COMMUTER LEAPS INTO THE WATER AS THE BOAT SINKS.**

KILNER: Okay. I guess we've got some... swimming to do.

**SFX:** **KILNER AND SAMANTHA JUMP INTO THE WATER AFTER THEM.**

## SCENE # - INT. PLANE

**SFX:** **A SOGGY KILNER AND SAMANTHA ARE SITTING IN A SMALL PLANE WHICH IS TRAVELLING TOWARDS THEIR DESTINATION.**

PLANE AI: We'd like to thank you for placing your trust with us, Harglic Flights. We know that our transportational supremacy makes us your only viable option.

KILNER: Urgh, I'm going to sleep.

SAMANTHA: Oh, I can't sleep on planes.

KILNER: You live on a plane. Kind of.

SAMANTHA: That's different. It's not so... Well, it's got a bed, for one thing.

KILNER: I guess.

**SFX:** **A LITTLE WHIRR.**

SAMANTHA: Do you have a shutter on your robot eye?

KILNER: Well, yeah. I don't want to take in visuals while I'm trying to sleep. That'd be distracting.

SAMANTHA: Hm, I'd never noticed that before.

KILNER: It's more comfortable than a sleep mask. Is the box okay?

SAMANTHA: Yeah, it seems to be. Now it's dried off.

PLANE AI: We regret to inform you that we will be facing significant delays due to the annihilation of our destination airport. Please stay in your seats while we build a replacement. This should take a maximum of two months.

**SFX:** **KILNER PRESSES A SERVICE BUTTON. A ROBOT STEWARDESS ARRIVES.**

KILNER: Hi. Did you just say we'll be waiting for two months?

STEWARDESS: Approximately two months, yes.

KILNER: We -- need to leave a lot sooner than that.

**SFX:** **THE STEWARDESS SUDDENLY TAKES A THREATENING TONE.**

STEWARDESS: Will you be taking an alternative form of transport?



## INT. TRAIN

SFX: THEY LAND IN A MOVING TRAIN.

SAMANTHA: Oh, thank Bruce that's over.

TRAIN AI: Welcome aboard the 4:45 to Lilenfort 4, calling at Julik 4, Sarnam 4, Kurtainia 4, Portan 4 and Marlick 4.

SAMANTHA: Did we... just land on the right train?

## AD BREAK

SFX: SPONSORBOT BED STARTS

SPONSORBOT: All aboard the adverts!

SPONSORBOT: Did you know that the first train was powered entirely by ancient dinosaurs? That's wild! Here's an ad!

### AD SLOT

SPONSORBOT: How would a triceratops even wear a conductor's hat? I don't know. Bye!

SFX: SPONSORBOT BED FINISHES

## SCENE # - INT. TRAIN

SFX: THE SOUND OF A TRAIN FADES IN.

SFX: KILNER AND SAMANTHA ARE SLUMPED ON TRAIN SEATS, THE PACKAGE BY THEIR FEET.

SAMANTHA: Hey, Kilner. You awake?

KILNER: No, I'm sleeping.

TRAIN AI: Now calling at Kurtania IV.

**SFX:** **THE TRAIN SLOWS AND STOPS.**

KILNER: Wait -- wait, is that our stop?

SAMANTHA: It is! We actually reached our destination!

**SFX:** **THE DOORS BEEP.**

SAMANTHA: Argh, quick!

**SFX:** **THEY GET UP, DASH OUT OF THE DOOR AND IT CLOSES BEHIND THEM.**

## SCENE # - EXT. TRAIN PLATFORM

**SFX:** **THE TRAIN PULLS AWAY. KILNER AND SAMANTHA PANT ON THE PLATFORM. AFTER A SHORT WHILE THEY START TO GET THEIR BREATH BACK.**

KILNER: Samantha?

SAMANTHA: Yeah?

KILNER: You didn't pick up the device, did you?

SAMANTHA: Uh, no. Did... you?

KILNER: No.

SAMANTHA: ...It's still on the train, isn't it?

