

The Adventure Zone: Steeplechase - Episode 25

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Krystal: Dentonic explained the Hard Light Gallspire was simply a way of masking construction of a new, better-than-ever version of the attraction. Dentonic said that the Hard Light stand-in had been previously announced, but all the sites like ours just missed it... somehow. We are so, so sorry! “We are, of course, saddened that some over-enthusiastic Ephemera rogues decided to spoil the surprise, said CEO Evelyn Denton. But rest assured that once the new castle is completed next fiscal year, it will have been well worth the wait.” As an added bonus, Dentonic announced that a new, exclusive AR lens would insert the Gallspire into any family photos you take before the new castle is completed. Holding out for the real thing, we hope you never know when to stop dreaming!

[Steeplechase theme music plays]

Weaver: Yes... yes, I was surprised too, Shookles. What? Oh... Oh, they didn't hear...

Justin: Hello, everybody, and welcome to The Adventure Zone: Steeplechase, episode 25! If you remember from our last episode, Poppy's Pals, these three roustabouts before you—

Travis: I prefer ne'er-do-well.

Justin: Ne'er-do-wells, okay.

Griffin: Stinkers.

Justin: Stinkers, little stinkers, all right.

Travis: [in silly voice] Yeah, little stinkers!

Justin: However you like. Just—

Clint: Butt holes.

Justin: Butt holes! [laughs]

Travis: Whoa?

Griffin: Ass hole—

Justin: [laughs] These ass hole dick weeds just—

Clint: [laughs]

Justin: ... Destroyed/stole a castle that everybody was just wild about. I mean, just absolutely—

Travis: Well, I guess you could say, Justin, we liberated people's perceptions, man.

Griffin: Wow, man.

Travis: 'Cause they were being... they were being fooled by the man, man. And we came in there and we showed 'em the truth, man.

Griffin: Yeah!

Travis: We opened their eyes!

Clint: It was a kind of performance art. It wasn't really a heist, it was performance art.

Griffin: Sure, yeah.

Travis: Yeah, man, a protest, really, against capitalism.

Griffin: Big protest against capitalism, essentially.

Travis: But like a bro-test, right, 'cause we're all brothers in Christ.

Clint: Oh, uh-huh!

Griffin: Yeah, man. Like, we're still doing cool shit— like being cool about it.

Justin: Yeah, man. Yeah, absolutely. Absolutely.

Travis: So, we won?

Justin: So, welcome... welcome to The Adventure Zone: Steeplechase!
[chuckles]

Clint: [chuckles]

Justin: You all just completed your last heist, which means it's time to get your— get what's coming to you.

Travis: Well, I guess that's true 'cause we had Shroog smuggle them out, right? So, we just got out clean?

Clint: Yeah!

Justin: Yeah, I mean, Shroog—

Griffin: Yeah, that was our best work yet, I think. Except for I did explode my leg, which is gonna take some doing.

Justin: Yeah.

Clint: But, but, my elbow got fixed accidentally in a chiropractic manner, by Beef.

Griffin: Great.

Travis: You're welcome.

Justin: So, we're gonna do—

Travis: That's Dr. Beef now.

Clint: Dr. Beef, right.

Griffin: Mm-hm.

Justin: We are going to— we're gonna do payoff here in just a little bit. Heat was smooth and quiet, low exposure. I don't think so...

Clint: God, can you believe that?

Justin: I don't think it was that.

Griffin: I fired a bazooka at a big machine...

Justin: I mean, they may not have known it was you, but they did know something's happening.

Griffin: Something weird happened today at the park.

Justin: Something weird happened with the castle.

Travis: Yeah, I would say it's a general heat.

Justin: Is a four— does a four feel—

Clint: Wait a minute, let me ask you a question about this heat business.

Justin: Yeah?

Clint: I have a question. Isn't a part of it— isn't a component of it whether or not we will be actually blamed for it? Doesn't that determine heat?

Griffin: Yeah, high exposure is one of the things for four heat, and I don't think we exposed ourselves?

Clint: No, we didn't?

Justin: Okay, I mean at the immediate—

Griffin: A big crime happened?

Justin: Okay, but you— okay, but in the immediate moment, you may not have had eyewitnesses. Like, you weren't arrested on-site, I will grant you that, right.

Travis: Uh-huh.

Griffin: Sure.

Justin: But like, people could go around and be like— like, okay, if I'm a detective, my first stop is, let's say Dave Baulista, who sells rockets.

Griffin: [laughs]

Justin: Now, has anybody weird or perverted, let's say, come in talking a lot about boners and blowing up castles?

Travis: Justin?

Justin: Yes?

Travis: Listen here, Justin, I've been watching a lot of procedurals lately. And what you're talking about is circumstantial evidence.

Justin: Yes, that's true. Yeah.

Travis: That's a lot of circumstantial evidence, without putting us on the scene. Yeah, man, there's a lot of like, did we punched a guy named Justin who worked at a hotel? Yeah. Did we ask a lot of questions about the stuff that happened?

