

# **STELLAR FIRMA**

## **EPISODE 35 - PLANETS AND PROTAGONISTS**

### **Content Warnings**

- Comedic violence
- Emotional abuse
- Alcoholism

**[show theme]**

**IMOGEN:** Rusty Quill presents: Stellar Firma.

**[theme continues]**

**[footsteps approach, door swooshes open]**

**[silence]**

**IMOGEN:** **[beep]** Tension detected. Security alerted.

**DAVID:** Hm.

**TREXEL:** Hm.

**[beat]**

**DAVID:** Hm.

**TREXEL:** Yes, well. Hm.

**DAVID:** ...Hm. What do you want?

**TREXEL:** What do I— what do I want? I just, I— it's, uh, 'bout, 'bout time we, uh, got on with the—

**[door swooshes open]**

**HARTRO:** Hello! **[David startles]** Hello— Oh! Ooh, atmosphere in here. Oooooh.

**DAVID:** What? No.

**HARTRO:** What happened?

**DAVID:** Nothing.

**TREXEL:** Nothing happened, Hartro. We're— we're fine. Everybody's *fine*. Everybody's had a lovely time and nobody—

**HARTRO:** Have you ever been fine, Trexel?

**TREXEL:** I was fine once, I remember. It was about 7 or 8 cycles ago and they forgot I existed, and I lived, you know, in a— in a—

**DAVID:** Yep, he was fine and then something happened, and he took it out on everybody else.

**HARTRO:** Ooooh, ooh, ooh ooh.

**TREXEL:** [**crosstalk**] O-Okay. Okay, well why don't we pack that attitude right up!

**IMOGEN:** [**beep**] Employees must pay for extra attitude storage.

**HARTRO:** You know, this is great. [**DAVID:** Fine.] You've had a— [**DAVID:** Fine.] you've had a falling out. I can tell.

**TREXEL:** We've had a fine-ing out.

**DAVID:** Yeah, we're fine.

**TREXEL and DAVID:** We're so fine.

**DAVID:** It's all fined up.

**TREXEL:** It's all fine.

**HARTRO:** Well, good. It's fine. Great. That is fine.

**TREXEL:** Like— like— like the sandpaper you'd use to really finish a piece of furniture, it's very fine.

**HARTRO:** Boys... we're gonna play a game.

**DAVID:** What?

**HARTRO:** Yep, we're playing a game.

**DAVID:** Oh. Uh...

**[Trexel sighs]**

**HARTRO:** We're playing a game *together*. All of us.

**TREXEL:** Why? Why are we bothering with these games?

**HARTRO:** Because— we are learning. You are becoming better s—  
Well, you're not. I'm trying to help foster your salesmanship. Okay?

**TREXEL:** Our salesmanship?

**HARTRO:** Yes!

**TREXEL:** I'm a— I'm a— I'm a— I'm a good salesman.

**HARTRO:** Trexel.

**TREXEL:** I don't need help. It's him. It's him! It's he!

**DAVID:** What, me?

**TREXEL:** It's he, the slimy clone boy over there!

**DAVID:** Me? No, it's just your— all your— all your lying, lie lessons  
about lying!

**HARTRO:** Okay, can y—

**TREXEL:** Meh, meh!

**HARTRO:** Right, you two you can just fight over—

**DAVID:** Fine.

**TREXEL:** Fine.

**HARTRO:** —fight over there. I need to set some things up, okay? So I'm just gonna bring this—

**DAVID:** Okay, right.

**HARTRO:** I have a trolley.

**TREXEL:** Have you got a— Is that a dress-up box?

**HARTRO:** It's— it's something. You'll see. **[rattle]** Right, so I'm just gonna lay this out here—

**DAVID:** What is that? **[reading]** “Planets and Protagonists”?

**TREXEL:** This—

**HARTRO:** This— Well, just pull a— a chair up around the—

**[chair scrapes]**

**TREXEL:** Right. **[grunts]**

**DAVID:** Fine.

**HARTRO:** —the table here.

**TREXEL:** This is— this seems really in depth all of a sudden.

**DAVID:** What are these strange cubes?

**[dice clatter together]**

**HARTRO:** Those— those are dice, David 7.

**IMOGEN:** **[beep]** D6 dice detected. Security alerted.

**DAVID:** Dice?

**HARTRO:** Instruments of learning.

**DAVID:** Right.

**TREXEL:** What— what are we doing here, Hartro?

**HARTRO:** What, you want me to explain? I will explain. I'm trying to set it up. Just—

**DAVID:** Are those little figurines?

**[figurines clatter]**

**HARTRO:** Yes.

**TREXEL:** Hartro, how have you had time to prep— all— all of the people that you must be dealing with and managing with, why— why is— why does it feel like you turn up and this is just all— all for us?

**DAVID:** This one looks like me in a funny hat.

**TREXEL:** That one looks like me also in a hat that is funny!

**HARTRO:** Don't— Gentle! Gentle! These are important. And I... have... more time to spend with you. The— the— Stellar Firma thought, you know, it would be good if I spent a little bit more time on just you two. So I'm spending—

