



The Story Pirates Podcast
Season 4
Episode 2 - “An Alliance”

>>LEE: Hey everybody, it's Lee from the Story Pirates Podcast! Today's episode is part two of our season 4 premiere and it is VERY exciting. We have a blue moon, birds that peck people's heads, a huge ocean trench, eternally clogged toilets, and Rachel and Eric's race to the treasure! All that and more coming up in a minute, right after this quick word for the grownups.

[BOAT HORN]

>>VO: Previously on The Story Pirates Podcast...

>>RACHEL: How about you get into your submarine and you and I have a little race?! First one to the edge of that trench up ahead gets dibs on the treasure.

>>ERIC: Fine! You're on.

[BOAT HORN]

SFX: Ship engine roaring

>>NIMENE: Rachel you have to slow down! The ship isn't meant to go this fast!

>>RACHEL: Must... get... to... trench. Must... trench... trench... time... now!

SFX: Ship speeding up

>>ALL: Ahhhh!

>>LEE: Rachel, you always do this!

>>PETER: This is exactly like when you made us all take part in a hot air balloon race! Wait, did I dream that?



>>LEE: No, that actually happened!

>>PETER: Or when you made us all put on wigs and dance around a pile of snails shouting “SNAIL IT UP!!” Wait, did I dream *that*?

>>LEE: Uh... yes.

>>PETER: Oh man! It felt so real!

>>RACHEL: Quiet you two, I’m focusing on racing. Ooo that treasure’s so close I can practically taste it. And it tastes like... treasure. Salty, sweet, not edible.

>>MEGHAN: Rachel, listen to me. No treasure is worth putting everyone at risk!

>>RACHEL: Don’t you see?! If I find the treasure on this map, it’ll finally put me on the map!

>>PETER: On the treasure map?

>>RACHEL: No Peter, it’s an expression. A turn of phrase. You know like, “Two wrongs don’t make a right” or “SNAIL IT UP!”

>>PETER: Wait a second....

>>RACHEL: If we’re gonna beat Eric to that trench, we’ve gotta go faster. Time for hyper-hyper-speed.

>>NIMENE: Oh no no no no no.

SFX: Ship engine revving up even more

>>LEE: What’s oh no?!

>>NIMENE: I put “hyper-hyper speed” on the controls as a joke! You know, to bring a little humor to the navigation system. The ship can’t actually go that fast!!

>>LEE: Why?!

>>NIMENE: Because it’ll crash!!



>>ALL: Ahhhhh!

>>PETER: Snail it up!

THEME SONG

[BOAT HORN]

>>KID: I love Story Pirates!

>>KID: I just like writing stories. (laughs)

>>KID: That's a good one.

>>KID: Alright!

>>KID: Work hard and never give up on your story.

>>KID: Say I can do this and like, I believe in myself.

>>KID: And that inspired me that jokes are very funny.

>>KID: The Story Pirates.

[THEME SONG ENDS]

[BOAT HORN]

>>LEE: Welcome back to The Story Pirates Podcast, everyone!

>>MEGHAN: Where we take stories written by kids—

>>PETER: And turn them into sketch comedy—

>>NIMENE: And songs!



SFX: Ship speeding up

>>ALL: Ahhh!

>>MEGHAN: Rachel, we're going too fast!

>>RACHEL: I will be the first to that trench and the treasure *will* be mine!! If anything, we're not going fast enough!!

>>LEE: Rachel, you are out of control!

>>RACHEL: Or am I more in control than ever before?!

>>LEE: What?

>>NIMENE: Clearly we're not getting through to her. How about we do a story?

>>MEGHAN: Good idea.

>>LEE: Alright listeners, this first story is a bit calmer than what's going on right now with Rachel. It was partially inspired by the idiom "Once every blue moon..." Here's the author to introduce it!

>>MONROE: Hi my name is . I'm 6 and I live in Minnesota. This is my story, Blue Night.

BLUE NIGHT

MUSIC: Dreamy synth arpeggio

>>CHORUS: (sung)
MM MMM...

>>KID 1: Everybody the blue moon's here!

>>KID 2: Where?



>>CHORUS: (sung)
MM MMM...

