

Armchair Adventures: An Interactive Story Podcast For Kids

A Magical Theme Park Adventure.

Part 2.

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

Music: Armchair Adventures theme tune

Connie: G'day, afternoon or bonne nuit wherever you're listening from adventurers and Welcome back to part two of our theme park adventure! The voices of today's adventurers are...

Adventurers all say their names.

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 head to patreon.com and search Armchair Adventures for more info!

Connie: So, the last time we saw you, we were on an adventure, exploring a theme park...

SFX Magic, mystical genie from the bottle sound.

Park Owner: A theme park? I think you mean the theme park, Fairground of fantasy. Amusement park of wonder. Carnival of....

Pauline: Yes, yes. We get the idea.

Steve: You'll get used to that guy popping up.

Linda: It has been quite the adventure, so far.

Connie: Which is exactly what I need because my Mum's friend's daughter, Ava, is coming to visit soon and she is really adventurous and cool and I really need to prove I'm not just some boring kid.

Linda: Connie, is that why you're doing this? Because you have absolutely nothing to prove.

Connie: I don't mean it like that. I just mean it'll be good to have something exciting to chat to her about. You know, two totally radical, thrill-seeking adrenaline junkies together...

Linda: Connie, that stuff is great, if it's what you really like...

Connie: Ah Linda, can we just drop it? We're not talking about me. We're talking about your adventure so far. Where was I?

Steve: We started by riding the carousel.

SFX Carousel music.

Pat: We thought it would be a gentle ride.

Cyril: But then it started spinning wilder and wilder...

Pauline: Taking us travelling back through time...

Ada: I quite liked being an elegant Victorian lady on her horse.

Keith: But we were worried about how far it would go...

Pauline: So, Jan had the genius idea of tempting the horses with candyfloss...

Hazel: My candyfloss.

Pauline: To get the horses to stop spinning.

SFX Horse neighing

Hazel: And it worked.

Nina: So, we rode our horses to the next ride.

Ada: The lazy river.

Linda: But it turned out to be not so lazy at all.

Cyril: The river took us through tropical climates...

Steve: And frozen streams.

Nina: Eventually, crashing over a waterfall.

SFX Roaring, crashing water

Keith: And capsizing.

Pat: Luckily, a shoal of beautiful mermaids helped us find the way out.

Music: Mermaids wordless singing

Cyril: After all that, we weren't sure how much time we had left to explore.

Linda: So, we split up so that we'd all have time to look around.

Keith: I love being spooked so I headed straight for the ghost train.

Pat: And I don't like rides that go too fast, so I went to the Ferris wheel.

Steve: And Connie took some of us on the most enormous rollercoaster in the whole theme park.

Connie: And it was great. Brilliant. Totally not unpleasantly anxiety inducing at all.

Linda: Connie, it really is okay if you didn't like it...

Connie: I had a great time. We all had a great time.

Keith: Until we realised, we'd lost Anne.

SFX dun dun dun

Everyone: Anne, Anne, where are you? Anne?

Steve: She can't have gone far...

Connie: And now we have to find her.

Steve: And quickly because....

SFX Magic, mystical genie from the bottle sound again

Park Owner: The gates will be locked at six o'clock. Prompt

Steve: Yeah, what he said.

Linda: The problem is, we haven't got a map.

Cyril: And this place is enormous.

Hazel: There are so many rides all with different entrances and exits, so, you don't always get off where you got on.

Connie: Adventurers, what would you do if you were lost in a busy place like a theme park?

SFX Ding

Adventurer: I would stay still and shout my grown up's name.

Adventurer: I'd check I was in a safe place and stay right there.

Adventurer: That's better than wandering off.

Adventurer: Yeah, my grown up could find me then.

Adventurer: If I was still lost – I'd look for a safe adult who worked at the theme park and ask them for help.

Connie: That all sounds very sensible.

Keith: The trouble is, I don't think Anne is as sensible as you lot.

Hazel: And we haven't got much time.

SFX Magic, mystical genie from the bottle sound again

Park Owner: The gates will be locked at six o'clock prompt.

Everyone: Yes, we know!

Linda: I think we should retrace our steps, that way we're bound to find Anne.

Pauline: Fine by me – I'd love another ride on the ferris wheel.

Cyril: You'll have a great view from up there, you might even be able to spy Anne.