**TREXEL:** How much more time?

**HARTRO:** Just *more* time with this particular Sales Team.

**TREXEL:** But— but how— how m— What I'm sort of saying, [**HARTRO:** More—] Hartro, is how much more?

**HARTRO:** I'm spending time on you, Trexel! Stop. It's my job to interrogate. Questions no more.

**TREXEL:** Okay. No more questions from oooooold Trexel Geistman.

**HARTRO:** You forget yourself! You forget yourself.

**TREXEL:** Sorry. I'm sorry, Hartro. I just... I'm getting very stressed—

**HARTRO:** Now when I wear this cape—

**[cape swooshes]**

**DAVID:** Um...

**TREXEL:** That is a— that is a bespoke cape.

**DAVID:** That's a lot of stars on that cape.

**TREXEL:** That's a fancy cape. I want that cape.

**HARTRO:** That's my— it's my cape.

**DAVID:** That's gold trim.

**HARTRO:** It's— it is for the guide. So, from now on, I'd like you to call me Ortrah.

**TREXEL:** Ortrah.

**DAVID:** Ortrah.

**HARTRO:** Ortrah.

**DAVID:** O-Ortrah.

**TREXEL:** Ortrah. Is that Hartro backwards?

**HARTRO:** Trexel! Do *not* forget yourself or I will remind you.

**TREXEL:** I apologise, Ortrah. You are all-powerful and all-knowing.

**IMOGEN:** **[error buzz]** Incorrect.

**HARTRO:** Right. **[Ortrah voice]** “So, what we have before us—” This is my Ortrah voice. Ortrah.

**DAVID:** Right.

**HARTRO:** “What we have—”

**DAVID:** Am— am I still David?

**HARTRO:** No.

**TREXEL:** Am I still Trexel?

**HARTRO:** If you would just—

**TREXEL:** Ortrah, we beseech you for knowledge! **[Hartro sighs]** Who are we?!

**HARTRO:** “Ortrah will make all clear soon. You are,” Trexel, “you—”

**TREXEL:** I know I’m Trexel. Hello!

**HARTRO:** No! “You are Chauncey, the—”

**TREXEL:** I’m what now?

**HARTRO:** “Chauncey—”

**TREXEL:** Chauncey.

**HARTRO:** “—here’s your figurine.”

**[puts figurine on the board]**

**TREXEL:** Oh, excellent.

**HARTRO:** “You are a travelling merchant. And you—”

**TREXEL:** I’m a— I’m— I’m a salesperson.

**HARTRO:** “You’re a travelling merchant. Listen to Ortrah.”

**DAVID:** A travelling merchant is a salesperson, **[bitter]** Tre— Sorry, Chauncey!

**TREXEL:** How would you know, “I don’t know your name yet David 7”.

**HARTRO:** “This is—”

**DAVID:** It’s David.

**HARTRO:** “Th—”

**TREXEL:** I know but you— **[splutters]** you’re about to be given a name!

**DAVID:** David.

**HARTRO:** “This is Lambert the 7th.”

**DAVID:** L— What?!

**TREXEL:** Lambert. Lambert the 7th.

**DAVID:** Lambert?

**TREXEL:** Lambert.

**HARTRO:** “You’re Lambert the 7th.”

**DAVID:** Lambert.

**HARTRO:** “Yes.”

**TREXEL:** What a stupid name.

**DAVID:** What if I wanted to be called David instead?

**HARTRO:** You can’t be.

**DAVID:** Um...

**HARTRO:** David.

**DAVID:** **[splutters]** I don't know who David is. I am Lambert.

**HARTRO:** Thank you. See that's the spirit. Lambert—

**TREXEL:** Chauncey remembered his name really quickly.

**HARTRO:** "Lambert the 7th and you—"

**DAVID:** Lambert's gonna be better at this than Chauncey.

**TREXEL:** **[childish]** Oh, eh.

**HARTRO:** "And you, Lambert the 7th, are in charge of merchandise. So, you are in charge of taking care of the wares that Chauncey, the travelling merchant, is going to sell."

**TREXEL:** My assistant.

**DAVID:** You've— I'm—

**TREXEL:** My lowly assistant.

**HARTRO:** "Head of— head of merchandise."

**DAVID:** Head! Head of merchandising!

**TREXEL:** Am I— am I head of merchanting?

**DAVID:** No, you're the *foot* of salespeople.

**TREXEL:** No, no, no, I am a— **[splutters]**

**DAVID:** You are the bum of selling things!

**TREXEL:** I, uh— Ortia, Ortia. Actually, I think you'll find that Lambert is, is subservient—

**HARTRO:** No, it's Ortrah!

**TREXEL:** O-Ortrah.

**HARTRO:** My name— “my name is Ortrah.”

**TREXEL:** Ortrah.

**HARTRO:** “I am your benevolent guide here on Orb 9, which is the orbit where we are.”

**DAVID:** We're in— we're in orbit—

**TREXEL:** We're on Orb 9 so Chauncey—

**HARTRO:** You're on—

**DAVID:** No, we're in Stellar Firma.

**HARTRO:** No, excuse me— “Lambert the 7th we are in Orb 9—”

**DAVID:** I'm Davi— No! I'm... yeah.

**HARTRO:** “—and you have been sent from your floating planet in the sky by Fella Termis. He sent you here to sell—”

**DAVID:** Who is this Fella?

**TREXEL:** Fella Termis.

**HARTRO:** “—sell your wares on Orb 9. So you need to sell your wares.”

**DAVID:** Is this not all just a bit silly?

**TREXEL:** Yes, good question. Is this not *really* stupid?

**HARTRO:** [**sighs**] [**upset**] Okay, the next person that interrupts my game is going to get... beaten!

**IMOGEN:** [beep] Yikes!

**DAVID:** Uh...

**HARTRO:** Beat-en!

**DAVID:** Uh—

**HARTRO:** With *things*!

**DAVID:** Yes, Ortrah.

**TREXEL:** Yes— yes Ortrah.

**HARTRO:** I will throw the dice at you! And I will make them embed in you. [silence] Thank you. Right. Ortrah. Now, where was I?

**TREXEL:** We were on Orb 9.

**HARTRO:** “Oh, yeah. On Orb 9. And your duty is to sell your wares. Um, you also have an inventory in your satchel which, Lambert the 7th, you carry for—”

**DAVID:** Oh, ‘cause I’m head of merchandising.

**HARTRO:** “Yes.”

**TREXEL:** You’re the carrier.

**DAVID:** So, I’ve got all the merchandise, so if I don’t give—

**TREXEL:** Would you— I—

**DAVID:** [louder, petulant] —if I don’t Chauncey any merchandise, he won’t have anything to sell!

**HARTRO:** “Y—”

**TREXEL:** Yes, well if I didn't give Lambert a job, Lambert would have been surplused through requirements and surely killed in a pit. **[Hartro shakes dice]** Oh, no! **[Hartro throws die and hits Trexel]** Ow! Ow, ow, I've had a die thrown at me.

**HARTRO:** I did warn you. Now focus. And no more outbursts!

**TREXEL:** Right.

**HARTRO:** I haven't even gotten to the game yet.

**TREXEL:** Right.

**HARTRO:** I'm just trying to tell you how we're starting, okay?

**TREXEL:** **[whispers]** David.

**HARTRO:** It's just simple.

**TREXEL:** **[whispers]** David. David.

**HARTRO:** I spent some time on this—

**TREXEL:** **[whispers]** David, I think—

**HARTRO:** **[getting upset]** —and I want to play the game.

**TREXEL:** **[whispers]** David.

**HARTRO:** Okay? Playing the game, okay!

**TREXEL:** **[whispers]** David, I—I think we should— I think we should try.

**[Hartro takes a deep breath]** She's getting quite... agitated. I think we should just try and go along with this as best we can, okay?

**DAVID:** Fine.

**TREXEL:** **[whispers]** Good, okay, fine.

**HARTRO:** “Inside your satchel, you will find that you have your wares and you also have some rags to polish them. And you have... six signed photos of the intergalactic philanthropist and all ‘round hottie, Bathin.”