>>NARRATOR:

ONCE EVERY BLUE MOON (MM MMM...)
EVERYTHING THE MOON BEAMS TOUCH TURNS BLUE (MM MMM...)
ONCE EVERY BLUE MOON (OOOOOO/MM MMM...)
EVERYTHING THE MOON BEAMS TOUCH TURNS BLUE

IT LASTS FOR ONE WHOLE WEEK
AND IT'S A JOYOUS TIME FOR CELEBRATION (BLUE NIGHT)
EVERYONE COMES OUT INTO THE STREET
EXCEPT IN THE BLUE LIGHT AS AN INVITATION

AND WE'VE GOT BLUE FIREWORKS
AND BLUE BALLOONS
BLUE CONFETTI AT THE READY
AND BLUE FONDUE
WE'VE GOT BLUE BANANA PEELS
AND BLUE CARTOONS
IF THE SIDEWALK'S BLUE THEN YOUR SHOES ARE TOO
WE'VE GOT BLUE FIREWORKS
AND BLUE BALLOONS
BLUE CONFETTI AT THE READY
AND BLUE FONDUE (KID: Blue fondue!)
WE'VE GOT BLUE BANANA PEELS
AND BLUE CARTOONS
IF THE SIDEWALK'S BLUE THEN YOUR SHOES ARE TOO

AND WE PAINT OUR FACE BLUE (KID: Can you paint my face please?)
CELEBRATE OUR PLACE IN THE UNIVERSE

OOOOOOOOOOO MMMMMMMMMMMM

WE WAKE UP (KID: [yawns] Good morning!)
AND EVERYTHING RETURNS TO ITS OWN COLOR (KID: Everything
changed!/Where did all the blue go?)
I GUESS I'LL HAVE TO WAIT ANOTHER YEAR TO CELEBRATE
WAIT



BLUE FIREWORKS
AND BLUE BALLOONS
BLUE CONFETTI AT THE READY
AND BLUE FONDUE
WE'VE GOT BLUE BANANA PEELS
AND BLUE CARTOONS
WHEN THE SIDEWALK'S BLUE THEN YOUR SHOES ARE TOO
AND WE'VE GOT BLUE FIREWORKS
AND BLUE BALLOONS
BLUE CONFETTI AT THE READY
AND BLUE FONDUE
WE'VE GOT BLUE BANANA PEELS
AND BLUE CARTOONS
WHEN THE SIDEWALK'S BLUE THEN YOUR SHOES ARE TOO
WE'LL HAVE BLUE FIREWORKS
AND BLUE BALLOONS
BLUE CONFETTI AT THE READY
AND BLUE FONDUE
WE'VE GOT BLUE BANANA PEELS
AND BLUE CARTOONS
WHEN THE SIDEWALK'S BLUE THEN YOUR SHOES ARE TOO

AND WE'LL PAINT OUR FACES (KID: Can I paint your face?)
CELEBRATE OUR PLACE IN THE UNIVERSE (KID: The whole universe.)

>>ALL: Wow!/Really cool!/So good!

>>PETER: Well, that was great. Except it doesn't change the fact that we are DANGEROUSLY SPEEDING THROUGH THE OCEAN.

>>RACHEL: We're almost there!

>>NIMENE: Rachel, you're steering us too close to the floor! We're going to crash before we even get to the trench!

>>RACHEL: Just a little further!



SFX: Crash!

>>ALL: Ahhhhhh!

>>NIMENE: Oh no! We crashed right into the ocean floor. Let me try to get us out.

SFX: Engine stalling

>>NIMENE: We're stuck in the sand!

>>LEE: Is everyone okay?

>>ALL: Yes./Yeah./I'm fine...

>>RACHEL: I'm not okay! Now Eric will win the race and be first to the treasure and my dad will be proud of him instead of me!

>>LEE: What? Rachel, that makes no sense!! Is that what this is about? Your treasure hunting dad being proud of you?

>>RACHEL: Well yeah. I mean among other things.

>>NIMENE: What other things?

>>RACHEL: Isn't it obvious? I'm a nothing. A no one. There's a whole planet full of people that look identical to me! That have my name! And my face! And my weird mole! I'm not unique or interesting or different. I'm just... I'm just one of a million identical individuals all living on a planet together in perfect peace and harmony. I'm not special at all.

>>MEGHAN: Rachel, everything you just said makes you incredibly "interesting." What is your definition of that word?

>>LEE: Plus, we don't know those other Rachels, so to us, you are the only you!

