

Armchair Adventures: An Interactive Story Podcast For Kids

A Magical Theme Park Adventure.

Part 1.

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

Music Armchair Adventure Theme Song:

*On an armchair adventure you can go anywhere you like,
On an armchair adventure imaginations fly.*

Connie: Good morning, good evening, good afternoon wherever you're listening from adventurers! The voices of today's adventurers are:

Adventurers say their names.

Connie: Hi everyone!

Children: 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 head to [patreon.com](https://www.patreon.com/armchairadventures) and search Armchair Adventures for more info!

Connie: I'm glad you could all join us. On this episode we're going on an adventure with... drum roll please!

SFX drum roll

liiiiiiiiiit's Linda!

Connie: Hello Linda. How are you?

Linda: Very well, thank-you, Connie. I'm excited for my adventure.

Connie: Me too. Be good to have a bit of distraction.

Linda: Why? Is something wrong?

Connie: Not really. I don't know. I'm probably just being silly.

Linda: Go on...

Connie: I've just got a sort of nervous, jangly feeling. I'm hoping an adventure will help me shake it off.

Linda: What is it you're worrying about?

Connie: Well, I'm seeing someone I haven't seen for a long time.

Linda: And are you not looking forward to it?

Connie: Not really, to be honest.

Linda: Oh dear. Do you not get on?

Connie: I don't know. We did. But I'm worried we won't anymore.

Linda: I see.

Connie: She's my Mum's friend's daughter – Ava. We always got on really well when we were little. But we were just kids then. She's had this proper cool exciting life since then. She's been everywhere.

Linda: Connie, you run a travel agency... Think of all the adventures we've been on!

Connie: I know but this is different. Ava's super cool. She's into all this cool stuff. She's travelled. Real travelling. Like on a sleeper train, with a massive backpack and everything. She's done sky diving, white water rafting. She speaks four languages. And not just the phrases you pick up on an app. What if she thinks I'm just a big boring baby?

Linda: Oh, Connie.

Connie: Anyway, I don't really want to talk about it. I know I'm being silly.

Linda: We don't have to talk about it if you don't want to. But for what it's worth, in my experience, you don't need sleeper trains and backpacks for something to be exciting. There are adventures to be had anywhere. My grandchildren have taught me that.

Connie: Really?

Linda: Really. I love taking them on a day out. Just getting on a train – seeing somewhere new, through new eyes.

Connie: I bet you organise a great day out. But today, you can have a break from organising. And you can have a break from me moaning on. Come on, where do you want to go?

Linda: Do you know, talking about my grandchildren – we've always loved theme parks. Maybe we could go on a theme park adventure?

Connie: That's a great idea- exciting, exhilarating. That's just the kind of thing I need. Let's get all my customers on a group telephone chat. Because with an Armchair Adventure, 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 dialling in the Armchair Adventures customers.

Everybody: Hello, hi etc.

Connie: Hello everyone, how are you all doing?

Everybody: Great, thanks. Can't complain. Excited for our next adventure etc.

Connie: How do you all fancy a theme park of the imagination?

Pauline: Oh, I love a theme park. When I was growing up, I lived near Belle Vue Zoological Gardens –an amusement park in Manchester, where I live. It's closed down now.

Hazel: I remember Belle Vue– there was an elephant there and all kinds of rides.

Pauline: I used to feel like I'd been on adventure to another world, even though it was only down the road.

Linda: That's what a good theme park does – takes you out of yourself.

Pat: Being spun until you're dizzy on the waltzers.

Ronnie: The big dipper at Blackpool.

John: My Dad's false teeth came flying out on one of the rides at Blackpool. Eh you know, he had us searching the beach to find them!

SFX False Teeth Chattering.

Connie: What about you join-in adventurers? Can you tell us about your favourite rides?

SFX Ding

Adventurer: I like the flying aeroplanes, wheee!

Adventurer: My favourite is the carousel. Giddy up!

Adventurer: I like the log flume, getting soaking wet.

Adventurer: I've got a great picture of me and my family on the rollercoaster – you should see my mum's face.

Anne: Oh dear, I'm not one for rides me.

Connie: Come on, Anne. It'll be an adventure.

Linda: If you don't like the rides, I'm sure we can find something else fun for you to do.

Hazel: There's usually plenty of delicious things to eat.

Teresa: And there's always other fun as well as the rides –

Nina: Like facepainting or puppet shows...

