

Armchair Adventures: An Interactive Story Podcast For Kids

The Giant Leap Adventure

Part 1

Connie: Welcome to the Armchair Adventures Travel Agency, journeys of the imagination. I'm Head Travel Agent and Host, Connie!

SFX Armchair Adventures theme tune

Connie: G'day, afternoon or bonne nuit wherever you're listening from adventurers. The voices of this episode's special guest adventurers are...

The adventurers say their names

Chloe
Marianna
Lucas
Ralph
Arlo
Minnie
Leo
Grace

Connie: Hi Everyone!

Adventurers: Hi Connie!

Connie: You too can star in an episode of Armchair Adventures as one of our special guest adventurers. All you need to do is ask your grown up if you can join the Armchair Adventures Fanclub on patreon. Simply search Armchair Adventures on patreon.com

Scene 1

Connie: Without any further ado, I'd like to introduce the customer who'll be taking us on our Armchair Adventure! She used to be in the army...

SFX marching, Sgt Major calling 'Hup two three four'.

Connie: ...She was a Redcoat entertainer at Butlins...

SFX applause

Connie: ...And she's an all-round adventure seeker! It's our Hazel!

SFX Fanfare

Hazel: Hiya Connie. Hiya adventurers!

SFX Ding

Adventurers: Hi Hazel!

Connie: Would you call yourself an adventure seeker, Hazel?

Hazel: Ooh, yeah! I do enjoy getting out of my comfort zone and trying new things.

Connie: I think you're pretty brave! What's the scariest thing you've ever done?

Hazel: Hmm... probably zip-wiring over Lake Windermere...

SFX Zipwiring

Hazel: ...The first time I did it, I kept my eyes shut the whole way across! Then as soon as I got to the end I was ready for another turn!

Connie: You lived abroad with the army, as well. That would terrify me. I've got to go away to camp and I really don't want to.

Hazel: It's ok to be worried about missing your Mum. That's only natural.

Connie: It's not really that. It's all the looking after myself, I can't do it! I'm not very independent. My Mum says it'll be the adventure of a lifetime, but it doesn't sound like my kind of adventure.

Hazel: Ah, it's really rewarding when you do something that you're afraid of! I think you should take a risk, Connie. You'll love it! I can't wait for my Armchair Adventure!

Connie: Where are you going to take us, Hazel? You've already been everywhere!

Hazel: Not quite everywhere, Connie. There's still a few places I'd like to see.

Connie: Have you travelled to Antarctica?

SFX crunching ice

Hazel: No!

Connie: The Amazon?

SFX Amazon rainforest

Hazel: No!

Connie: The moon?!

SFX Rocket whizzing through the sky

Hazel: The moon? Ooh, I've not been there. But I'd give it a go!

Connie: Really? You'd be up for that? Do you not think space would be a bit lonely? All that way from home?

Hazel: We wouldn't be on our own, though. We'd travel with a full crew of people.

Connie: Hmm, suppose so.

Hazel: The first ever woman to go to the moon is due to blast off soon, we could go, too? Let's do it!

Connie: Erm, travelling all the way to moon? Well, we'll see what the others say. Let's get all my customers on a group telephone chat. Because with an Armchair Adventure, adventurers, we can go anywhere we like from the comfort of where we are right now, so they're perfect for everyone, no matter what age you are. Start. Call. Now.

SFX Phone ringing

Connie: Hi everybody!

Customers: Various hellos.

Connie: Our resident daredevil, Hazel, is ready for another exciting mission! She wants to blast off... to the moon!

SFX blast off (over the customers next reactions)

Customers: No way, that's amazing!!! Out of this world! I'm buzzing! To infinity...!!! Beats a trip to Sainsburys!

Hazel: I thought that since Christina Koch, a NASA astronaut, will be the first woman to go to the moon this year, we could all go and see what it's like, too?

Customers: Absolutely! I'm game! Count me in! To the final frontier!

Pauline: I love an exciting adventure.

Ronnie: Me too.

SFX rock climbing under Keith's next line

Keith: I went rock climbing once. It's scary when you can't quite reach the next hand grip and you have to make a lunge for it.

SFX swimming in the ocean under Teresa's next line

Teresa: I swam with sharks in the Galapagos islands. It was very nerve-wracking!