>>RACHEL: Oh well. It's too late for life lessons. Look at Eric's submarine zipping towards the mouth of the trench so he can declare his victory against me. I can't even bear to look. I'm turning away.



SFX: Engine stops

>>NIMENE: Wait a second, he just stopped!

>>RACHEL: (echo-y) Huh?

>>MEGHAN: Look, his submarine stopped up ahead and it's... it's turning around!

>>RACHEL: (echo-y) Turning around?

>>MEGHAN: And now it's headed back towards us!

>>RACHEL: (echo-y) Back towards us?

>>PETER: A giant lasso is shooting out of his submarine!

>>RACHEL: (echo-y) A giant lasso?

>>NIMENE: And the lasso is wrapping around our ship so he can pull us to safety!

>>RACHEL: (echo-y) Pull us to safety?

>>LEE: Rachel, why don't you just turn around and look out the window so we don't have to keep narrating everything that happens.

>>RACHEL: Ugh fiiiine. Whoa! He turned around and lassoed our ship so he can pull us to safety!

>>LEE: Right, we just said that.

>>NIMENE: Look, he's doing it! He's pulling us out.

>>ALL: You can do it, Eric!/Almost out/Etc.

SFX: Rumble sound

>>MEGHAN: We're out of the sand!

>>ERIC VO: Come in, Story Pirates, do you read?



>>ALL: We read!

>>PETER: I like movies too!

>>ERIC VO: Aren't you gonna invite me in?

>>LEE: Opening the garage!

SFX: Garage opening

SFX: Ship landing

SFX: Door opening

>>ERIC: Oho! I'm back. That was quite a little pickle ya got yourselves in. Glad I could help.

>>RACHEL: Well, aren't you going to gloat? The treasure is yours. You won fair and square.

>>ERIC: Gloat? No way. Not my style.

>>LEE: And what is your style?

>>ERIC: Two words. Cozy. Pants. But that's beside the point. The point is that I'm not going to win the race because I never wanted to win the race to begin with. I want to work together. I'd like to move onto your ship!

>>RACHEL: *Gasp!* Wait, am I the only one who gasped?

MIDROLL

>>ERIC: I want to work together. I'd like to move onto your ship!

>>RACHEL: *Gasp!* Wait a second, am I the only one who gasped? That felt awful. Why didn't anyone else gasp?



>>MEGHAN: Probably because the idea of working together didn't seem shocking to anyone else?

>>RACHEL: Okay. Harsh truth. I love it. Go on.

>>ERIC: It's true that I'm looking for the treasure. But it's also true that I don't exactly know where it is.

>>RACHEL: Same!

>>ERIC/RACHEL: Because I only have half of the map! What?! *You* have the other half of the map! Yes! I have the other half of the map! What a twist!

>>ERIC: Wait a second. Where did you find your half?

>>RACHEL: In the pocket of a pair of surfboarding shorts!

>>ERIC: Yellow with little flowers on them?

>>RACHEL: Those are the ones! Wait! Where did you find your half of the map?

>>ERIC: I didn't find it. It was passed down to me, by my Nana. Because she *made* the map.

>>ALL: *Gasp!*

>>LEE: Gasp!

>>RACHEL: Okay great now I'm the only one who *didn't* gasp. You... fantastic. You know I think it's because I haven't been around you all in the while, so I'm sort of like off my gasp game. Which you know I'll I'll I'll get better at coz I was a pretty good gasper. Anyway... wait... so your Nana made this map??

>>ERIC: That's right.

>>RACHEL: So she knows where the treasure is?

>>ERIC: Well that's the thing. The map doesn't lead to treasure.

>>RACHEL: It doesn't?



>>ERIC: Here, put my half together with yours and you'll see.

>>RACHEL: Okay let's see. Map to the Treasure of The Lost City of Nethernabosia. You're telling me this map actually leads to an entire lost underwater city.

>>ERIC: Yup. All my life, my Nana would tell me stories about The Lost City of Nethernabosia.

MUSIC: Memory fade
SFX: Flashback sound

>>CHILD ERIC: Nana, Nana, tell me a story!

>>NANA: You want the one about the goose?

>>CHILD ERIC: No!

>>NANA: The one about the potato?!

>>CHILD ERIC: (Laughing) No! You know the one!

>>NANA: Ohhh. I see. You want the one about the Goose Potato.