Lily: Good thinking.

Connie: Okay, I'll head this way.

Keith: And I'll go this way.

Ada: I'll come with you.

Hazel: As long as we don't end up back at that lazy river. I don't want to get wet again.

Pat: Luckily, we've still got our carousel horses.

Steve: Riding them will speed things up.

SFX Horses clip-clopping along

Nina: Giddy up horsey.

Connie: Come on gang. Let's find Anne.

Scene 2.

Connie: Where are we?

Linda: I don't remember coming this way...

Steve: I can't even see the enormous roller coaster.

Linda: We must have taken a wrong turn.

Cyril: Look, we're at the ghost train.

SFX Creepy wailing ghosts

Nina: It looks really creepy!

Connie: Adventurers, imagine the creepiest ghost train you can think of. What can you see?

SFX Ding

Adventurer: I can see ghosts floating up to the roof.

Adventurer: So spooky.

Adventurer: Vampires!

Adventurer: They've got pointy teeth.

Adventurer: There's a skeleton.

Adventurer: Is that a zombie?

Connie: Sounds terrifying.

Pauline: I've got an idea, why don't we ride it?

Connie: Erm – did you not hear how spooky this ride is?

Pauline: I know but it is a train after all. It might take us closer to Anne.

Nina: I'm not sure, I've never been a fan of things that go bump in the night.

Steve: Keith had a great time on the ghost train, though, remember.

Pat: That's right – he loved it.

Pauline: And if it helps us get to Anne...

Connie: Okay, come on. All aboard the ghost train everyone.

Linda: You can sit next to me, Nina. Squeeze my hand if you get scared.

SFX The ghost train chugging along the tracks.

Cyril: It's getting dark.

Lily: Really dark.

SFX Ghosts howling

Hazel screams.

Pat: What was that?

Hazel: Someone touched me.

Linda: They can't have, there's no one there.

SFX Scurrying spiders

Pauline: Look at those spiders, they look so lifelike.

Steve: They could almost be real.

Hazel: Those spiders are real!

Linda: This isn't just any old ghost train.

Hazel: We're in a magical theme park, remember?

Steve: That means anything goes.

SFX Rattling bones.

Cyril: And talking of going, those skeletons are moving.
Nina: And they're coming after us!
Pauline: They're chasing us – rattling their bones.
Cyril: The ride is nearly over.
Nina: I can see light at the end of the tunnel.
Steve: But the skeletons are catching up.
Hazel: And this train is crawling along so slowly.
Nina: I could run faster than this.
Pat: I think we should!
Cyril: Run for it!
Connie: Quick everyone, jump out your train carriage and run.
Pat: Watch out for the cobwebs!
Connie: And you join in adventurers. How does it feel running through the ghost train?

SFX Ding

Adventurer: I'm confident I can run faster than a skeleton
Adventurer: It's hard to run in the dark
Adventurer: I feel like I'm in a computer game
Adventurer: I hope I don't trip on any cobwebs
Connie: Well done adventurers.
Linda: We've nearly made it.
Pauline: I can see bright lights.
Cyril: We're out of the ghost train.
Nina: We made it!
Linda: Nina, are you okay?
Nina: I told you I don't like ghost trains!
Connie: Catch your breath, adventurers. That was a close one. How are you feeling now?

SFX Ding

Adventurer: I'm out of breath now.

Adventurer: That was a close one.

Adventurer: I'm glad we made it.

Adventurer: I can feel my heart pumping.

Linda: Wait one minute, we might be out of the ghost train – but look! So are the skeletons!

SFX Rattling bones

Steve: You're right. The skeletons are coming.

Hazel: Squinting in the sunlight.

Pauline: They're following us.

Pat: Over there, the dodgems.

Steve: Quick everyone, jump onto the dodgems.

Cyril: We need to get away!

Connie: Start your engines everyone.

Linda: Let's drive!

SFX Engines starting.

Steven: I prefer to call them bumper cars because the best bit is when they go bump.

SFX Bump

Cyril: Hey, watch it!

Steven: Sorry, Cyril.

Pat: Did you see that? Every time you bump into someone in these bumper cars there's an explosion of glitter.

Lily: Like fireworks.

SFX Fireworks

Pauline: These bumper cars are fantastic.

Linda: Uh-oh – it looks like those skeletons agree.