Connie: I'm not surprised!

Ada: I saw Tutankhamun in his tomb.

Lynda: I travelled around the world as a contestant on a game show. I went to Europe and Disneyland.

John: Did you win?

Lynda: I did, I won the whole thing!

John: Wow!

Hazel: What about you, adventurers? What are your most exciting adventures?

SFX Ding

Adventurer: The most exciting place I've been is the water park. I was with my cousins and we got VERY wet!

Adventurer: I went to Legoland.

Adventurer: I went to Lapland and rode a husky.

Adventurer: I've been to Old Trafford – come on you Reds!

Connie: Wow, you're all very enthusiastic. And very brave!! And here's me, scared to go to camp!

Anne: There's no need to be scared, Connie.

Keith: We've got this!

Hazel: You'll have a great time if you embrace the adventure! We don't have to go to the moon though, if you really don't want to? We could always go somewhere else?

Connie: No, it's ok. It's your Armchair Adventure. Let's do it! I don't know about camp, but a journey of the imagination to the moon – with all my lovely customers, I can definitely do that!

Lily: Course you can.

Cyril: It'll be one giant leap for us all, Connie!

Music: Armchair Adventures theme tune (starts to fade in)

Connie: Awesome! So for this adventure... I suppose NASA, the American space agency, seems a good place to start?

Pat: Nowhere better!

Connie: Excellent. A journey of the imagination, here we come!

Music: Armchair Adventures theme tune

Scene 2

SFX a light switch is turned on in a 61,000 sq ft echoey, high-ceilinged rocket hangar containing rockets.

SFX footsteps of the gang entering

Connie: Helloooo? Is there anybody there?

Lynne: Wow, this hangar is enormous!

Hazel: It's cavernous!

Pauline: Like a massive garage.

Linda: For rockets!

Connie: Hello? Knock knock!

SFX footsteps entering hurriedly from the back of the hangar

Jessie: Hello, can I help you?

Connie: Hi, yes. (*rambling, nervous*) I'm Connie. We're from Armchair Adventures and we were wondering if it would be... we were hoping we could, I mean I don't know if it's possible, but it can't hurt to ask, you see, (*speed up*) basically Hazel has chosen this adventure and she'd really like to go to the moon and we thought we should come to NASA, so here we are, and I suppose, anyway... We wondered if we could borrow one of your rockets? Please?

Jessie: Excuse me?

Connie: We'll look after it. Would that be possible?

Jessie: How did you even get in here?

Connie: We just walked in at the main entrance.

Jessie: That's... very unusual! And so is your request. There's a lot of security clearance required to enter NASA. And we don't usually let people take the shuttles out on their own missions.

Hazel: We're adventurers. We've been everywhere! We'd have it back before anybody even missed it?

Jessie: I mean, I probably don't have the authority to be loaning out rockets.

Connie: We thought NASA would be our best bet.

Jessie: I see that. If NASA can't make it happen... then who can?

Hazel: Exactly!

Connie: I'm Connie, this is Hazel.

Jessie: My name's Jessie. I'm one of the engineers here at NASA.

Connie: Nice to meet you, Jessie. And these are our customers and adventurers.

Customers: Hi, hello!

SFX Ding

Adventurer: Hello!

Jessie: I would like to help you... I'm all about adventure, that's why I started working here! But, I don't know. Although...we do have a rocket that's been retired...?

Connie: You do?

Jessie: Yeah. I don't think it would be too big of a deal if you 'borrowed it'. That is, if you know what you're doing? Have you ever travelled in a shuttle before?

Connie: Not exactly. But Hazel is a great driver. And she used to be in the army! She'll be our Captain.

Jessie: I mean, technically you need a lot of training to fly a rocket.

Hazel: When it comes to adventures, we're experts!

Jessie: Hmm. Ok... My boss goes on his lunch break at 12 hundred hours. If you're prepared to launch at that time, then we could get away with it, without him knowing a thing about it. Do you think you can do that?

Hazel: Of course, whatever you say!

Jessie: And you must promise to stay out of my boss's way?

Hazel: We can do that!

Connie: What does he look like?

Jessie: Like a Sergeant Major in the army.

Hazel: Copy that!