**[chuckles]**

**DAVID:** Ooooooooooh! Bathin!

**HARTRO:** I just threw those in ‘cause I...

**IMOGEN:** **[beep]** Bathin is yum.

**HARTRO:** I don’t know. I...

**[Trexel sighs deeply]**

**DAVID:** I like them. I think they’re very good. They are our prized possessions.

**TREXEL:** Right, we’re— we’re— **[sighs]**

**DAVID:** Lambert likes to stick them around the place for *all* of the people to see. Then he takes them down and rags-polishes them again so they’re all very shiny.

**TREXEL:** Chauncey— Chauncey feels like maybe... **[softly scoffs]** maybe he’s overrated but fine, you know, that’s my wares, so fine. Fine. I’m selling them. I’m selling them.

**DAVID:** They are the most expensive things in our inventory.

**TREXEL:** **[agitated]** Fine! Okay, fine. Alright.

**DAVID:** And they’re very popular.

**TREXEL:** Yes. Good.

**HARTRO:** Right. “So, we begin—”

**TREXEL:** Is that all we've got?

**HARTRO:** "Yes. Your wares and your—"

**TREXEL:** With— We are travelling around Orb 9 with 6 signed copies of—

**HARTRO:** "And your wares!"

**DAVID:** And our wares.

**HARTRO:** "And your wares."

**TREXEL:** Oh, we have further wares.

**HARTRO:** "Yes. And rags to polish them. I will present you with... challenges which you need to overcome and sell your wares. Always—"

**DAVID:** And this— this will help us—

**HARTRO:** Sell.

**DAVID:** —sell.

**HARTRO:** Yes.

**DAVID:** Right.

**TREXEL:** We— we sell in fiction and we sell in life!

**DAVID:** Okay. No, fine. This makes complete sense.

**TREXEL:** Yes.

**HARTRO:** Of course it does.

**DAVID:** Yes. No, I was agreeing with you very wholeheartedly. Um, look. Yes, Ortrah, um, what are the other things of the game?

**HARTRO:** Well, so, you can solve it by your entrepreneurship, okay? So, like, selling and... advertising and **[nonsense noises]**. You know? Or you can sell it through compliance. So, how well you go by the rules, and how well you follow the order of the universe.

**DAVID:** Right.

**HARTRO:** Um, also, you can do things like run, jump—

**TREXEL:** Punch?

**HARTRO:** Punch.

**TREXEL:** We can punch?

**HARTRO:** Yes, maybe. Yes.

**TREXEL:** Okay.

**DAVID:** Trexel does do that quite a lot in **[TREXEL: Yes.]** to the clients, so...

**IMOGEN:** **[beep]** Punching is for closers.

**HARTRO:** That brings me to the fact that Chauncey's character has quite **[stammers]** medium, I'll give you a 2 for your calisthenicals.

**TREXEL:** Okay. Okay, so I can— I can do a punch but, after a while, I'm a bit tired.

**HARTRO:** But your, you know, your compliance isn't so good, Chaunc—

**TREXEL:** **[laughs]** No. No, it's not.

**DAVID:** Yeah, that scans.

**HARTRO:** So that's a 1.

**TREXEL:** No.

**HARTRO:** And your entrepreneurship—

**TREXEL:** Is a million.

**HARTRO:** —I'll give you a 3 'cause I had to put a 3.

**TREXEL:** [**offended**] 3?!

**HARTRO:** I had to put it somewhere.

**TREXEL:** Could I have 4?

**DAVID:** Could you just give him another 1?

**TREXEL:** No. No, no, I—

**HARTRO:** No, I— it— it would ruin the game. But I could— [**considers it**] It would ruin the game.

**DAVID:** Okay.

**TREXEL:** Alright, 3. So, 3's the best though 'cause—

**HARTRO:** Lambert.

**TREXEL:** —[**stammers**] 3's the best. I just want to say, 3's the best.

**HARTRO:** Yeah, but Lambert has a 3 as well.

[**David laughs gloatingly**]

**TREXEL:** In what?! In what?

**HARTRO:** In comp— in compliance! Alright.

**DAVID:** [smug] I know all the rules. I'm very good at the rules.

[TREXEL: Right.] Like when the beeper goes off and the flashing thing does a flash, I know all about them.

**HARTRO:** So that's your strongest one. You're medium one is entrepreneurship.

**[Hartro and Trexel mutter in agreement]**

**DAVID:** Yeah, I'm always pretty good at that. Yeah. Yeah, yeah.

**HARTRO:** And your last is your calisthenicals. Not the—

**TREXEL:** You weak little worm.

**DAVID:** Well... I don't walk much.

**TREXEL:** You're a wobbly, little worm.

**IMOGEN:** [beep] Wobble worm detected. Security alerted.

**DAVID:** I am quite wobbly.

**HARTRO:** So, let's play.

**IMOGEN:** [beep] Enhanced roleplay holovision initiated. Oooooooh!

**[enhanced electronic powering on sound]**

**[organ music playing in background]**

**TREXEL:** Oh, okay.

**DAVID:** Um...

**HARTRO:** I've brought you something to wear.

**DAVID:** Okay. Uh...

**TREXEL:** Ooh, is— is this a jerkin?

**DAVID:** And I have a little... a little sort of— a bit of a hat and a bit of a beard. I— I just guess I'll put this on.

**TREXEL:** Sort of all-in-one.

**DAVID:** Yeah, I'll just pop this over my—

**TREXEL:** There's just a beard attached to the hat.

**DAVID:** —my hat.

**TREXEL:** Okay.

**DAVID:** Okay.

**HARTRO:** Okay.

**TREXEL:** What, we just— we just treat it like life.

**DAVID:** Okay.

**HARTRO:** This is— this is your new— this is your life. This is real.

**DAVID:** Real. Okay.

**HARTRO:** This is real.

**TREXEL:** This is real.

**HARTRO:** Okay, so—

**DAVID:** Wait. Uh, could I start? [**wagon wheels squeaking, horse walking**] Do we have to do voices?

**TREXEL:** Yes, that's involved. Do we have—

**DAVID:** Yeah, you're Ortrah—

**HARTRO:** Yes. I— “I have a voice, in Ortrah.”

**TREXEL:** Ortrah has a voice.

**HARTRO:** “Yeah, you— Lambert—” Oh! I forgot the best bit! Oh, okay. Chauncey, anytime you touch alcohol it turns to water.

**[David laughs maniacally]**

**TREXEL:** I don’t want to pl— I don’t want to play this game.

**HARTRO:** This is your special ability. You don’t know how it might help you. It might help you.

**[Trexel sighs]**

**DAVID:** Such a special ability.

**TREXEL:** I don’t like—

**DAVID:** All of those water cocktails—

**TREXEL:** I just— **[sighs]**

**DAVID:** —Chauncey enjoys.

**HARTRO:** And Lambert the 7th.

**DAVID:** Yes.

**HARTRO:** Alright, let me do my Ortrah voice. “Lambert the 7th, you also have a special ability. Whenever you think of a sock, it appears.”