Griffin: Four heat sounds great, Justin.

Travis: Yeah, okay.

Clint: But we didn't. Syzygy Craig did.

Justin: Oh, yeah, that perfect— everyone remembers that particular crime.

Clint: And everybody's Ephemeran name, we all used aliases. And one of us was wearing a mask?

Justin: So, four feels good.

Griffin: So, four heat feels great.

Clint: No, four doesn't!

Travis: It does— it does— Justin—

Griffin: Four feels good.

Travis: Now, here's what I want you— look in your heart, Justin. If we get four heat, we'll raise our wanted level to two.

Justin: Ooh, man, okay.

Travis: So...

Justin: How about three heat?

Griffin: No, let's do four heat, come on.

Travis: Yeah, listen, I'm fine, I'm just letting you know.

Justin: Okay. I mean, don't get caught. [laughs] Don't get caught. My dream— my dream is to— okay, wanted level two is several months of incarceration. My like rip cord then is like worst comes to worst, gotta dry spell at the old imagination factory, you all are going down! [chuckles] Several months of jail time sounds like a perfect break for the J-man.

Clint: [chuckles]

Justin: To kind of rebuild anew.

Travis: That's fair.

Justin: Get you all in prison through the summer and let me have a chill. [chuckles] Just chill a few months.

Clint: Well, even Danny Ocean went away for a while, and you know, got out.

Justin: Yeah, yeah.

Griffin: Did we run the math on the other... plus one heat for a high-profile, well-connected target. [chuckles] Probably?

Justin: I mean, yeah. So, you started at a three, and then we just added—

Travis: I already bumped it up.

Justin: Okay, good. Who has some downtime activities they'd like to pursue?

Griffin: Are we gonna do that before payoff?

Justin: Yeah, I'm gonna hold off on payoff for a little bit. And then downtime activity, or vice, whatever— I mean, we can keep it loose. These are supposed to be loose sessions. We have gone back to Ustaben, so you know. That seemed to you— I know we didn't discuss this, but it seemed like a good place to sort of reset after such a big... big caper. So, unless you all are opposed to that, I think it would be a good place to start from. If that's all right by you all. I also wanted to return to someplace we've spent some time before, to try to tie some threads together. So, I have placed the map of Ustaben before you. Downtime activities or vice, whatever anybody wants to pursue, I'm here for you.

Griffin: Could I get Spoker to come down to Ustaben?

Justin: God, I hate it when you guys heal. I have to— every time, it's like a whole fresh nightmare.

Griffin: I got the rule right here.

Justin: You got it? Okay.

Griffin: Yeah, I got it. Yeah, I'm thinking like in the back room of Poppy's Place, I sent a wire up to Spoker, asking for her services. Her medical services, her surgical services.

Justin: Okay. This terrible character— I'm gonna kill Stoker. [chuckles]

Griffin: Spoker. [chuckles]

Justin: You see! You see, Griffin?

Travis: The midnight toker.

Justin: [laughs] Okay, hold on. I want some consistency. It's just, Stoker is... Stoker/the doctor, okay.

Clint: If this helps you, some people call her the space cowboy.

Justin: That does not help me.

Griffin: Sure.

Travis: Not a lot. Like three people—

Justin: All right, I got her.

Travis: It has not caught on.

Justin: I got her, she's here.

Griffin: Cool.

Spoker: Hey. Ooh, ugh!

Montrose: Yeah...

Spoker: Gross, what happened to you?

Montrose: Yeah, here's your problem, right here. I have identified— do not worry about the sort of analysis of the situation, I do not need a diagnosis. My leg exploded. So...

Justin: Where are we doing this, by the way? Did she come to you at the darkade?

Griffin: Yes.

Justin: Okay.

Griffin: Yes.

Montrose: So, I believe, if I'm feeling it out right... one, two—

Spoker: Ooh, don't feel it, you'll get an infection!

Montrose: Three different places, has the bone become sundered. And so, I do need you to do that thing you do.

Spoker: Oh yeah. All right, hold on. [gag sound]

Montrose: I got my biting stick right here. I'm gonna go ahead and pop that in, and—

Clint: Here are your leeches!

Montrose: Whenever you are ready!

Spoker: Give me a second...

Justin: And you see Stoker's putting a... just big balls of—

Griffin: It is Spoker. It is Spoker. It is Spoker.

Justin: Stoker or Spoker, both are good.

Griffin: Cool!

Travis: So, first name, Stoker, last name, Spoker.

Justin: Stoker Spoker.

Griffin: It's like a Mario Mario—

Justin: Stoker Spoker.

Griffin: Well, it's like Mario Garia.

Justin: [laughs]

Travis: Yeah!

Clint: [laughs]

Justin: Stoker Spoker. The midnight toker. Okay—

Travis: Did you guys know that his full name is Wario Mario, and when he's— like, it's like a Dr. Jekyll and Mr. Hyde thing, he's is both Mario and Wario. And I don't know why people don't talk about this more.