Jessie: 12 hundred hours and no later! If you're not ready then, you miss your chance. Otherwise, I could lose my job.

Connie: We don't want to get you into trouble!

Jessie: I appreciate that. So get the rocket ready in time, make sure my boss doesn't catch you... and everything will be just peachy!

Connie: Got it! Thank you.

Jessie: Let me get you a radio. Whenever you need to move around the base, contact me and I'll sneak you wherever you need to go.

SFX radio beeps

Hazel: Exciting!

Connie: Yes... And scary!

Jessie: Ok, let's check this thing works. *(SFX Radio)* Connie, receiving, over?

Connie: *(SFX Radio)* Connie receiving!

Jessie: Great. If you're ready then...? I'll take you to your rocket.

Hazel: Thank you so much, Jessie!

SFX footsteps

Cyril: Wow!

Jessie: Yeah, these are some of our older shuttles.

Ada: I knew they'd be big, but can you believe the size of them?

Linda: Three of them!

Nina: Dazzling white.

Pat: I can smell the fuel.

Teresa: Don't light a match!

Hazel: Adventurers, what can you see in the hangar?

SFX Ding

Adventurer: The flag of the USA.

Adventurer: There are flashing lights and big rocket ships.

Adventurer: A massive door that takes up a whole wall.

Adventurer: It's to move the rockets outside for blast off.

Adventurer: What looks like lots of big, metal tubes.

SFX Customer footsteps

Jessie: Here we go. This one's yours!

Connie: Oh.

Hazel: Great, thank you!

Jessie: It's very experienced at space travel, it'll practically do all the flying for you.

Hazel: Well, that's good.

Jessie: This baby's been out of this atmosphere more times than you can shake a stick at!

Pauline: It certainly looks... erm... cosy!

Jessie: You don't need much room when you're space-bound.

Hazel: It's cute.

Jessie: You can paint it, make it however you want it.

Hazel: Really?

Jessie: Sure thing. Dress it up, for all I care. As long as it's on that hot spot for launch at 12 hundred hours - we don't have a problem!

Hazel: Amazing!

Jessie: Ok, then. I need to get back to work. And please remember. Lay low!

SFX Jessie exits

Hazel: Copy that. Thank you! Ok everyone. You heard Jessie! Have you got your tools ready?

SFX tools been plonked on the floor, drill, paint tins etc

Customers: Yep!

Hazel: Time to roll up our sleeves!

Customers: Let's do it. Off to work we go! Let's get space-ready!

Hazel: Lynne and Teresa, here are some overalls, paints and brushes. You can get cracking with the paintwork.

Teresa: Copy that, Cap'n.

SFX putting on overalls

Hazel: Connie, what are you going to do?

Connie: I'll get to work on the engine.

SFX Connie slides underneath on a mechanic creeper

Hazel: Righto!

Connie: *(from inside some machinery)* Can somebody pass me the wrench, please?

Keith: Here you go.

SFX turning bolts with a wrench

Hazel: Could someone help carry the armchair into the flight deck, please?

Lily: I'll help.

Ada: I think that's a job for three of us!

SFX the armchair being squeezed into a rocket, it crashes into something

Ada: Pivot!

Cyril: Weeee!

SFX Cyril bouncing up and down on a trampoline.

Hazel: What are you doing with that trampoline, Cyril?

Cyril: I just thought how much fun it would be bouncing around in zero gravity!

Hazel: You'll be banging your head on the inside of the rocket!

Cyril: I know! Wee!

Hazel: ... I think we'll be leaving that trampoline at mission control.

SFX Cyril bouncing up and down on a trampoline.

SFX wiping muck off a window with a finger

Hazel: Eww, these windows are filthy! Adventurers, can you help give all of these windows a clean, please? So we can see where we're going in our rocket.

SFX Ding

Hazel: I want to see our faces in these windows!

Customers: Aye, cap'n.

SFX Ding

Adventurers: Aye, cap'n.

SFX sprays of window cleaner and squeaky sound of a duster on a window, adventurers helping to clean windows

SFX rocket mechanic noises – banging metal

Adventurer: What's that banging noise?

Hazel: Oh, it's Connie. She's working on the engine. You need any help in there, Connie?

Connie: (*SFX muffled from inside*) No thanks. Nearly done. Just need to check the oil.