**[thwap]** See— see look!

**TREXEL:** Oh, what a power.

**DAVID:** No! No, I didn’t think of a sock! **[thwap]**

**TREXEL:** What a little power that is.

**HARTRO:** [crosstalk] Oh, sock.

**DAVID:** No, I didn't. I didn't think of a sock!

**TREXEL:** Socks socks sock for Lambert.

[thwap, thwap]

**DAVID:** No, no. No socks. [thwap] There are no socks here.

**TREXEL:** Oh, o-our wagon is piled with socks from all the socks you've been thinking about. [David stammers] I can barely see our wares.

**DAVID:** No, I, [splutters] I push them all out the back of the wagon and they all— they fall in a horrible puddle [wet splat of socks] and die! They're all dead socks.

**TREXEL:** Oh, apolog— I apologise, I apologise, Lambert, we're going to have to stop the cart [gear shift to park] and pick up all of the socks. [wagon stops] I get out of the cart and quickly and efficiently pick up all the socks and put them into the back of the wagon.

**DAVID:** Oh yes, well, um, it's— it's such a shame that all of the fluid on this planet, on Orb 9, is actually vodka. But every time you try to drink from a puddle, turns out it's just dirty scum water.

**IMOGEN:** [beep] This appears to be going suboptimally.

[music starts to distort then clicks off]

**HARTRO:** Okay. I am going to throw dice.

**DAVID:** Uh... is that a good thing?

**HARTRO:** Yeah. Do not flinch. Just receive the blow.

**DAVID:** [sad] Oh. [winces]

**[Hartro throws dice]**

**TREXEL:** Ow!

**DAVID:** Oh!

**[dice clatter]**

**HARTRO:** Stop talking while I'm trying to do my game. **[DAVID:** They're really sharp.] I spent a lot of time on this and you're just going on and on and on and jabber jabber jabber. I haven't even put you on the planet yet! I've just told you about it.

**DAVID:** Oh, so we don't have a wagon?

**TREXEL:** No, I just—

**DAVID:** Wait, so there aren't any socks?

**TREXEL:** **[as a threat]** Yet.

**[music clicks back on]**

**HARTRO:** "Hello. I'm Ortrah. Welcome to Orb 9. I heard that you've travelled from far away to sell your wares. Come, Chauncey and Lambert the 7th, down my waggerly road. Oh, do do, do do. Ooh! Look it. This is the centre square! **[click, crowd noises in background]** You need to get a market stall in the centre square. But, oh! Big John John won't let you unless you impress him. How will you impress Big John John?"

**TREXEL:** Okay. Well, I think— I think I'll take point on this—

**DAVID:** What's your voice?

**TREXEL:** [deep character voice] “I think I’ll take point on this one, Lambert. I— [Hartro laughs] I’m—” [normal] What? What? What?! I’m doing— I’m doing an— an impressive voice.

**IMOGEN:** [beep] Impressive is a relative perception.

**HARTRO:** Okay.

**TREXEL:** “I’m going to impress, uh— I’m going to impress John John with my entrepreneurial skills by presenting a business case as to why I, Chauncey,” [yells in regular voice] *greatest and mightiest of all the merchants of the stars sh—*

**DAVID:** [whispers] Do the voice. Do the voice.

**TREXEL:** “—all the merchants of the stars will have the best market stall there ever has been, so I want to do a presentation.”

**HARTRO:** “Okay, you get to—”

**TREXEL:** “I’ve got a 3— a 3—”

**HARTRO:** “—roll 3. Okay.”

[shakes dice]

**TREXEL:** “Okay, 3 dice for entrepreneurship. Okay.”

**HARTRO:** “Here we go.”

[rolls dice]

**TREXEL:** “Right, I rolled two 6’s and a 2.”

**HARTRO:** “Ooh! Chauncey, that’s so good.”

**TREXEL:** “So, my presentation works really well.”

**HARTRO:** “Yes, it was the best presentation that Big John John’s ever seen and he—”

**DAVID:** Really?!

**HARTRO:** “—he falls over dead.”

**TREXEL:** “Oh, John John! **[John John cries out and then falls down dead]** John John, no!”

**DAVID:** Yeah, that usually—

**TREXEL:** “John John, you had so much to live for!”

**DAVID:** Usually happens when Trexel tries to do anything.

**HARTRO:** “But Big John John’s wife comes up and says you can—”

**TREXEL:** “Uh, oh—”

**HARTRO:** Oh, I’ll do her. **[Big John John’s wife voice]** “You can have Big John John’s stall and here’s a glass of wine to celebrate.”

**TREXEL:** Oh, thank you! I just bring that to my lips.

**[water gurgling sound]**

**HARTRO:** Oh, it’s water.

**TREXEL:** It’s turned to water. **[Hartro laughs]** Wha—?!

**DAVID:** **[sounds like David’s plugging his nose while doing a character voice]** “Looks like it’s happened again, Chauncey.”

**TREXEL:** Is that— is that— is that your Lambert voice?

**DAVID:** “What? Yes.”

**TREXEL:** You're gonna do that— isn't that going to become grating and irritating for everyone involved?

**IMOGEN:** [beep] Glass houses detected. Careful now.

**DAVID:** “What do you mean? I've got a very nice voice.”

**HARTRO:** David 7— [Trexel sighs] I mean, uh, La— Never mind. It— it works. It'll work.

**TREXEL:** Right, okay. Well, I— I now— I— I throw my now useless glass of water onto the floor and [glass shatters] I say, “Thank you kind market woman. I apologise for murdering your husband with the force of my skills.”

**HARTRO:** “But the presentation was so good that she's just happy to have you there selling your wares.”

**DAVID:** “Prithee, nice lady. Was your husband perchance a clone?”

[beat]

**HARTRO:** Um... “You— you can r— you can roll a dice to see if he was a clone!”

**DAVID:** “But— but it was just a question.”

**TREXEL:** It's just a question.

**HARTRO:** Oh... I make the rules!

**TREXEL:** Sorry.

**DAVID:** Um, I know. Okay. Yes.

**HARTRO:** He's rolling a dice!

**TREXEL:** Lambert, roll a dice. Roll a dice.

**DAVID:** Um, well, uh, f-finding things out are— is— is— is very rules make-ny.

**HARTRO:** Yes. “Yes, it is.”

**DAVID:** So I’m going to roll compliance!

**HARTRO:** “That’s only—”

**[dice shake]**

**DAVID:** 3!

**HARTRO:** “No no no no no. Oh... Let’s do 1 though because it was just a question.”

**DAVID:** What? Wait, what—?

**HARTRO:** “So, if you—”

**DAVID:** Wouldn’t that make it harder?

**HARTRO:** “It’s a question and you only get to roll 1 die if it’s a question.

**[DAVID:** But my—] Don’t forget your voice.”

**TREXEL:** It feels like the rules are changing.

**DAVID:** Well, I’m going to try and follow the rules, I suppose. I’m rolling one dice, so... “I do some press-ups to try and impress the John John lady’s wife and I do it with a **[rolls die]** 2.”