Connie: You will like the rides though, Anne. I'm sure you will.

Anne: Okay, I'll give it a try. I won't be getting on any big ones, though.

Ada: Me and you can find the teacups, take it easy.

Anne: Oh yes, I love the teacups.

Connie: This is going to be a real thrill seeker's adventure. Exciting. Adrenaline packed.

Linda: Connie, hang on- you do know you've got nothing to prove, don't you? As long as we all have fun.

Connie: Yeah, I know. I know. Now, come on. An armchair Adventure to the theme park of our dreams, here we go.

Music Armchair Adventures Theme Tune.

Scene 2.

The gang arrive at the theme park.

SFX Music from the theme-park rides.

SFX Laughter and screams.

Connie: Would you look at this place!

Ada: It's enormous.

John R: And loud!

Jan: All those rides, all blasting out music.

Keith: And just listen to those screams!

SFX Screams

Connie: That's the sound of adventure.

Anne: I'm not sure about this...

Connie: What are you talking about? This place is amazing! I bet Ava would love it here.

Nina: Who's Ava?

Linda: She's an old friend of Connie's.

Connie: She's coming to stay soon.

Linda: From what Connie says, it sounds like Ava is the adventurous type.

Steve: An adrenalin junkie, hey? I've met a few of those.

Connie: And this is exactly the kind of place I think she'd like.

Linda: That doesn't mean you have to though, Connie...

Cyril: I think it looks amazing.

Pat: I can't wait to explore.

Lynn: It certainly smells good...

Teresa: Hmm...Deep fried donuts - delicious!

Jan: And the fried onions for the hot dogs.

Hazel: Oh, I really fancy some sticky sweet candy floss.

Connie: What about you adventurers, what theme park snacks would you like to eat?

SFX Ding

Adventurer: I like a big tub of popcorn.

Adventurer: I like the fizzy drinks best.

Adventurer: Oh yeah, I love cherryade!

Adventurer: I like those massive lollypops.

Adventurer: Yum yum!

Connie: Those snacks do sound delicious. But first, we need to find the biggest most thrilling ride.

Linda: I think we're going to need a map...

SFX A mystical sound – like a genie appearing from the bottle.

Park Owner: Did somebody say map?

Steven: Where did he come from?

Park Owner: Welcome to my playground of wonders. Theme park of dreams.
Fairground of fantasy. Amusement park of imagination. Carnival of....

Lynda: We get the idea.

Park Owner: Oh.

Connie: We're so excited. We're going to ride on literally everything.

Linda: We just need a map...

Park Owner: Allow me...

SFX A fanfare

The theme park owner takes out a scroll of paper.

SFX Rustle of paper

Keith: Here, let me see that.

Pauline: There must be some mistake.

Linda: This isn't a map – this is just a blank page!

Park Owner: Well, exactly. This place is whatever you want it to be... The map hasn't been drawn yet...

Connie: But...

SFX A mysterious flash/bang.

Ronnie: He's gone!

Lynda: Disappeared in a cloud of candyfloss pink smoke.

Steve: Talk about magic and mystery. I'm even more excited to explore now.

SFX Another mysterious flash/bang.

Park Owner: *(Terms and conditions voice)* Ride at your own risk. guests accept that they have a duty to take reasonable steps to ensure their own safety. Terms and conditions apply.

Anne: Risk? I don't like the sound of that...

Lynn: I'm getting a bit nervous myself...

Teresa: Come on, it'll be an adventure...

Nina: Nerves are part of the fun.

John R: Gets the adrenalin pumping!

Connie: That's the spirit. Come on. Let's get going!

Jan: But without a map, how will we know where the rides we want to go on are?

Connie: We'll go on all of them, of course.

Ada: That's a lot of rides, Connie...

John R: We'll be here all night.

SFX A mysterious flash/bang.

Park Owner: (*Terms and conditions voice*) Gates close 6pm sharp. No exceptions.

Linda: We really had better get going then.

Pauline: I'd feel more confident if we had a map!

Connie: Come on, guys. Off-roading, adventuring beyond the beaten track. It'll be fun!

Cyril: That carousel looks like a good place to start.

Pat: Oh, yes I do love a carousel.

Lily: It's beautiful.

Jan: Look at those exquisite painted horses.

Steve: Choose your horses everyone.

Lynda: I love this one with the sparkling mane.

Nina: I'm going to ride this one – his name is Victor.