KILNER: Oh, Bruce.



KILNER: No! Stop it!

**SFX:** **KILNER WRESTLES WITH THE DRONE.**

DRONE AI: But I want to --

SAMANTHA: There's a nuclear device on that train! If you blow it up you'll destroy everything!

KILNER: You are going to fly us down there, park on top of the train and let us grab the device, and then you're going to take us to the lift.

DRONE AI: Or what?

KILNER: Or I'll reprogram you. Violently.

**SFX:** **THE DRONE AI SIGHS.**

DRONE AI: Alright.

**SFX:** **IT TAKES THEM DOWN AND SMASHES THROUGH THE TRAIN WINDOW.**

## SCENE # - INT. TRAIN

**SFX:** **KILNER AND SAMANTHA BURST THROUGH THE TRAIN WINDOW ON THE BACK OF THE DRONE. SHOCKED NOISES FROM PASSENGERS.**

SAMANTHA: Sorry! Lost property.

KILNER: Can you see it?

SAMANTHA: Yeah, I think it's – oh, there it is!





SCIENTIST: Okay, and we'll put that here, and that's -- perfect. Thank you.

**SFX:** **THE SCIENTIST TAKES THE DEVICE,  
REMOVES THE PACKAGING AND SLOTS IT  
INTO PLACE WITH A SATISFYING THUNK.**

SAMANTHA: What... was that, out of interest?

SCIENTIST: Oh, that's a backup power generator. We were worried that if we lost power, our AIs would get wiped. So -- there we go. Enough juice to run them for a thousand years.

KILNER: Seriously?

SAMANTHA: You could... you could always switch them off.

SCIENTIST: And then what? Our system works!

SAMANTHA: How?

SCIENTIST: Oh, most of our income comes from parking.

SAMANTHA: Uh oh.

**SFX:** **KILNER CHECKS HER BALANCE.**

KILNER: Wait, the parking cost HOW MUCH? That's basically our fee for the whole job!p

**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, the Map

Vendor was played by Laurence Owen, the Ferry AI was played by Graham Rowat, the Commuter was played by Naomi Clarke, the Plane AI was played by Beth Crane, the Train AI was played by Pip Gladwin, the Drone AI was played by Katrina Allen, the Scientist was played by Russ More, Astatine was played by Katrina Allen and Ms Lamb was played by Vicki Baron.

We Fix Space Junk's script and artwork are by Beth Crane. Sound design is by Beth Crane and Hedley Knights and recording, composition, and mastering are 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 Robin Motley, Yay Erin and Dangermoss67. 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:**

**ASTATINE HAS JUST HAD A COUPLE OF HER JOINTS REPLACED.**

MS LAMB:

How are you feeling? Better?

**SFX:**

**SHE WHIRRS THEM BACK AND FORTH.**

ASTATINE:

Better than ever.

**SFX:**

**THEY KISS.**

MS LAMB:

So I've been thinking...

ASTATINE:

Dangerous.

MS LAMB:

How... committed are you to Automnicon?

ASTATINE:

Completely. Fully. One hundred percent. It's all I've ever wanted.

Besides you.

**SFX:**

**PAUSE.**

ASTATINE:

Why?

MS LAMB:

I'm... I have an alternative project in mind.

ASTATINE:

How alternative?

MS LAMB:

I want to start afresh. Something new. Something else. And I want you to come with me. Automnicon is... not what it could be. And I have the ability to start again with something else. Something with far higher potential. Less infighting. Fewer power struggles. Something purely under my control.

Our control.

**SFX:**

**PAUSE.**

ASTATINE:

I'll... need to think about it. I... can't...

MS LAMB: I know.

**SFX: PAUSE.**

MS LAMB: I'll love you either way.

## **AUTOMNIVOICE SCENE**

AUTOMNIVOICE: Do you fear the treachery of the individual? The pain of the lonely mind? The fatigue of self-care and of dragging yourself through? Seeking the loyalty of others? An existence free from judgement and pain? Automnicon. We're here. And we're waiting for you.