SFX squeaky oil sound

Connie: And make sure this is pulled tight.

SFX tightening, turning sound

Lynne: What do you think about what we've painted?

Hazel: Oh, it's marvellous!

Teresa: We didn't want to stick to boring white.

Lynne: We wanted ours to be different.

Pauline: They've painted it purple!

Steve: And drew a big bee on the outside.

Lynne: To represent Manchester, England.

Teresa: So the aliens know where we come from.

Hazel: I love it!

SFX Connie slides out from under the engine

Hazel: There you are, Connie! How did you get on?

Connie: All done and dusted. Like brand new!

Lily: Well done!

Anne: You really took control of that.

Linda: I didn't know you were a mechanic in your spare time!

Connie: (Laughs) I'm not! Mum's shown me a few things on our car, how to check the water and the tyre pressure, change the oil and that. I did a little bit of research into rockets and they're not too different to car engines, as it goes!

Pat: Well, you've definitely done us a favour. Good job!

Connie: Same goes to all of you! This looks amazing! I love the armchair. And the big bee!

Hazel: It's all brilliant! But we're not quite ready for our space launch yet. Still lots to do. We need to train, first. Follow me, to the gym!

Connie: Hang on, Hazel. I need to radio Jessie first.

Hazel: You do that, Connie. And a hup two three four.

SFX marching footsteps

SFX crackling radio frequency

Connie: *(SFX Radio)* Erm. Hi Jessie. We're ready to move to the gym.

Jessie: *(SFX Radio)* Copy that, Connie.

Anne: Oh no... I'm not too sure about this. It's a long time since I've been in the gym!

Ada: I know, me too! Go easy on us, Hazel!

SFX footsteps as customers walk off

Scene 3

Jessie: Come on in, quick, quick. Let's go!!!

SFX beeps of keypad as if getting entry into the room.

SFX door sliding open

SFX everyone hurries into the gym

SFX door slides shut

Jessie: Ok, the astronauts are practicing their launches, so the gym is free. But they'll be back in half an hour. Astronauts need to work out.

Hazel: Then we'd better make the most of the time we have!

Jessie: And astronauts work HARD! This equipment is set at the toughest level. You need to get strong and fit!

SFX Jessie exits

Hazel: You heard her!

LET'S GO gang!!!

SFX gym sounds – treadmill, exercise bike, rowing machine etc

Hazel: We need to keep our bodies healthy. Just one week in space and we will lose 20% of our muscles!

Connie: Wow! Come on gang. Time to give it that extra push!

SFX skipping rope hitting the ground

Hazel: So we'll start with five minutes on each piece of equipment, then move onto the next one.

SFX whistle blowing

Connie: Great work with the skipping rope, John.

Hazel: Cyril, give me 100 on the rowing machine.

Cyril: Aye, cap'n.

SFX pull of the rowing machine

Hazel: Adventurers. If we're going to reach the stars, I think we should practice our star jumps. Can you give me 3 star jumps each? Just as high as you can!

SFX Ding

Adventurer: Yes, Hazel!

Adventurer: Aye, cap'n.

SFX Adventurers star jumping

Connie: Excellent star-jumping, well done adventurers!

SFX someone running on the treadmill

Hazel: Ada is on the treadmill.

Connie: Run, Ada, run!

Hazel: Nina is lifting weights.

SFX lifting weights

Connie: Keep it up, Nina!

Hazel: Pat is cycling, to build her muscles.

SFX exercise bike

Connie: Go on, Pat!

Hazel: And Pauline is floating in the pool, practicing floating in zero gravity.

Connie: You're doing great everyone!

Hazel: Adventurers, let's have a game of 'Hazel says.' It's a bit like Simon says, but with me, Hazel, so it's Hazel says. Get it?

SFX Ding

Adventurer: Yes!

Hazel: Ready?

SFX Ding

Adventurer: Yes!

Hazel: Ok. Hazel says, "Let's hop on the spot!"

Adventurer: Aye cap'n!

SFX Ding

SFX adventurers boinging

Connie: Nice one, gang!

Hazel: Hazel says, "Bring your knees to your chest five times!"

Adventurer: Aye cap'n!