Connie: Adventurers, what does your carousel horse look like? Do they have a name?

SFX Ding

Adventurer: I'm going to ride this horse with a golden mane.

Adventurer: My horse is a sparkly unicorn.

Adventurer: My horse is called Juno.

Adventurer: Mine isn't a horse at all, it's a dinosaur!

Adventurer: Mine is a donkey, she's called Izzy. Eeyore!

Hazel: Some of us should stand and watch – so we can wave as you go by.

Linda: Good idea, I love doing that – seeing my grandchildren's faces as they whizz around.

Cyril: And someone needs to hold the coats.

Ada: Not me, I'm going on.

Ronnie: Me too. I love a carousel!

Lily: Come on.

Keith: All aboard.

Connie: Everybody on? Off we go.

SFX Carousel Music

Nina: Hold on everyone, round we go.

Keith: Smile and wave!

Anne: I feel like the Queen.

Connie: Adventurers, smile and wave from your carousel horse.

SFX Ding

Adventurer: I love seeing everything go blurry as we spin.

Adventurer: I'm going so fast.

Adventurer: I like to imagine that I'm riding a real horse

Steve: I'm getting dizzy.

Cyril: Is it just me, or is this thing getting faster?

John R: We're really spinning now.

Lynda: Doesn't it look wonderful, whirling and spinning.

Pauline: I think that horse just winked at me...

Jan: I don't think these are ordinary carousel horses.

Steve: That man did say this wasn't just any old theme park...

Anne: Keith, what are you wearing? Where did you get that top hat?

Keith: Top hat? What are you talking about?

Teresa: Wait one minute, they do look different.

Lynn: Ladies in beautiful dresses, men in top hats...

Linda: They look like they're from another era. .

Pauline: The carousel – it's spinning them back in time!

SFX A sci-fi whooshing sound

Ada: I always wanted to be a Victorian lady.

Cyril: Yes, but what if it takes us further back...

Keith: Woah...I don't want to be riding this horse into some Medieval battle.

Connie: We need to slow this carousel down before we spin all the way back to the Middle Ages...

Hazel: What's going on? Did I miss something?

Teresa: Hazel, where have you been?

Hazel: I told you I fancied candy floss...

Linda: The carousel is out of control...

Keith: We're being spun back in time.

Anne: I can see the whole of history flying past...

Connie: Heeeelp!!

Jan: I've got an idea. Horses like sugar, don't they?

Pauline: So?

Linda: Hazel's candy floss!

Hazel: What about it?

Jan: See if you can tempt the horses with your candy floss, stop them spinning out of control...

Joanna: Great idea!

Hazel: Here boy, here boy...

SFX horses whinnying

Keith: I think you've got their attention.

Steve: That's it. Whoah boy, slow down.

Walter: The horses have stopped spinning.

Nina: I think it's working.

Ada: They're looking at the candy floss.

Pat: The horses are coming over.

Hazel: Here boy. Over here.

Pauline: Good horse.

Jan: Hold your hand nice and flat Hazel, for them to eat it.

SFX Horse munching

Cyril: I think they like it.

Hazel: Hey, save some for me!

Jan: We'll get you some more Hazel.

Pauline: At least it worked. The carousel has come to a complete stop.

Connie: Thank goodness for that. Good thinking guys!

Anne: Finally. Let me off.

Lily: Is everyone okay?

Keith: My head is spinning!

Joanna: That was amazing!

Pat: I've never spun so fast!

Cyril: You won't get me on a carousel again any time soon.

Ada: The horses were lovely, though.

Jan: I'll be sad to say goodbye to mine.

Ada: I've got an idea. Now the horses are off the carousel, why don't we ride them to the next ride?

Nina: Great idea.

SFX Horse neighing

Promo swap

Connie: *Before we explore more, let's pause our journey of the imagination. There's something I'd like you to listen to. It's another podcast I think you'd enjoy...*

Advert plays

Connie: *Welcome back adventurers. Are we ready to clamber about our carousel horses and find our next ride?*

Promo swap ends

SFX Horse neighing

Steve: Giddy up, horses.

Lily: Where to next?

They ride off to explore the theme park.

SFX Horses clip-clopping

Ada: That lazy river looks fun.

Steve: I love a water ride.

SFX Water lapping and splashing

Connie: Do you think we'll need life jackets?

Lily: Good idea.

Cyril: Better safe than sorry.