>>CHILD ERIC: (Laughing even more) No Nana I want the one about the Lost City!

>>NANA: Of course. The Lost City of Nethernabosia. I found it when I was just a little girl. I was out for a dive when I saw something shimmering in the distance. I dove deeper to get a closer look...

MUSIC: Memory music fades and story trails off
SFX: Flashforward sound

>>ERIC: She would tell me these amazing stories about her adventures in Nethernabosia. All the incredible, magical, things she saw there. The creatures she met. The secrets uncovered. She would visit it every summer until one day she dove down and it wasn't there. For years she searched, but to no avail. And worse, the longer she searched, the less she remembered. I guess memory is funny that way. So one day she sat down and she drew this map, using everything she could recall. At some point the map got torn. I don't know how or why. All I know



is that I found one half in my Nana's attic three years ago, and you found the other half in some of her old shorts.

>>LEE: You're trying to finish your grandmother's story.

>>ERIC: That's right. But I've been traveling alone for so long and I haven't gotten any closer to the treasure. I could really use the help. And the friendship. And the higher ceilings. And the better lighting. And the... whoa! Is that a chocolate fountain but instead of chocolate it has chili in it?

>>PETER: (proudly) Yes it is.

>>ERIC: Well I want that too, then.

>>MEGHAN: I for one would love to help you.

>>LEE: Me too!

>>PETER: Me three!

>>NIMENE: Me four!

>>SIEGFRIED: And me!

>>BABY WITH A MUSTACHE: And me!

>>ROLO: And me! I am also here!

>>RACHEL: Oh, I see how it is. You wouldn't help me find the treasure but you'll help him? A guy you just met.

>>LEE: You see how this is extremely different, right? We're the Story Pirates. He's trying to finish a story. Complete a journey! Find peace for his Nana. You're just trying to, what, get rich?

>>RACHEL: And powerful. Okay, yeah, now I'm seeing how it's actually quite different.

>>ERIC: I also make a mean carrot cake.

>>RACHEL: (intensely) I love carrot cake.



>>ERIC: (equally intense) So do I.

>>RACHEL: Fine. Eric, my former enemy, I would be honored to find the Lost City of Nethernabosia together. As a team.

>>ERIC: Woohoo!

>>ALL: Yayyy!

>>ERIC: Alright, let's put our pieces of the map together and see what we do next.

>>RACHEL/ERIC: Whoaa.

SFX: Magical chimes

>>RACHEL: Looks like our next move is to make our way over this big scary trench. Jake's Trench, it says.

>>ERIC: Ah yes, of course, Mariana's cousin. But wait, my Nana's handwriting is a little hard to read. This doesn't say we go over the trench.

>>RACHEL: It doesn't?

>>ERIC: No, we have to go down into it.

>>RACHEL: Into the scary trench?

>>ERIC: What an adventure that'll be!

>>LEE: Rachel, why do you suddenly look so pale?

>>NIMENE: And why are you staring really intensely into the middle distance?

>>MEGHAN: And why are you silently mouthing the word "no" over and over.

>>RACHEL: You know how I used to be afraid of heights?

>>ALL: Of course, we all remember.



>>ERIC: Not me. I'm new.

>>RACHEL: Wellll, I'm *still* afraid of depths. Like, very afraid.

>>PETER: Don't worry, Rachel. We'll help you get over this fear too.

>>RACHEL: How will you do that?

>>LEE: Well, maybe while we dive down into the trench, we can distract you by doing another story!

>>ALL: Yeah!!

>>LEE: Ok listeners, have you ever felt unlucky? Like no matter what you do, things just won't turn out right? If so, you may relate to the main character in this next story. And here to introduce it is the author!!

>>MIA: Hi. My name is Mia. I'm 10 years old and I'm from Massachusetts. This is my story, The Unlucky Man.

THE UNLUCKY MAN

MUSIC: Sitcom-style opening theme song jingle

>>SINGERS: (singing)

SOME *PEOPLE* ARE LUCKY, BUT THIS GUY'S NOT
HE'S DAVE, THE UNLUCKY MAN

>>DAVE: Hi, I'm Dave! Oh– [hits mic]

SFX: Mic falls and we hear something break

>>DAVE [now from a distance with mic swinging]: –shoot. Sorry, did I break the microphone? That is my bad.