**HARTRO:** Ooooh. Oh.

**DAVID:** Is that good?

**HARTRO:** “Oh, poor Lambert the 7th.”

**TREXEL:** I think you’ll find it’s a failure.

**DAVID:** What?!

**HARTRO:** The lady says, “Whatever you do, don’t think about a sock.”

**DAVID:** What? **[thwap]** Oh, I’m not thinking—

**HARTRO:** Oh, uh!

**TREXEL:** Oh! Oh, and there’s a sock! **[thwap]** “Oh, look. **[thwap]** Lambert, Lambert, you know your condition! **[thwap, thwap, thwap]** Stop thinking about socks. We can’t sell any more socks.”

**DAVID:** “What condition, Chauncey? The condition of being better than you?”

**TREXEL:** “No, the condition of thinking about socks and making **[thwap]** them exist.”

**DAVID:** “Well, **[thwap]** uh, eh! I can make infinite matter, so that’s great.”

**TREXEL:** Ah, I try and find a bar.

**HARTRO:** Uh—

**DAVID:** “What are you looking for, a library full of *water*?”

**HARTRO:** “There are so many socks that the two young adventurers get kicked out of the centre square. **[door closes and locks, background sounds turn to birds chirping]** And they mosey—”

**DAVID:** Well, did— didn’t we just get a stall?

**TREXEL:** Yes, but— but you ruined it with all your socks!

**HARTRO:** **[crosstalk]** Yeah, but then you made too many socks.

**DAVID:** What? You said that I did socks!

**HARTRO:** Well, if you could just stop—

**DAVID:** You made me make socks!

**HARTRO:** You keep thinking about them. I'm not saying you had to think about them.

**DAVID:** [crosstalk] [thwap] I'm not thinking of any socks. [thwap] I'm not thinking of any socks.

**TREXEL:** [crosstalk] "Stop thinking about socks, Lambert."

**HARTRO:** [thwap] There you are now!

**DAVID:** David 7 is not thinking of socks! [thwap] Lambert the 7th is not thinking about socks! [thwap] He's thinking about... flowers.

**TREXEL:** Ortrock.

**HARTRO:** "It's Ortrah."

**TREXEL:** Sorry. Ortak. I don't like—

**HARTRO:** "Ortrah!"

**TREXEL:** Ortrah. Sorry. Sorry. I'm sorry. I'm sorry, Hartro.

**HARTRO:** You should be.

**TREXEL:** I'm really sorry, Hartro.

**IMOGEN:** [beep] Honestly, it's not that hard.

**HARTRO:** "Ortrah."

**TREXEL:** I'm sorry, Ortrah-a.

**HARTRO:** "Follow me down this wobbly trail and I'll lead you to a place to wet your whistle."

**[footsteps on gravel]**

**TREXEL:** Oh, good! Oh, wonderful. Wonderful. That's what I've been—  
“That's what I've been waiting for on this world. Says I, Chauncey.”

**DAVID:** “I-Is it called the Watering Hole?”

**HARTRO:** “It's called The Universe's End. It's a pub.”

**TREXEL:** Wonderful. I— I— I walk into the pub **[background noise changes to a pub]** confidently and decree, “It is I, Chauncey, merchant venturer and captain of industry, and I demand vittles!”

**DAVID:** **[stammers]** Lambert says, “Chauncey, isn't it our job, 'cause you might have forgotten about your job—you probably turned up to it late or just *ignored* it for absolutely no reason except that you're a selfish person—”

**TREXEL:** I use my calisthenics to pick up a chair and *smash* Lambert across the head with it. **[shakes dice]** I've got 2 in calisthenics.

**DAVID:** Isn't that against the rules? Is that not against the rules?

**TREXEL:** I've got 2 in calisthenics and I'm going to roll. Alright?

**HARTRO:** Well, let's just— “Ortrah says yes.”

**[rolls dice]**

**TREXEL:** I've got a 5 and a 3 so I think that's a success! **[DAVID: Um—]**  
I pick up a chair and smash it across Lambert's stupid head.

**DAVID:** No, uh—

**[chair smashes]**

**HARTRO:** “Lambert the 7th receives a heavy blow to the head... **[David stammers]** with no way to defend himself except to think of a...”

**DAVID:** ...Cake.

**HARTRO:** Oh, Board.

**TREXEL:** A sock, you fool.

**HARTRO:** A sock!

**DAVID:** Oh, well, now I’m thinking of a sock.

**[thwap]**

**TREXEL:** “Oh, look!”

**[thwap]**

**HARTRO:** “Oh!”

**[thwap]**

**TREXEL:** “Oh, there’s so many socks now filling this **[thwap]** tavern.

**[socks keep appearing]** Would anybody care to purchase this dearth of socks?” I’m using my entrepreneurship to sell the dearth of socks.

**DAVID:** Wait— Are we just— are we just forgetting that you hit me over the head with a chair?

**HARTRO:** Yes.

**TREXEL:** You’re unconscious. No one cares about you.

**DAVID:** I— I try and get—

**HARTRO:** “Lambert the 7th lies unconscious on the floor.”

**DAVID:** What? I’m just unconscious now.

**[socks stop]**

**HARTRO:** “A beautiful barmaid appears behind the counter.”

**TREXEL:** I sidle up to her and say, “Hey there, chicken. Want to dance?”

**IMOGEN:** **[beep]** What even was that? Security alerted.

**HARTRO:** Remember, you’re supposed to be trying to sell things to her as well.

**TREXEL:** “Want to dance with a value sock collection?” And I— I try and sell the socks with my entrepreneurship.

**HARTRO:** Okay, so— Oh, entrepreneur— You’re gonna try for the 3 again?

**TREXEL:** Well, yes. **[HARTRO: Ah.]** I— look, I’m going to play to my strengths. You know, I— I’m a salesman. I’m selling things.

**HARTRO:** Are you gonna— But how— ex— You can’t just say entrepreneurship like that— like that covers everything like an “umbrella. You have to describe what you’re doing.”