SFX Ding

SFX adventurers bringing knees to their chests

Hazel: Now floss!

Adventurer: Aye cap'n!

SFX Ding

SFX some adventurers flossing

Adventurer: You didn't say "Hazel says"!

Hazel: That's right, I didn't! Hands up who didn't floss!

SFX Ding

Adventurer: Me! I didn't!

Connie: Well done, adventurers. You all listened brilliantly to instructions.

Hazel: That's what we need on our rocket ship, Connie!

SFX whistle blows (full time)

Connie: Great work, everyone!

Hazel: You can rest now. Grab yourselves some water.

SFX huffing and puffing from the customers

SFX slurping water from sports bottles

Steve: (*out of breath*) Thanks for keeping us motivated, Connie.

Hazel: You are very good at keeping everyone's spirits up, Connie.

Connie: I often do the local park run with my Mum on a Saturday and we give each other that extra push we need to get a good time!

Pauline: Well, it certainly helped us!

Hazel: Ok. Now that our training is complete, we better get suited and booted, ready for the mission. Time to hit the kit room to pick up our spacesuits!

Connie: Great!

SFX crackling radio frequency

Connie: (*SFX Radio*) Connie to Jessie. Ready to move to the spacesuits.

Jessie: (*SFX Radio*) Copy that, Connie.

Connie: While we head to the changing rooms to get kitted out in our spacesuits, let's pause our journey of the imagination to hear from another podcast I think you'd like!

ADVERT

Connie: Let's get back to our journey of the imagination and dress up as astronauts!

Scene 4

*SFX beeps of keypad as if getting entry into the room.
SFX door slides open.*

Jessie: Ok. You're gonna need some kit. Please take great care with it. These suits costs hundreds of thousands of dollars. If there's even one scratch on them, my job's at risk.

Hazel: Don't you worry, Jessie. They're in safe hands!

Jessie: Great! Now you have to get in and get out quickly. And please be quiet! Do not let my boss see you in here!

Hazel: Copy that!

SFX door slides open and footsteps as Jessie exits

Keith: Wow! There's rows and rows of suits and helmets.

Linda: I'm not sure any of these are going to fit us. Astronauts are BIG!

Teresa: Must be all that working out!

Hazel: That E.M.U. looks great!

Cyril: Emu?

Hazel: E.M.U. – Extravehicular mobility unit! It's the formal name for a spacesuit. Each suit is more than a set of clothes – it's really a one-person spacecraft!

SFX of Pauline picking up a spacesuit

Pauline: Do they do this in purple?

Hazel: I doubt it, Pauline. All of the space suits are white, because it reflects the heat and keeps the space radiation away.

Pauline: No purple?!

Ada: White's not very good for keeping clean, is it?

Hazel: That's true. And space dust is mucky!

SFX customers trying on spacesuits

Hazel: Ok everybody, line up. Let's see you all, suited up and ready for blast off.

SFX anthemic theme as they line up

Hazel: Wow!

Keith: (from within their helmet) Attention!

Hazel: Very funny.

Steve: (from within their helmet) I feel like I'm in a goldfish bowl!

Linda: (from within their helmet) I've got an itchy nose!!!

Connie: Adventurers, what does it feel like to wear a spacesuit?

SFX Ding

Adventurer: It feels hot and puffy.

Adventurer: It feels like a snowsuit.

Adventurer: It's dead heavy.

Adventurer: It's very hard to move in.

Adventurer: It's so warm!

Adventurer: I'll be a sweaty Betty.

SFX Hazel walks along the line of astronauts

Hazel: You all look very smart. Very smart indeed. What do you think, Connie?

Connie: They look brilliant!

Pat: Oh, look. A flag of the USA! We're going to need a flag to plant in the moon!

Ada: Good thinking! I've got an Armchair Adventures flag here. We'll plant that!

SFX rolls out AA flag

Hazel: Excellent! Then I think we're almost ready.

SFX door opens

Jessie: Ok, some astronauts are heading this way for a fitting. You need to leave, pronto!

Hazel: Let's go!

Jessie: Also... you mustn't forget one thing.

Hazel: What's that?

Jessie: The map!!!

Hazel: Oh yes! Good thinking! That'll come in handy.

Jessie: Ok, let's get outta here!