>>SINGERS:



HE'S DAVE, THE UNLUCKY MAN!

SFX: Store door jingle

>>STORE OWNER: Hello, and welcome to Ralf's rest stop. The only rest stop for the next 400 miles.

>>DAVE: Boy, am I glad to see you! Could I use your restroom, please?

>>STORE OWNER: Oh well of course you could!

>>DAVE: Oh thank goodness

>>STORE OWNER: If it weren't permanently clogged!

>>DAVE: Permanently?!

>>STORE OWNER: [laughs]

>>SINGERS:

OH DAVE, WHAT AN UNLUCKY MAN

>>WOMAN: Oh excuse me, sir.

>>DAVE [startled]: Oh, hello. I didn't see you there.

>>WOMAN: I'm sorry, but I couldn't help but notice you nervously trying to cross this deserted desert road.

>>DAVE: Oh, yes. You see, whenever I try to cross the street, I always somehow manage to get splashed by a passing car.

>>WOMAN: Well, I don't think you have to worry about that here.

>>DAVE: (polite laughter) You're right of course. I don't see a car for miles and there certainly aren't any—

SFX: Car vrooming by VERY fast

SFX: Puddle splash



>>DAVE: Puddles?!?!

>>SINGER:

OH MAN, WHAT AN UNLUCKY DAVE

SFX: Store bell jingle

MUSIC: Quiet fancy bookshop

>>BOOKSHOP OWNER: Hello. And welcome to my fancy bookshop.

>>DAVE: Wow, you certainly have a *lot* of books in here.

>>BOOKSHOP OWNER: Yes. And they are all very rare and expensive.

>>DAVE: I'll be sure to be careful. I'll just take a look at this one book here at the end of this very long single shelf.

(beat)

SFX: One end of the shelf suddenly breaks

SFX: An impossibly long number of books slide off the shelf and crash everywhere.

SFX: More and more shelves start to fall like dominos

SFX: A lamp breaks and catches on fire

SFX: The fire alarm goes off

SFX: The sprinklers turn on

SFX: Fire sizzles out

>>BOOKSHOP OWNER [during the sound effects]: WHAT? NO! MY BOOKS! THE SHELVES ARE TOPPLING OVER LIKE DOMINOES! SOMEHOW EVERY SHELF... EVEN SHELVES NOT ANYWHERE NEAR THE OTHER SHELVES! BUT HOW? OH NO! NOW MY LAMP HAS CAUGHT FIRE! AND IT'S SPREADING! THOSE ARE MY BOOKS! MY BOOKS ARE ABLAZE! I'VE NEVER SEEN A FIRE SPREAD SO QUICKLY! OH THANK GOODNESS, THE SPRINKLERS! THEY'RE PUTTING OUT THE FIRE! BUT SOMEHOW MAKING IT WORSE?! OH IT'S TOO LATE! MY BOOKS! MY BEAUTIFUL BOOKS ARE NOTHING BUT WATERY ASH! COMPLETE DESTRUCTION! COMPLETE DEVASTATION! I'M RUINED! I'M RUIIINED!!!! WHY?

>>DAVE: ... and how much for this one?



>>BOOKSHOP OWNER: Get out.

>>SINGER:

HE'S DAVE, THE UNLUCKY MAN!

MUSIC: Gliss!

>>DAVE: Ah, finally I'm home. The one place where things aren't quite so unlucky. Especially up here in my attic. What was I doing up here anyway? Oh right. I was just going to store my summer clothes for the season and then head on down with my fall sweaters. Alright, time to head back down to –

SFX: Tries to open the door, but it's locked.

>>DAVE [cont.]: Great. Looks like I've locked myself in my attic. Again. I guess there's nothing to do but sit down on this old dusty trunk and wait for someone to –

SFX: Crash

>>DAVE: JUST MY LUCK! When will my fortune change?! If only someone would give me a sign!

MUSIC: Mysterious piano flutter

>>DAVE: Hey what's this?

SFX: Paper flutter

>>DAVE: An old map! This is it! The sign I was looking for! I'm going to follow this map! Just as soon as this attic door that's holding all of my weight decides that it wants to open up for–

SFX: Door releases and he crashes out of the attic

>>DAVE [in pain and from a distance]: Ow! Well. Time to start my quest for luck!