**TREXEL:** Okay. Okay. Uh, so— Okay. Right. So Chauncey, Chauncey leans on the bar reaching towards a glass of brandy.

**DAVID:** Am I still unconscious?

**HARTRO:** “Oh, no. No, you’re back. You can come back.”

**DAVID:** Oh, brilliant! I’m gonna try and get Chauncey arrested.

**HARTRO:** “Okay—”

**TREXEL:** Wh— I-I’m trying to sell to this— to this— to this barmaid.

**DAVID:** I'm going to try and get Chauncey arrested. **[Trexel sighs]**  
Because he needs to have consequences for the things he does.

**TREXEL:** Well, maybe sometimes people don't need to have consequences because life's unfair and other people need to accept that.

**HARTRO:** So, do you remember why you're here? What— what's the whole purpose of this game? What are you meant to be doing?

**TREXEL:** Beating Lambert at selling wares on Orb 9.

**HARTRO:** You're working together. He's your *helper*. He's— he— he makes your wares nicer. He fixes them up. He shines them.

**DAVID:** **[irritated]** Well, I try, but Chauncey just refuses, refuses to help at all!

**TREXEL:** Alright. Alright. How 'bout— how 'bout this? I try and sell my wares by rushing over to Lambert and shouting, "Lambert, Lambert, what a terrible accident. I must help you up and lead you to the bar." And— and I— and I lead—

**HARTRO:** Ooh, ooh, ooh. That might impress—

**TREXEL:** —and I lead to the bar **[HARTRO: Yes.]** in order to impress upon the young maiden that I am a helpful, wonderful man who might also have socks to sell.

**HARTRO:** Okay.

**TREXEL:** **[stammers]** What do I— Do I have to roll for that or...

**HARTRO:** I would call that compliance.

**TREXEL:** Comp— I have 1 in compliance.

**HARTRO:** It's like the— it's like the rules of the universe [**TREXEL:** Okay, I j—] and [**stammers**] you know, karma and—

**TREXEL:** But I want it— I want it noted that I am trying. I've got 1 die here to try it with but I am trying.

**DAVID:** Yeah, well—

**HARTRO:** Odds aren't good.

**DAVID:** Good luck.

**TREXEL:** [**grabs die**] Right, okay. I'm trying to help Lambert up.

**DAVID:** Oh, good. After knocking him down.

**HARTRO:** "So you need a 5 or a 6."

**TREXEL:** Yes. Okay.

[**rolls die**]

**HARTRO:** Ooooooh.

**DAVID:** Aw, what a shame.

**TREXEL:** That's— that's a 3.

**HARTRO:** That's no good.

**TREXEL:** That's a 3 so I, well, I—

**DAVID:** Chauncey fails like everything in his life.

**HARTRO:** "Chauncey gets arrested."

[**David laughs, sirens blare**]

**TREXEL:** [yelling] But I was just trying to help! [David continues laughing] David, I am trying— I'm— David, I am trying here.

**HARTRO:** “The Orb 9—”

**DAVID:** You hit me over the back of the head with a chair!

**TREXEL:** I overreacted.

**HARTRO:** “The Orb 9 police come in and they take [handcuffs click] Chauncey away, and all that's left is Lambert the 7th [DAVID: Ooh!] with the wares.”

**DAVID:** “Excuse me, barmaid. Could I interest you in a picture of intergalactic heartthrob and dilettante, Bathin?”

**HARTRO:** Ooooooh!

**TREXEL:** Right, so— [stammers]

**DAVID:** “It's signed!”

**HARTRO:** Let's use—

**TREXEL:** Lambert has to roll 1 for entrepreneurship. Or 2, was it?

**DAVID:** [offended] I have 2 in entrepreneurship.

**TREXEL:** 2. Roll— roll 2 for entrepreneurship.

[rolls dice]

**DAVID:** That's a 5 and a 2.

**HARTRO:** Ooooooooh! [Trexel sighs] Gorgeous Gaia, the barmaid, looooooves Bathin.

**DAVID:** Doesn't everyone?

**HARTRO:** She buys all of your photos.

**DAVID:** All six? Oh, isn't that successful.

**[cash register ding]**

**IMOGEN:** [beep] Warning: all profits, imaginary or otherwise, must be handed over to the Board.

**DAVID:** "Why, thank you kindly, Gorgeous Gaia. Enjoy your six photos of Bathin. You should probably put them up all around your bed so, when you wake up in the morning, you are surrounded by Bathin's nipples."

**IMOGEN:** [beep] Nice!

**[background noises switch to outdoor/bird sounds]**

**HARTRO:** "Back out on the road, poor Chauncey is lying in the gutter."

**TREXEL:** I've been beaten by the local law enforcement because they have *no* sense of justice. I have been trampled upon by not one but two cart horses whilst lying in the gutter. I have three broken ribs. And I am feeling sorrowful.

**HARTRO:** "But up they get, and the little travellers move on down the cobblestone—"

**TREXEL:** I'm covered in mud.

**HARTRO:** Yes, it's— it's been a bad day.

**TREXEL:** And my ribs are broken.

**HARTRO:** ...Boo hoo. You should've rolled better.

**DAVID:** Yeah.

**TREXEL:** I use my calisthenics to try and bind my ribs.

**HARTRO:** “On to the royal baths. **[background sounds turn to baths and dripping water]** Do do dooo! And they travel down to the great Orbertos Royal Baths. Now, here are a selection of different pools. Each pool, you’ll see, is a different colour and has a different temperature and a different sort of rumbling bubble mixture. You need to choose which bath is the correct bath that holds the royal Orberto.”

**TREXEL:** “So what you’re telling me is we’ve come here to find a bath to ‘bath in’.”

**IMOGEN:** **[beep]** Word crimes detected. Security alerted.

**HARTRO:** Y-Yes. Yes. Yes.

**TREXEL:** Great.

**HARTRO:** “But don’t choose the wrong bath or it might be the end of you.”

**TREXEL:** Well, h-how do I evaluate what’s the right bath?

**HARTRO:** “You can ask. Ooh, ask Ortrah questions. Ooooooo.”

**TREXEL:** I just— I’ll just ask Ortrah questions and then maybe Ortrah will— will help me, and maybe I’ll make a right choice for once in my life. May— maybe— maybe Trexel will make a choice and things will go well. Or maybe— maybe, you know what? Maybe Trexel will just not make a choice. Maybe that’s— maybe that’s the choice— **[stammers]** I mean, maybe Chauncey will— will not make a choice. Maybe that will be the right thing to do. I’ll just stay here inert like a tor-toise in the middle of a crossroads doing nothing because, if I do nothing, nothing can go wrong.

I retract my arms and legs **[soft, hollow pops as arms and legs retract]** into my shell and I stop moving.