Steve: They're climbing into their own dodgem cars and coming after us.

Hazel: They can't see very well though.

Pauline: They're used to living in the dark and gloomy ghost train.

Steve: They don't like the bright colours and flashing lights.
Nina: There's only one thing for it, bump them!
Connie: And you adventurers. Steer your bumper cars right into the skeletons who are chasing us. How does it feel?

SFX Ding

Adventurer: I feel like a stunt car driver.
Adventurer: These bumper cars go so fast.
Adventurer: The bumping is the best bit.
Cyril: I bumped right into that skeleton.
Hazel: It was a skeleton. Now it's just a pile of bones.
Steve: They crumble when you crash your car into them.
Nina: Keep bumping everyone.

SFX Bumping and explosions of fireworks.

Connie: This is fun!
Hazel: Look at the beautiful colours as we bump.
Steve: I think we've seen all those skeletons off.
Connie: What a ride.
Linda: You seemed like you really enjoyed that one, Connie.
Connie: I did. In fact, I liked it so much I could go on it again. I liked testing my skills, feeling in control.
Hazel: I'd love to go on again too, but we'd better keep looking for Anne.

Promo swap

Connie: Wait, before we set off looking again, 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. Now, we really need to get looking for Anne again.

Promo swap ends

Connie: Hey look, there's Keith and the others.

Keith: Any luck finding Anne?
Pauline: Not yet. How about you?
Ada: We haven't found her either.
Keith: We did find that Ferris wheel you told us about though, Pauline.
Ada: The one where they serve you cream tea at the top.
Pauline: Did you love it?
Ada: Actually, it was a bit slow for me.
Pauline: That's what I liked. It felt like floating in the clouds.
Ada: I enjoyed the cream tea though.
Keith: Except the Ferris wheel jolted just as I was digging in and I ended up with a face full of squirty cream.

SFX Squelching cream

Ada: And we're still no closer to finding Anne.
Keith: Where did you guys look?
Nina: We ended up on the ghost train.
Keith: Lucky you. Wasn't it fantastic?
Nina: Are you crazy? It was terrifying. I was shaking.
Linda: I could tell you were scared from the way you were gripping my hand. I'm sorry we made you go on it.
Connie: You weren't scared on that enormous rollercoaster, though?
Nina: No, I suppose not.
Linda: Everyone is different, Connie. We all find different things frightening. Just like we all like different things.
Keith: *(An idea striking him)* That's it.
Connie: What?
Keith: I know exactly where we'll find Anne.
Ada: You do?
Keith: The teacups.
Ada: Of course.
Pat: It was the only ride she said she wanted to go on.

Connie: I didn't think she meant it. You can't come to a theme park and only ride the teacups.

Linda: You can if that's what you enjoy Connie.

Cyril: It's good to try new things.

Pat: But it's also okay to know what you like.

Ada: Like the Ferris wheel, Pauline loved it – but it wasn't for me.

Hazel: And I'd be happy to never get on a ghost train again.

Connie: You really think that's where Anne is?

Keith: I'm certain.

Linda: That's great – now we know exactly where to look. The only question is, where are the teacups?

Nina: I don't think we've passed them.

Steve: Look for the tallest thing around. We need somewhere with a good view.

Connie: Not that rollercoaster, not again. (*Correcting herself*) I mean, I would go on it again, happily. I'm just worried for everyone else.

Linda: Connie, stop.

Pat: You don't have to pretend to like things you don't.

Hazel: Not to impress us.

Linda: Not to impress anyone.

Connie: All right, fine. I love the theme park. I love the smells of the delicious foods and the buzz in the air, I love the sounds of everyone having a good time. I really liked the bumper cars. And I think I'd like teacups. But maybe, just maybe massive, terrifying rollercoasters might not be for me.

Linda: Connie, that's fine. We're here at the theme park because I thought there'd be something for everyone to enjoy. So, let's find those teacups, eh?

Pat: You wanted somewhere high up?

Steve: That's right.

Pat: How about that Helter-skelter?

Lily: It's massive.

Ada: I bet we'd get a great view from up there.

Cyril: Grab a mat each and we'll climb to the top.

Nina: That's a lot of stairs.

Connie: Come on adventurers, let's climb to the top of the Helter skelter. Can you describe what it's like?