SFX: Sound effects paint a picture of all of the following

>>SINGER:



SO DAVE WENT ON A QUEST
TO FIND SOME LUCK AND THAT'S
EXACTLY WHAT HE DID NOT FIND
IN THAT DARK CAVE FILLED WITH BATS (DAVE: So many bats!)

SO DAVE WADED THROUGH A MUDDY SWAMP
AND CROSSED A GREAT GREEN MEADOW
AND THE NUMBER OF SNAKE BITES HE RECEIVED (DAVE: Snake!)
WAS QUITE A BIT MORE THAN ZERO (DAVE: So many snakes! Stop it!)

THEN BIRDS STARTED PECKING HIS HEAD, YEAH
BIRDS STARTED PECKING HIS HEAD (DAVE: Ow!)
YEAH BIRDS STARTED PECKING HIS HEAD (DAVE: Ow!)
STARTED PECKING HIS HEAD (DAVE: Ow!)
STARTED PECKING HIS HEAD (DAVE: Ow!)
STARTED PECKING HIS HEAD (DAVE: Ow!)

THEY KEPT PECKING HIS HEAD [key change]

OH YOU REALLY CAN'T EVEN IMAGINE HOW MUCH
THOSE BIRDS LIKED PECKING HIS HEAD (DAVE: Ow!)
AND JUST WHEN YOU THOUGHT (DAVE: Ow!)
THAT THE BIRDS WOULD STOP PECKING HIS HEAD (DAVE: Ow!)
STOP PECKING HIS HEAD
THEY STARTED PECKING HIS HEAD
AGAIN [key change]

OH THOSE BIRDS ARE STILL PECKING HIS HEAD (DAVE: NO!)
YEAH THOSE BIRDS ARE STILL PECKING HIS HEAD (DAVE: Ow!)
A WHOLE FLOCK OF BIRDS ARE STILL (DAVE: WHY!)
PECKING AT HIS HEAD
YEAH THEY'RE PECKING HIS HEAD
YES THEY'RE PECKING HIS HEAD
THEY'RE STILL

>>DAVE [outburst]: OK!!!!!!!!!!!! I think.... we get it.

>>SINGER:
... OK, THEY'RE DONE. YEAH.



>>DAVE: (out of breath) OK, I've reached the end of the map. But I don't see anything here.

>>POTION MASTER [close and quiet]: Hello Dave.

>>DAVE: Ah!

>>POTION MASTER: So, you've come to find some luck, eh?

>>DAVE: Yeah, how'd you know that?

>>POTION MASTER: Lucky guess, I guess.

>>DAVE: But it but it seems like you –

>>POTION MASTER: Before you are two potions. One will make you the luckiest person alive. And the other...

>>DAVE: Yes?

>>POTION MASTER: Will make you...

>>DAVE: Yes?!

>>POTION MASTER: It will make you...

>>DAVE: YES!?!?!?

>>POTION MASTER: A normal amount of lucky!!!!

>>DAVE: Oh... Oh! You know what? That's actually pretty win/win for me. I guess I'll take the... one on the right?

>>POSITION MASTER: Alright. Here you go. AND GOOD LUCK!! HAHAHAHA!!

SFX: Puff of smoke

>>POSITION MASTER: (coughing) Oh, shoot. I was supposed to disappear in that puff of smoke. Oh well. I'll just walk into my house. The door's right here anyway.



SFX: Door open

>>POSITION MASTER: Anyway, good luck.

SFX: Door slam

>>DAVE: Ok, here goes nothing! (drinks)

SFX: Glug glugs

>>DAVE: Ahhh! Alright. Now to turn around and head home. Hopefully my return trip won't be as unlucky. Here I go!

SFX: Sounds describe the following

>>SINGER:

SO *DAVE* HEADED DOWN THE MOUNTAIN
BUT ONLY A *FEW* BIRDS PECKED AT HIS HEAD
AND HE ONLY GOT A SINGLE SNAKE BITE
AND THAT CAVE FULL BATS WAS
ONLY SORTA HALF FULL OF BATS
AND NOW HE'S BACK! (yeah)

SFX: Jingle

>>STORE OWNER: Hello, and welcome to Ralf's rest stop. Wow, you look like you've been on quite an adventure!

>>DAVE: I sure have!

>>STORE OWNER: It looks like some birds were pecking at your head.

>>DAVE [enthusiastic]: Only an average amount!