**IMOGEN:** **[beep]** Unauthorised tortoise detected. **[David sighs]**  
Security hare alerted.

**DAVID:** Fine. Fine. No, yeah. Fine. Lambert also comes in and finds  
Chauncey retracted into his cape and—

**HARTRO:** “Oh, oh, use your— use your Lambert voice.”

**TREXEL:** “Leave me alone, Lambert. Leave me alone. I’m a hibernating  
tor-toise.”

**DAVID:** **[sighs]** “Oh, Chauncey. Well, **[sighs]** although you mess up an  
awful lot, you... probably mean well despite not... ever acting like it. But,  
yes, okay. Why don’t we work out which pool to go into together?”

**TREXEL:** **[upset]** “But I’m gonna ruin it. I’m gonna ruin it, Lambert. I  
always ruin it.”

**DAVID:** **[sighs]** “Don’t worry, Chauncey. Yes, you mess things up, but I  
kind of get the sense that you... sometimes try. **[TREXEL: I do.]** And you  
did save my life that one time in the oubliette of Orb 7.5, so fine. Let’s  
get you up and we’ll work out how to do it together.”

**TREXEL:** Chauncey’s arms and legs gently extend **[soft, hollow pops  
as arms and legs extend]** from his shell and he gets up.

**DAVID:** “Right. Well, lucky for you, I read the manual of this bath and it  
included a map on the back, so let’s just use—”

**HARTRO:** “Wh— What? Where’d you get that?”

**DAVID:** “Uh, I took it from the plinth at the front which said, ‘Welcome to the baths. Please take a complementary manual.’”

**IMOGEN:** [beep] Unauthorised MacGuffin detected. Security alerted.

**HARTRO:** Hmm...

**DAVID:** I-I roll compliance?

**HARTRO:** Mm, yeah. Let’s test— I don’t— I didn’t say you could do that.

**TREXEL:** Sorry, I believe, I be—

**HARTRO:** I jus— That feels a bit like you’ve just made some rules up in the game on your own though.

**TREXEL:** Well, I think that Lambert using his compliance skill has found a— a helpful map guide to the baths so let’s let him roll. [**Hartro splutters**] Let’s let him roll!

**HARTRO:** What— Excuse me?! This is my game! I—

**TREXEL:** Yes, but we’re following— we’re following your rules, Ortarogog.

**HARTRO:** But I didn’t— Ortrah!

**TREXEL:** Ortrah!

**HARTRO:** Ooooooh! [**throws dice at Trexel, they clatter to the floor**] “I will throw the dice when I need to make a point.” Right, I’ll let you have this one. Okay. You can roll dice on this one but after that don’t invent little... maps unless I’ve put them there.

**TREXEL:** I believe in you, Lambert. I believe in you.

**DAVID:** Okay, well, thank you Ortrah. Um... **[rolls dice]** There's a 6, a 4, and a 2 so that's a— a good, right?

**TREXEL:** That is a success.

**DAVID:** **[quietly]** That's a success, yes.

**HARTRO:** That— that— okay fine. Fine. You get a— “you get a map. Part of the map has been ripped though because.”

**DAVID:** Um, which— which— which— which part of the—?

**HARTRO:** “With all the pictures of the pools on it. So you have the descriptions of the pools, but you don't know which ones they go to.”

**DAVID:** Okay, so what are the descriptions of the pools?

**HARTRO:** “Oh, okay. There's ten pools—”

**TREXEL:** Ten?!

**HARTRO:** “—eight of which will burn you instantly alive.”

**DAVID:** Wait, what kind of bath is this?

**HARTRO:** “It's a... it's a terrible bath for those that try **[TREXEL:** Yes, it is a—] to get past that should not come past.”

**TREXEL:** I like this, yes. It's a terrible bath. A terrible, terrible bath to 'bath in'.

**HARTRO:** Okay, I get what you're doing.

**TREXEL:** It's awful. People don't like it. People don't come.

**HARTRO:** We know you don't like Bathin.

**TREXEL:** It's a failing bath.

**HARTRO:** “Two of the baths, however, are delectable, and if you get to those, then you can sell all your wares to the royal family.”

**DAVID:** Okay. And are there any— any indications of which of the two baths would— would be? Or do we just—?

**HARTRO:** “Well, if you had the whole map, of course.”

**DAVID:** Oh, um. Well, **[stutters]** I go and get another map?

**TREXEL:** Can we do that?

**HARTRO:** No.

**TREXEL:** Can we just keep on doing things again until they work?

**DAVID:** Oh, I don’t know.

**IMOGEN:** **[beep]** You could but it would spoil the fun.

**HARTRO:** Just go up to a bath and... look at it. And I’ll tell you what it looks like and then you decide what you want to do. Okay?

**DAVID:** O-Okay.

**TREXEL:** Here’s an idea. How about... Chauncey finds an orderly and tries to barter with them with a pile of freshly imagined socks. **[thwap]**

**DAVID:** Okay, right. Fine. Fine! Yes, okay. Well...

**TREXEL:** Yes, so— so Lambert needs to think— think of some— think of some socks, Lambert.

**[David grunts, socks start appearing]**

**TREXEL:** Oh, so— “so many socks. So many socks.” **[socks stop]** And now I— now I walk over to— to the orderly and say, “What ho, good sir.”

**HARTRO:** [orderly voice] “Hello.”

**TREXEL:** “I see your feet are uncovered and chilly on this stone floor, are they not?”

**HARTRO:** [orderly voice] “Uh, I don’t normally wear anything on my feet.”

**TREXEL:** “Well, perhaps [thwap] today is the day you should change your life, young man.” And I— and I present to him a kindly, well-woven pair of socks, like that [thwap] that a parental unit would sew for a child on maybe, let’s say, their twelfth birthday.

**HARTRO:** Okay, how— how do you present them? “How would you present them, Chauncey?” [thwap] This— we’ll use calisthenics.

**TREXEL:** What? No, no! Uh, no, this is entrepreneurship. This is entrepreneurship, surely!

**HARTRO:** No, no, no. Do you flip in the air? [Trexel sighs] Do you— do you sneak around him and— and present them from behind?

**TREXEL:** Okay, okay. I’ve got it. I’ve got it. Uh, a— Chauncey is going to hide behind a nearby plant pot and *leap* out holding the socks shouting, “Socks for you!” [thwap] And that’s how— and that’s how he’s going to do it.