Jan: It depends how confident a swimmer you are.

Connie: Wait, no, I'm probably being silly. Where's my sense of adventure?

Linda: Connie, being adventurous doesn't mean doing things where you don't feel safe.

Keith: In fact, usually, feeling safe means you can have more fun.

Nina: That's right.

Cyril: Besides, there's nothing wrong with looking the part.

Steven: Why don't we all wear them?

Ada: Come on, life jackets on everyone.

Connie: Well, okay, if everyone wants to. You too adventurers, get your life jackets on for the lazy river ride.

SFX Ding

Adventurer: My life jacket is bright orange.

Adventurer: I'm going to fasten mine extra tight.

Adventurer: My life jacket has a little whistle.

Adventurer: It's really bright so everyone can see me.

Jan: Now, into our boats.

Anne: It's a bit wobbly.

Connie: In you get adventurers, climb aboard our wibbly, wobbly boats. How does it feel?

SFX Ding

Adventurer: It's harder to balance than I thought.

Adventurer: Whoaaa!

Adventurer: I can feel the water rocking us.

Adventurer: It's a bit wobbly.

Connie: Well done adventurers.

Ada: Everybody in? Let's go.

Steve: What a lovely feeling. Bobbing about on a boat.

Walter: Feel the cool fresh water.

Joanna: What a beautiful gentle ride.

Linda: Oh look, they've decorated all around the ride.

Jan: Pictures of plants and animals.
Lily: All lush and green.
Steve: It looks like we're going into a tropical rainforest.
Keith: I think there's something wrong with the air conditioning.
Pat: It's boiling!
Cyril: Sweltering hot.
Lily: It feels tropical.
Linda: I don't think this is any old lazy river ride...
Jan: It feels like we're sailing along the amazon.
Keith: Look they've got statues of all the animals.
Ada: I can see monkeys in the trees.
Nina: And beautiful painted birds.

SFX Tropical birds calling

Walter: I don't think those are statues!

SFX Roar

Lily: Lion!
Cyril: Mountain lions can't swim, can they?
Ada: Let's not hang about to find out!
Keith: Paddle!

SFX Splashing sounds

Connie: We need you too adventurers, can you paddle harder? How does it feel?

SFX Ding

Adventurer: The water is so splashy.
Adventurer: I can feel my muscles aching.
Adventurer: We have to keep going.
Walter: Quick. Round this bend.
Connie: Thanks adventurers, that was really fast paddling.
Jan: Phew, I think we've left that lion behind.
Joanna: The water's choppier here.

Keith: I think they've fixed the air conditioning anyway.
Steve: This water is freezing.
Nina: Blocks of ice floating past.
Jan: I don't think we're in the Amazon rainforest anymore.
Ada: Everything around is white as snow.
Linda: This ride is sailing us around the world!
Walter: I'm starting to feel a bit seasick.
Jan: And what's that up ahead?
Pat: The water sounds wild.
Everyone: Waterfall!!

SFX Roaring, gushing water – getting louder

Steve: We're going right over the waterfall.
Pat: Hold on tight everyone.
Ada: This is bigger than any log flume I've ever been on!

Everyone screams as they go over the waterfall.

SFX Loud splashing, as they fall out their boats

Jan: We've capsized!
Keith: Man overboard!
Linda: Good job we put these life jackets on after all.
Connie: Swim everybody.
Walter: But which way?
Cyril: I don't fancy swimming back past that mountain lion.
Nina: Or through those frozen waters.
Keith: How will we find the exit?

Music: Beautiful wordless singing from the mermaids

Linda: Can you hear that?
Ada: It's the most beautiful singing I've ever heard.
Pat: It's coming from deep under the water.
Keith: Mermaids!

Jan: Yes look, there are mermaids down there.
Nina: I saw a flash of a shimmering tail.
Pauline: The tail was waving, beckoning.
Cyril: I think they want us to follow them.
Pat: They're showing us the way out.
Connie: Swim everyone. And you too adventurers. Tell us what it feels like to follow the mermaid's song to safety...

SFX Ding

Adventurer: I've never swum with mermaids before.
Adventurer: Look at their beautiful hair.
Adventurer: Their tails are making ripples in the water.
Adventurer: I'm going to race this merman.
Connie: That was amazing!
Linda: We made it.
Connie: The mermaids have led us safely to shore.
Cyril: Now that's what I call a water ride!
Keith: I'm wet through!
Ada: Worth it though. I think I want to go on it again!
Connie: You can't do that – we're here to have new experiences, not the same ones over again.
Linda: But if that's what she thinks she'll enjoy, Connie...
Connie: I know but we're so short of time... There's so much more to see and do.