>>STORE OWNER: And is that a snake bite?!

>>DAVE: Only one! Can you believe it?!



>>STORE OWNER: And have you been a cave full of bats?

>>DAVE: Hardly! It was barely half full?! HAHahaha!!! I feel like the luckiest man in the world!

>>STORE OWNER: Honestly, that sounds like an average amount of luck at best.

>>DAVE: And with average luck, I'm ready to take on the world... but first. I don't suppose your permanently clogged bathroom is fixed?

>>STORE OWNER: Well, it turns out, my friend, that today... is your lucky day! It's fixed!!!

>>DAVE: Wow! What incredible luck! Here I go!

SFX: Opens door

>>STORE OWNER: Oh, I should warn you though, that the bathroom is -

SFX: Door slam

SFX: A single bird squawk

>>DAVE: Whaa?!?

>>STORE OWNER: - full of birds!

SFX: Birds go crazy!

>>DAVE: Nooo! Ahahah!!!

>>STORE OWNER: Boy, bad luck.

>>SINGERS:

HE'S DAVE, THE UNLUCKY LUCKY MAN!

>>DAVE: The end!

>>MEGHAN: And now Lee speaks with the author!



>>Mia: Hello?

>>Lee: Hey, Mia, it's Lee from Story Pirates.

>>Mia: Hi!

>>Lee: Mia, you wrote the Unlucky Man.

>>Mia: Hehe yeah.

>>Lee: How did you come up with the idea for it?

>>Mia: Well, I couldn't go to sleep one night. And so I thought maybe I should write a story for the Story Pirates. And so I just thought of a story.

>>Lee: That's a pretty good cure for not being able to go to sleep.

>>Mia: Yeah.

>>Lee: So your story got me thinking a lot about the nature of luck, you know, being lucky or being unlucky. How much control do we have over our own luck?

>>Mia: Just a little bit, because if you're really confident, you could, like, be better and have more of a chance of being more lucky than people who think you're not going to win.

>>Lee: Have you ever been in a situation where you felt like your luck really changed?

>>Mia: Yeah. Yeah. So I was doing a math test and there was like a lot of math problems that I needed to solve. I didn't think I was going to be able to. But once I thought, like, I can do this, then I felt better and I did more.

>>Lee: So you changed the way you were thinking about the test and then your luck changed.

>>Mia: Yeah.

>>Lee: I mean, think about how powerful that is.



>>Mia: Yeah.

>>Lee: You just did that in your own head, right? Like it didn't have anything to do with the test itself.

>>Mia: Yeah.

>>Lee: I think it's so cool that you're confident and that you believe in yourself enough to change your own luck, even in a tough situation.

>>Mia: Yeah, everyone can.

>>Lee: Yeah. Do you have any advice for someone who's like, I don't really know how to do that?

>>Mia: I think so. Like, if you had a big dream that you wanted to accomplish but you didn't know how... what to do then you could just, like, say I can do this and like, I believe in myself, rather than saying I don't know if I can do this, I'm not so good at it.

>>Lee: So do you think that is the issue with Dave in your story? Why is he so unlucky?

>>Mia: Um, because he just doesn't believe in himself.

>>Lee: Yeah, I mean, it sounds like maybe that's what it is like, he's not as confident.

>>Mia: Yeah.

>>Lee: Honestly, if every time I wanted to use the bathroom, it was clogged, I might not believe in myself either. Coz that's a big problem.

>>Mia: Yes.

>>Lee: Sometimes so many bad things happen to you in a row that I just have to laugh.

>>Mia: Yeah, you either laugh or get really frustrated.

>>Lee: When you're in a moment like that and you're like, OK, I can either laugh or I can get frustrated or if you're like Dave and bad things just keep on happening, how do you stay confident when all that's going on?



>>Mia: Um, You could try to just laugh about it and have fun, because if you get frustrated about it, then you'll get really mad at things that are so little.

>>Lee: Yeah. A lot of the things we get frustrated at, they're not what's really important in life.

>>Mia: Yeah. It's just good to laugh about it.

>>Lee: Do you laugh a lot?

>>Mia: Yeah.

>>Lee: What kinds of things do you think are funny?

>>Mia: Um... jokes?

>>Lee: So what do you think about when you're like "I could really use a laugh right now." Do you have anything that you do?