**HARTRO:** “Okay, well, we will roll, and we’ll see how it goes.”

**TREXEL:** Right.

[rolls dice]

**HARTRO:** Ooooooh!

**TREXEL:** That's a— that's a— that's a— well, that's a 1 and a 2. What does this—

**HARTRO:** “Ortrah is very unhappy!”

**DAVID:** It— What? Is— is that bad?

**TREXEL:** **[crosstalk]** What does this mean? What happens?

**HARTRO:** “1 and a 2 is a critical failure!”

**TREXEL:** Well, what does that mean?

**HARTRO:** “The man gets so scared when you *fly out* from behind the pot that he takes his—” **[orderly voice]** “well, I take my fishing line **[fishing line reel noise]** and I snag both **[snag]** Chauncey and Lambert the 7th, and I flip them into the pool that eats them up.” **[splash, hissing]**

**TREXEL:** Wha— so, okay, couple of—

**DAVID:** **[crosstalk]** Wait, we— Did we just die?!

**TREXEL:** Couple of things, Hartro—

**HARTRO:** Yes!

**TREXEL:** —couple of th— Ortrah. Couple of things, Ortrah. So you're telling me not only does my critical failure kill Lambert—

**DAVID:** Yeah!

**TREXEL:** —but we are killed with a fishing pole with dual hooks that this *pool attendant* happens to have.

**HARTRO:** **[orderly voice]** “I am not a pool attendant. I am... the guard of the royal family.”

**TREXEL:** Well, that wasn't made clear! I thought I found a pool attendant!

**HARTRO:** "You didn't ask! Ortrah knows all. She would have told you if you asked."

**DAVID:** Well, well, uh, well, **[sighs]** fine. No, I suppose we're dead and the game's over.

**TREXEL:** We were— yeah. We're dead and the game's over.

**DAVID:** So, Ortrah no longer; Hartro now.

**IMOGEN:** **[beep]** Enhanced roleplay holovision terminated. Aww.

**[enhanced electronic powering off sound]**

**HARTRO:** I—

**TREXEL:** Now Hartro only. Ortrah gone.

**DAVID:** 'Cause Lambert and Chauncey—

**TREXEL:** Dead.

**DAVID:** —dead now.

**HARTRO:** Well, I can't help it if you kill yourselves on level 3! I had 8 other challenges for you!

**DAVID:** You... you killed us! I didn't—

**TREXEL:** You— you—

**HARTRO:** I didn't kill you! You threw the dice! I— **[stammers]** I spent a lot of time on this! I— I organised this whole game. I wore outfits and... you ruin everything!

**DAVID:** Well, I—

**HARTRO:** You ruin everything!

**DAVID:** **[sighs]** Well, I— Fine!

**HARTRO:** Give me that! Give me the clothes—

**[clothes fall]**

**DAVID:** Fine. Just take the clothes.

**TREXEL:** **[crosstalk]** Fine. Why— take off my jerkin.

**HARTRO:** You spoil everything.

**DAVID:** Well— **[sighs]**

**TREXEL:** Sorry, Hartro, but you— **[stammers]** it was quite obliquely ruled and— and— and it feels like you were kind of quite punitive in the way that you... you managed it. And... I don't— Did you want us to fail?

**DAVID:** Do you think maybe you over-thought it a bit?

**TREXEL:** Maybe you over-thought it a little bit.

**HARTRO:** Excuse me. No. No, I thought about it precisely the right amount of... thinking. I've— I created an opportunity for you to become better salespeople and you just ruined it.

**TREXEL:** Well... **[huffs]** well now we've failed, Hartro. What— what happens?

**HARTRO:** **[menacing]** I think you know what happens—

**TREXEL:** **[afraid]** No.

**HARTRO:** —Chauncey.

**TREXEL:** Oh, Hartro, please. No! Hartro. My jaw's just recovered!

**HARTRO:** No thinking of socks will help you now.

**TREXEL:** Oh, go— **[Trexel muffled mouth full of foot noises]**

**DAVID:** I— I am deeply uncomfortable right now.

**HARTRO:** Well, you can have one too, David.

**DAVID:** No, what?! No!

**HARTRO:** There you go!

**[David muffled mouth full of foot noises]**

**HARTRO:** You should have played my game better. **[both Trexel and David make muffled protests]** And there we go.

**[both spit out feet]**

**[David cries out]**

**TREXEL:** The rare double footing.

**[David cries out some more]**

**HARTRO:** I do what must be done.

**DAVID:** I think that was the worst thing that's ever happened to me.

**TREXEL:** Really?!

**DAVID:** I think so. Genuinely, yeah.

**TREXEL:** How?

**IMOGEN:** **[beep]** That literally cannot be the case.

**HARTRO:** I'm taking my game and I'm going now.

**[packs up game]**

**TREXEL:** It's lovely to see you, Hartro. I— I suppose we'll see you in a—  
in a bit.

**HARTRO:** And this is for you. Thanks for playing. Signed picture of  
Bathin just so you remember your foolish, foolish attempts.

**TREXEL:** **[sighs]** Thank you.

**DAVID:** Um, can I keep the lil' figurines? 'Cause—

**HARTRO:** No!

**DAVID:** Well, they're quite nice.

**TREXEL:** David, you can have the picture of Bathin.

**DAVID:** Ooh! Thank you very much! I'm gonna put that in the drawer!

**[door swooshes closed]**

**TREXEL:** Well, that was... eventful.

**DAVID:** Um... I'm not... not quite sure what— what— what just  
happened.

**IMOGEN:** **[beep]** No one will ever be sure.

**TREXEL:** I think, David, it's... it's best not to question this one too much.  
Do you know why?

**DAVID:** 'Cause we'll get a foot in a mouth?

**TREXEL:** We'll get a foot in the mouth. Did you like the foot in the  
mouth?

**DAVID:** I— I— I made it very clear I didn't.

**TREXEL:** Well, in which case, just let's— let's just push on through 'cause I... I get the feeling this might be kind of all Hartro's got right now so I— I think it's gonna be a— full on.

**DAVID:** Right.

**TREXEL:** And, uh, **[stammers]** well, I'm sorry.

**DAVID:** What?

**TREXEL:** **[defensive]** What?!? Y-YOU SHUT UP! Goodbye!

**[doors swooshes closed]**

**DAVID:** What, was that a— **[splutters]** Was that— Did he just apologise? **[pause]** I just— Fine. I'll take that. That's... im...provement? I guess?

**[show theme starts]**

Created by: Tim Meredith and Ben Meredith

Producer: Katie Seaton

Executive Producer: Alexander J. Newall

Editing: David Devereux and Elizabeth Moffatt

Music: Samuel D.F. Jones

Artwork: Anika Khan

## **Cast**

I.M.O.G.E.N. – Imogen Harris

Hartro Piltz – Jenny Haufek

David 7 – Ben Meredith

Trexel Geistman – Tim Meredith