SFX sliding door opening

SFX customers hustling out of the room

Hazel: Connie, are you any good with directions?

Connie: I don't know. My Mum has a great sense of direction! Hopefully I might have picked it up from her?

Hazel: Then let's do this. Let's fly to the moon!

Scene 5

SFX echoey, high-ceilinged rocket hangar containing rockets.

Hazel: Right, let's see if we've got everything we need. Customers?

Customers: Check!

Hazel: Adventurers?

SFX Ding

Adv: Check!

Hazel: Armchair?

Connie: Check!

Hazel: Map?

Customers: Check!

Hazel: Pyjamas?

Customers: Check!

Hazel: Toothbrush?

Customers: Check!

Hazel: Hot cocoa?

Cyril: Hot cocoa?

SFX opening and shutting cupboard doors

Anne: Erm? I don't know about that.

SFX Needle scratches the record

Hazel: Hang on a minute!!!! We haven't got any food! We can't pack for a mission and have nothing to live on!!

Nina: Wow, that was close!

Connie: Well remembered, Hazel. Ok, I'll radio Jessie.

SFX crackling radio frequency

Connie: *(SFX Radio)* Jessie, receiving? Over.

SFX crackling radio frequency

Connie: *(SFX Radio)* Jessie, receiving?

SFX crackling radio frequency

Connie : Oh no. She must be busy?

Hazel: What are we going to do?

Connie: I saw a storeroom near the rocket hangar. If I can get in and out of there without anybody seeing me...

Hazel: I suppose we don't have a choice!

Pauline: Take care, Connie!

Lily: Good luck!

SFX cartoon-like scurrying of wheels

Steve: I hope Connie remembers the biscuits. We'll still need elevensies in space!

SFX cartoon-like scurrying of wheels returning

Hazel: That was quick!

Connie: I just had to grab what I could. It's all freeze dried, so it should be fine.

SFX customers rummaging through the piles of food

Cyril: Freeze dried lasagne? Eww!!

Hazel: We can inject hot water to bring them back to life.

Connie: We've got shepherd's pie, vegetable biriyani.

Lynne: Sounds great!

Linda: Lots of home comforts.

Hazel: Then we'd better get strapped in! The moon, here we come!

SFX entrance

Jessie: Connie, we have a problem. My boss is onto you!

Connie: Oh no, how?

Jessie: He was standing next to me when you radioed. Then security saw you entering the food stores on the CCTV.

Connie: Argh, I'm sorry!! I didn't want to get you in trouble.

Jessie: You need to move quickly.

Hazel: We're ready for blast off!

Jessie: Then let's go!

Scene 6

SFX door opens

Boss: Hold it right there!

Jessie: Boss!

Boss: What's going on?

Jessie: What, this?

Boss: Yes, what this! Who are these visitors and why haven't they been authorised?

Jessie: I was looking after them, Boss. Taking them where they needed to go.

Boss: And.. why do they need to go anywhere in these facilities?

Jessie: Well, because they want to go on an adventure... to the moon!

Boss: (Sarcastic) Oh, how lovely. Sure. And why would NASA NOT accommodate that request?!

Jessie: I know it's out of the ordinary! But we have a little rocket just sitting there? And they're really experienced adventurers.

Boss: Right. So you gave them permission?

Jessie: I. Guess? Yes?

Boss: Now I'm clear. You made a call above your pay grade.

Jessie: I... err... They're ready to launch, Boss. I didn't think anyone would miss the rocket.

Boss: We'll talk later.

Connie: Please, erm, Sir? Jessie's Boss? This is our fault. Please, we didn't want to get Jessie into trouble. Please don't fire her!

Boss: There are protocols in place for a reason.

Connie: She was really kind to us. We asked if we could borrow some of NASA's equipment, we put her in a very difficult position.

Boss: You could say that alright. Do you have any space flight training?

Hazel: No, Sir.

Boss: Are you qualified astronauts?

Hazel: No, Sir.

Boss: Do you have a rocket flying license?

Hazel: No, Sir.

Boss: Then what makes you think you can fly a rocket to the moon?

Jessie: Sir, if I may?

Boss: You may not.

Jessie: Ok!

Hazel: We're a crew of intrepid adventurers, Sir.