>>Mia: Yeah, I sometimes look at really funny pictures? Like funny animal pictures?

>>Lee: That's so funny. Animals are just like an unending source of comedy.

>>Mia: Yeah. (Lee laughs) And cuteness.

>>Lee: And cuteness. Mia, thank you so much for talking to me today.

>>Mia: You're welcome.

>>Lee: All right, bye bye.

>>Mia: Bye.

>>LEE: Thanks for listening to today's episode and a huge thanks to today's authors, Monroe and Mia! Before we go, here's today's Story Spark: Kids write us a story about a secret club that investigates unsolved mysteries. Tell us who is in the club, what kinds of mysteries they like to



solve and what they discover when they solve them! As always, grownups can submit stories at Story Pirates dot com. See you next week!

>>ALL: Bye!

[BOAT HORN]

>>LEE: The Story Pirates Podcast is a production of Gimlet Media. Executive Produced by Lee Overtree and Benjamin Salka. This episode was produced by Sam Bair, Mike Cabellon, Chad Chenail, Peter McNerney, Andrew Miller, Meghan O'Neill, Lee Overtree, Jonathon Roberts, Jasmine Romero, Rachel Wenitsky, and Nimene Wureh. Recording, sound design & mixing by Sam Bair at The Relic Room in New York City. Our theme song was written by Bobby Lord, arranged by Brendan O'Grady and Jack Mitchell, produced by Brendan O'Grady, and featuring the beatboxing of Kaila Mullady. Musical scoring by Jack Mitchell. Our head writer is Rachel Wenitsky. Our staff writers are Mike Cabellon and Mahayla Laurence. And contributing writers are Peter McNerney, Meghan O'Neill, and Lee Overtree.

This episode features performances by Eric Austin, Mike Cabellon, Sasha Diamond, Alex Golden, Melissa Gordon, Quinton Johnson, Alex Nader, Vanessa Magula, Julie Marchiano, Peter McNerney, Jack Mitchell, Meghan O'Neill, Lee Overtree, Jasmine Romero, Peter Russo, Rachel Wenitsky, Ellen Winter, Harry Wood, and Nimene Wureh.

Blue Night was written produced by Ellen Winter, Associate Produced by Aleca Piper and Brendan O'Grady, vocal arrangements by Ellen Winter and Nimene Wureh and vocal direction by Jack Mitchell.

The songs in The Unlucky Man were written by Peter McNerney and arranged and produced by Jack Mitchell.

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>>LEE: Oh, hey DJ Squirimalot!

>>DJ: Hey Leeee.

>>LEE: What are you doing?

>>DJ: Oh you know, I'm making my latest DJ party club remix!



>>LEE: Cool! What's a DJ party club remix?

>>DJ: A DJ Party Club remix is when I take a famous song, add a repetitive beat, and remove any parts of the song that were unique and interesting so that people can mindlessly dance to it for hours!

>>LEE: Oh. Ok got it. What song are you working on right now?

>>DJ: Well, I'm doing a DJ party club mix of the Birds Pecking His Head song! Wanna hear?

>>LEE: Um..... yeah sure sure sure sure.

>>DJ: Okay, I'll just jump up in the air, make my body completely flat and smash that space bar! Here I go!

MUSIC: Electronic trance music

>>SINGER:

BIRDS STARTED PECKING HIS HEAD

>>LEE: Oh yeah. This is what you described.

>>SINGER:

BIRDS STARTED PECKING HIS HEAD
BIRDS STARTED PECKING HIS HEAD
B-B-B-BIRD STARTED PECKING HIS HEAD

>>LEE: This is pretty good. Alright it keeps going, doesn't it?

>>SINGER:

BIRDS STARTED PECKING HIS HEAD
BIRDS STARTED PECKING HIS HEAD (*SFX: Bird caw*)

>>LEE: Yeah. And it doesn't change? It's just this. Ok.

>>SINGER:

BIRDS STARTED PECKING HIS HEAD (*SFX: Bird caw*)
BIRDS STARTED PECKING HIS HEAD (*SFX: Bird caw*)



>>LEE: Alright I like it. I'm gonna do some dancing.

MUSIC: Slowly fades

>>SINGER:

BIRDS STARTED PECKING HIS HEAD (*SFX: Bird caw*)

BIRDS STARTED PECKING HIS HEAD (*SFX: Bird caw*)

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