SFX Magic, mystical genie from the bottle sound again

Park Owner: Remember gates close at six o'clock...
Steve: How does he keep popping up like that?
Nina: Creepy.
Connie: This is a disaster. We're never going to get round all the rides on time.
Linda: Maybe we should split up, that way maybe we won't all get to go on everything, but at least we'll all get a turn on our favourite rides.
Ada: Good idea.

Steve: That sounds like a plan.

Connie: Okay, fine. What's the biggest, scariest, most exciting ride here?

Cyril: That rollercoaster over there looks pretty massive.

Steve: I've never seen so many loop the loops.

Connie: Right. I'm heading for that one, then.

Linda: Connie, are you sure?

Steve: I'll come with you. I love big rides.

Jan: Me too!

Hazel: And me. I love roller coasters, the faster the better.

Keith: I'm heading to the ghost train. I love a good fright.

Connie: What about you adventurers? Which ride will you choose?

SFX Ding

Adventurer: I'm heading to the ghost train too.

Adventurer: I'm going to the massive rollercoaster.

Adventurer: I'm heading towards the twister.

Adventurer: I'm going for a bounce on them giant trampolines – woo!

Connie: Come on then, roller coaster riders. Follow me this way.

Joanna: Into your seats everyone.

Steve: Pull down the safety harness.

Walter: And don't forget to hold on tight!

SFX Mechanical sounds: the ride is starting

Linda: The ride's starting!

Jan: Chugging its way up to the top.

Walter: I love this bit, the feeling of anticipation in your belly.

Steve: Climbing higher.

Lily: And higher.

Cyril: And higher.

SFX Cranking sound, as the rollercoaster carts move

Connie: And you adventurers, ride the roller coaster with us. Ready? We're high up at the top and we're going down...

Steve: Don't look down. We're off.
Connie: How does it feel, adventurers?

SFX Ding

Adventurer: I feel like I'm flying.
Adventurer: This is so scary.
Adventurer: This rollercoaster is really, really fast.
Linda: Loop the loop everyone!
Walter: My stomach flipped.
Everyone: Whoah.... Whee.... Etc etc
Cyril: Is it nearly over? I can't look.
Lily: Not yet.
Steve: One more enormous loop the loop.

SFX A whooshing, speeding sound

Everyone is screaming in excitement.

Linda: That's it. We're shuddering to a halt.
Nina: I feel a bit wobbly after that.
Steve: That was incredible!
Lily: I loved it in the end.
Hazel: I felt like I was on the top of the world.
Linda: Connie, are you okay? You look a bit green.
Cyril: You went very quiet on the ride.
Connie: Fine. I'm fine. (lying) That was great. Brilliant. Best ride I've ever been on. Can't wait to tell Ava all about it. (Changing the subject) Look! There are the others. Hey, guys having fun?
Keith: That ghost train was terrifying, spine-chilling...
Ada: And completely brilliant!
Connie: How about you Pauline? What have you been up to?
Pauline: You wouldn't believe the Ferris wheel we just rode. They served us cream tea at the top of it!
Pat: The views were out of this world.

Connie: What did Anne think? Not too high for her?

Pauline: Anne? She wasn't with us. I thought she was with you...

Connie: She wasn't on the rollercoaster. Keith, is Anne with you?

Keith: Oh no, you'd never get Anne on a ghost train.

Steven: Where is she then?

Everyone: Anne! Anne! Where are you?

Connie: Adventurers, can you help us call Anne?

SFX Ding

Adventurer: Anne, where are you?

Adventurer: Anne!

Adventurer: Anne, shout back if you can hear us.

Linda: It's no good - she'll never hear us over the noise of all these rides.

Pauline: We have to find her.

Hazel: But there's no map.

Ada: How will we know where to look?

Linda: We'll have to retrace our steps.

Steve: And quickly – you know what he said, gates lock at six.

Keith: We can't leave Anne locked in all night.

Connie: Right. Let's split up into search parties. Adventurers, we need some time to get organised. Can we find Anne before she's locked in? Find out in the next episode... and see where our adventure takes us next!

Music: Armchair Adventures theme tune