Jessie: Their travel experience puts some of our top astronauts to shame!

Boss: This is highly irregular. I mean, we make all the space flights here. We don't loan out rockets.

Jessie: Then we'll be the first, Sir! NASA is always groundbreaking. We can say the first journey of the imagination into space happened on our watch!

Boss: Hmm.

Jessie: I trust them, Sir.

Boss: And if you're wrong?

Jessie: I will give you my immediate resignation.

Connie: You don't need to do that, Jessie.

Jessie: It's ok, Connie. I won't have to.

Boss: And you're ready to launch?

Jessie: Blast off is set for 12 hundred hours.

Boss: Then you better make that window. This is your one shot, people.

Hazel: Yes, Sir.

Boss: You have five minutes to launch.

Hazel: Yes Sir.

Boss: I'd get moving, if I were you!

Hazel: Yes, Sir, thank you Sir!

Mission Control (MC): *SFX aeroplane flight deck effect*
T minus 5 minutes.

Hazel: Climb aboard, crew!

SFX customers enter the flight deck

All voices from within the capsule from now on are with SFX flight deck effect

Cyril: Here's your seat, Lily.

Lily: Oh good.

Teresa: You're in seat number 5, Lynn.

Lynn: I'll have a great view of space from here.

Ada: We're all going to have a fantastic view!

Steve: Are you happy to pilot, Hazel?

Hazel: Oh yes. As your Captain, I'm happy to take responsibility. Are you going to navigate, Connie?

Connie: Erm. I don't know if I'm the best at map-reading, really.

Hazel: Course you are.

Linda: I have every faith.

Connie: Would anybody else like to give it a go?

Pat: No, thank you.

Anne: I'm going to take photos of the view.

Keith: We're in much safer hands with you, Connie.

Connie: Ok. Right. Ok.

Hazel: You sit up here with me, then. Adventurers, have you all found your seats?

SFX Ding

Adv: Yep!

MC: Hatch closing.

SFX vacuum sounding closing of the hatch

Hazel: Then let's buckle up!

Pat: Strap in, everyone!

SFX Buckling of seatbelts

MC: Armchair Adventures, GO for launch.

Hazel: Armchair Adventures. We're GO for launch. Let's blast off.

MC: T minus 10 seconds. 10...

Cyril: Goodbye earth!

MC: 9

Teresa: We'll be back soon!

MC: 8...

Connie: Wait, wait, wait! Stop!

Hazel: Armchair Adventures pause blast off.

MC: Copy that, Armchair Adventures. Blast off paused.

Hazel: Connie, we need to go! Are you alright?

Connie: I can't do it, Hazel. You were right. Like with the camp. I'm scared I'm going to miss my Mum!

Hazel: Well, that's normal.

Anne: I'm going to miss my dog! And my kids.

Pat: Yes, I'm going to miss my husband, but it's not for long?

Connie: I know it's a journey of the imagination – and I'm not really leaving the house, but I think this camp thing has got in my head.

Pat: I understand that, Connie. I went to camp once and I missed my best friend so much I cried. But while I was there I made new friends. And that felt brilliant.

Anne: I remember wishing my Mum could tuck me in.

MC: Blast off slot due to close. Can we get an update, Armchair Adventures?

Hazel: I'm sorry, Connie. It's time, we've got to go!

Connie: Ok! You go without me. I'll climb out of the hatch.

SFX vacuumed hatch opens

Customers: Bye, Connie!

Connie: Bye, everyone!

SFX Connie moving out of the capsule

Steve: (shouting after her) We'll let you know what it's like.

Keith: We can send you a postcard!

SFX vacuum sounding closing of the hatch

Hazel: Cyril, can you step into the navigator role, please?

Cyril: Copy that, Cap'n.

SFX shuffling into their new seat

Music: Armchair Adventures theme tune starts to fade in

MC: Armchair Adventures, GO for launch.

Hazel: Armchair Adventures. We're GO for launch. Let's blast off.

Connie: Will the Armchair Adventures rocket really launch this time? Are they going to blast off without me? Did I pack enough biscuits to keep them going for the adventure? Join us for our next episode to find out.

Music: Armchair Adventures theme tune

Ian/Gary: This was a Made By Mortals production generously funded by the Arts Council of England.