SFX Ding

Adventurer: There are so many steps

Adventurer: My legs are aching

Adventurer: Phew!

Adventurer: I'm so out of breath

Adventurer: I feel like I'm climbing to the top of the world.

Connie: Made it. We're at the very top of the Helter-skelter.

Hazel: We can see everything from here.

Pat: The Ferris wheel.

Keith: The ghost train.

Hazel: The flashing lights of the dodgems.

Steven: A balloon seller.

Lily: The carousel.

Keith: And look, over there.

Cyril: The teacups!

Linda: I can see Anne, riding round and round.

Everyone shouts Anne

Connie: I don't think she's heard us. We need your help too, adventurers...

SFX DING

Adventurer: Anne, we're up here!

Adventurer: Wave if you can hear us, Anne.

Adventurer: Anne, look we're on the helter-skelter.

Adventurer: Anne look up here!

Connie: That was really loud adventurers, thank you.

Cyril: She's heard us.

Lily: She's waving.

Steve: Hold tight Anne, we're coming to get you.

Pat: Fantastic. I'm so relieved we've found her.

Lily: Just one problem.

Nina: The teacups are right on the other side of the theme park.

Ada: And we're running out of time...

SFX Magic, mystical genie from the bottle sound again

Park Owner: The gates will be locked at six o'clock. Prompt.

Cyril: He's really not kidding. Look there's a groundskeeper with a big bunch of keys heading to the gates.

SFX Keys jangling

Hazel: (*Calling*) Stop, don't lock up yet!

Ada: We're going to get locked in.

Connie: Well, Helter-skelters are fast, let's whizz down. When we get to the ground, we can make a plan. Ready everyone? Let's slide.

SFX Whoosh

Steve: This is the slidiest slide I've ever slid on...

Hazel: We're whooshing so fast, it feels like flying.

Linda: Hold on, I think we are flying...

Keith: That's impossible.

SFX Magic, mystical genie from the bottle sound again

Park Owner: Nothing is impossible here!

Steve: You again?! You have to stop doing that. Creepier than a ghost train.

Park Owner: Haven't you noticed? This is a theme park of the imagination. My rides don't always behave how you'd expect...

Keith: You mean we really are flying?

Linda: That's given me an idea. We can fly our Helter-skelter matts like flying carpets to get to Anne.

Lily: Great thinking.

Cyril: We'll be there in no time.

Connie: Hold on tight everyone. Let's fly!

SFX Whooshing, as they fly through the air.

Everyone – weee, whoah, this is amazing etc.

Connie: One problem, how do you land these things?

They tumble to the ground.

SFX Crash

Cyril: That's one way to do it.

Keith: Anne, we've found you!

Anne: There you all are! I was wondering where you lot had got to.

Connie: I'm glad we're all back together now.

Anne: I'm sorry Connie. I know you wanted me to be more adventurous, but the teacups really are my favourite ride.

Connie: That's okay, Anne. You shouldn't have to apologise for liking what you like.

Linda: It's good to hear you say that, Connie.

Hazel: It's great to try new things. But it's okay to try something and then decide it's not for you.

Ada: Marching to the beat of your own drum doesn't have to mean doing the most outlandish, outrageous things.

Steve: The most interesting thing you can be, is yourself.

Linda: Me and my grandchildren don't share all the same interests but what I love is seeing the world through their eyes, understanding why they like what they like. If this old friend of yours...

Connie: You mean Ava?

Linda: If she's really a friend, or even a potential friend...

Pat: Someone you could get to know and connect with...

Linda: Then she won't want you pretending to like stuff just to impress her. She'll be interested in finding out what really makes you tick.

Anne: Even if it's a nice sit down and a cup of tea.

Connie: Thanks guys. You've really helped me feel less nervous about her visit.

Linda: Now, come on, it's not quite six o'clock. I think we've all got time for one more ride, what does everybody fancy?

Music: SONG – 'Live Life Like A Theme Park'

Linda: What a great armchair adventure. I've had a wonderful time.

Everyone: Me too! This was a great adventure etc.

Connie: And now it's time to say goodbye to our journey of the imagination and get back to reality.

The customers all say goodbye

Connie: End. Call. Now.

SFX phone down

Connie: Lovely.

Music: Armchair Adventures Theme Tune.

This was a Made by Mortals Production, generously funded by the Arts Council of England.