

Hard to Walk on Both Feet!

Orange = ambient

Green = industrial

Red = Human-made or easy to record

Blue = Dialogue and bg muttering, laughter (can also be recorded in many cases)

Purple = other/found sounds

Yellow = Music on/off/lowered

(Outside)

- Mountain air
- Birds flying overhead and chirping
- Cicadas
- Faint Muttering nearby from the crowd

[A Bell sounds]

Caller: All aboard! The airship will be leaving shortly - have your tickets at the ready!

Main Character: [Walking up echoey steel steps. Paper crumpling in hands with a light sigh.]

Captain: What've we got here? [Paper crinkles again]

Oh! You're my second hand today, huh?

[Faint: People talking in the background and shuffling]

Captain: Hmm... [pausing as he contemplates the character, birds still in background]

This'll have to do. Follow me - to the bridge!

[The captain hums, leading them through the passenger rows. They pass through the crowd, with some more shuffling, faint laughter, chatter, the wood floor creaking and their footsteps. A heavy iron door swings open and then closed behind them as they step inside.]

(Inside)

[Wooden creaking throughout the scene, occasional footsteps and shuffling through paper on a desk]

Captain: I'm your Captain Tolee, and this here is her gloriousness, *Eleanor the XVIIth!* Well, my left hand is absent today, so you'll be takin' after him. Put your gloves on, now. [Sound of gloves passing into M.C.'s hands, leather stretching]

M.C.: Okay, then.

Captain: One of the easiest parts is you'll do your lift-off alternating this lever here... [grunt as reaching over, gentle wooden wobbling sound] with this one here, while you press the floor valve up and down with your foot. Once you're off, make sure to press the RED switch down - and LEAVE it there! Now, give the foot pedal a pump or two.

M.C.: [a few sounds like air compressing/decompressing, similar to a bike pump or mattress pump]

Captain: Great, there ya have it!

M.C.: And how do we stay in the air after all that?

Captain: Why, the mist currents, of course! They act as a circuit to fuel the engine! And these little suckers, too.

[hits a wooden door twice with his fist; a wooden door opens up and two creatures are running on a type of hamster wheel - which is running slowly currently, making cute creature sounds.] (Leave out in favour of boiler room scene?)

Captain: [Petting one] Who's a good girl???

Captain: And, one thing you *absolutely* can't forget! Someone's gotta be watchin' the wheel at all times! That's how ya know you won't hit a wall, or crash into somethin'.

M.C.: Right. Got it.

[The same bell from outside rings again]
[Adventurous music starts playing]

Captain: There's our cue! Start by alternating the hand levers!

[Throttling, wooden sound (needs to be similar to the one before). One switch goes down, one switch goes up, repeating]

[The walls stir, the propeller starts sounding above]

Captain: There ya go! Now, the foot pedal! We're not done yet!

[Foot pedalling sound, (similar to before) and then a shaking, shuddering sound as if the entire ship is shaking to life for a moment]

Captain: That's the mist engine down below - she's startin' up!

[Heavy breathing from the M.C.]

[Adventurous music begins to quiet, and the airship takes on a steady shake, propeller ambience]

Captain: Not bad, for your first try! Now. Just know that the levers work in the opposite to what you're thinkin'! If you wanna turn the ship left, the right hand lever stays up, and you come back here to the wheel! But you shouldn't have any trouble, eh?

M.C.: [Worried sigh]

Captain: Now, what'd Griselda leave today...ooohhhh, onion rolls, eh? A lady after my own heart... [munching sounds]

Well! Time to go check on the folks down in the engine room! You'll be fine, right?

M.C.: H-hey, wait!

[The iron door swings open again and heaves shut]

M.C.: [Talking to self, as the animals chirp in the background] Right one goes up... or was it the left one? Eh, I'm sure it'll be fine.

[He steps over to the wheel, slight wheel rotating/wooden sound]

Narrating: The view was like nothing I'd ever seen. The Raven's falls cascaded down against the grey-blue mountains, opening up to an endless sky. That was, until...

[Concerned / scary sound / music interrupting]

Narration: There was another airship turning straight in our direction.

M.C.: Oh no... oh no no no no. Uh, Captain Tolee!?

[Frantic breathing, stepping back over to the levers, pulling one of the switches up and then compressing the foot pump. Grunting sounds as pulling the hand levers up and down]

[The ship jolts, a sort of **powering down** sound momentarily and then the crowd in the cabin sounds shocked]

[Footsteps outside running down the hall]

[Door swings open]

Captain: What are ya doin'!?! That's it, down to the engine room with ye!

M.C.: Uh-whoa! [Pulled by the back of neck, door opening again, kicking him in the direction of the stairway as Captain leads M.C. to the stairs]

[You can hear a much fainter version of the engine ambience from the top of the stairs]

Captain: Down there! Now!

M.C.: Oh, man... [heavy breathing rushing down the steps, slowly hearing the sounds of the engine room - like a wrench hitting a metal surface, steam, **valves opening/closing (Similar to the one before, echo as if there is a quieter version with different timing)**, footsteps and muffled shouting.]

Engine Room worker: You there! We gotta steer this thing far to the left! Grab that wheel at the end of the row and send it!

M.C.: On it! [Running footsteps across the wood, steam valves spraying at their feet. The wheel gets cranked once, it takes some force, and then the steering gets faster and faster.]

[More faint shouting] Hold!

[Pause]

Engine Room worker: A few more, nice and slow! Hold on!

[The airship trembles again]

Engine Room worker: Go, now!

[Slow creaking]

They wait as part of the engine seems to shudder to life, stabilizing, the extra 'rumbling' coming to a halt, any voices go quiet.

[Shout from the distance] All clear at South?

Engine Room worker: [shouting] All clear! You're good to go. Go check on the bridge!

[M.C. runs down the boardwalk and back up the stairs, and then back to the bridge.]

[Animals squeaking, the 'hamster wheel' spinning quickly]

M.C.: Captain, we made it. Captain Tolee...? [A few footsteps as he approaches and spins the Captain's chair around.]

Captain: [Loud snoring]