Griffin: No.

Travis: Yeah, it's so weird!

Griffin: Okay, Spoker, I believe, historically... her quality... I think is one?

Justin: You see her— you see Stoker— I keep meaning to mention this, you see stoker put a huge wad of something in her mouth and start chewing.
[chewing sounds]

Montrose: What is that?

Spoker: [mumbles] I'm chewing...

Montrose: What?

Beef: Corn?

Justin: She takes it out.

Spoker: [gag sound] Ugh.

Emerich: Oh, god...

Spoker: It's wax... it's wax.

Montrose: Why are you... why... why are you chewing on wax?

Spoker: Well, I don't have all the fancy gear you all have. I make a lot of use of wax. [gag sound] Bees wax, I have access to it. We got some apiaries down here and I...

Montrose: All right!

Spoker: So, I use that for—[gag sound] Sorry, I got a little bit in my teeth, all right—

Montrose: That's the worst sound I've ever heard!

Travis: Hey, Beef was also there and he was like:

Beef: Listen, I'm just winded. So, I'm just gonna lay down on the table.

Spoker: Are you sure? I got plenty of wax?

Beef: No, I'm just gonna take a deep breath and lay down here to heal that one up.

Spoker: I gotta warn you, this wax thing is the closest I've had to a character, so it's probably gonna be a pretty big thing.

Clint: [laughs]

Beef: Okay... Yeah, no, I'm just gonna... I'm just gonna rest so that my— I get unwinded.

Montrose: [muffled] All right, I'm ready. Let's go, baby!

Griffin: I think that's one D6, for Spoker.

Justin: Okay! Here comes that roll!

Griffin: You want me to do it?

Justin: I'll— or, yeah, probably you should do it.

[sound of dice thrown]

Griffin: 5, thank Christ!

Justin: Oh, good! Okay.

Griffin: Okay, on a 5, "Clear lesser harm, move moderate harm down one." So, I'm going to— let's see... Let's take off a nasty scratch. I'm still recovering from surgery... And we're gonna move shattered leg down to a minor harm. So, [chuckles] a super recovery. Recovered from a different surgery. Recovering from a... from second surgery!

Justin: Okay.

Griffin: Okay, so, now I have two minor harms. Which is... I will need to do something about eventually. But...

Justin: That's a tomorrow problem.

Griffin: That's a tomorrow problem. Okay, so—[ripping sound]

Montrose: [yowls] Aah! All right! That feels better already!

Spoker: Well, I'm glad I could be of service.

Emerich: Wait, wait, wait, I... as long as you're here—

Spoker: Yeah?

Emerich: And though it is absolutely terrifying to think of how you're going to use your wax to deal with this issue... But I received a rather severe shock.

Spoker: Mm-hm?

Emerich: And I have a level two and a level one. Is it possible you could... wax heal me, please?

Spoker: Sure, I gotta go get some more wax. Hold on!

Emerich: Oh, God...

Montrose: I'm gonna black out over here, if that's okay for— if you need me, just go ahead and rouse me from—

Spoker: Hold on, it's in my canteen, calm down.

Emerich: I think I'm gonna—

Beef: Once again, I'm just gonna lay down over here.

Spoker: Do you all have any scoopers? Hey!

Beef: Oh, god.

Spoker: Do y'all have any scoopers for getting the wax— it's all right, I'll just use my fingers.

Beef: I'm just gonna lay down! I'm just gonna lay down over here and take a nap, that's all.

Montrose: We're just— we're all gonna become unconscious, and you do what you need to do.

Spoker: [chewing sounds] [muffled] All right, coming right up!

Beef: I don't— no, I don't need any wax, don't do what you think you need to do. I'm just gonna rest.

Spoker: [muffled] Come on over, electro, let me look at this. [mucus sounds]

Emerich: Oh, I just thank Pan it's not earwax. Ugh...

Justin: Thank Pan? [chuckles] Whoa?

Clint: Oh, wait a minute—[laughs]

Justin: Twist! Who saw this coming? Fuck'n polytheistic...

Clint: [laughs] Oh—

[sound of dice thrown]

Griffin: Not as good, a 3 is—

Justin: Wait, why did Travis roll?

Travis: 'Cause I'm resting to cure my windedness!

Justin: Okay.

Griffin: Clear lesser harm.

Travis: Yeah, that's all I needed.

Griffin: That's all you needed.

Justin: All right, and dad?

Clint: Okay...

Griffin: One D6, dad.

[sound of dice thrown]

Griffin: Another 3. So, dad, you can clear lesser harm, but you can't bring your moderate harm down on unless you spend a coin, too.

Clint: I think I'll spend a coin. So, I can take the one out, 'cause I have a—

Griffin: Yes.

Clint: ... A one. So, I can get rid of that.

Griffin: Mm-hm.

Clint: And spend a coin, let me get rid of one of my coins. Okay. And roll again, right?

Travis: No, you just bump up the level. So, you can spend a coin to bump up the level of your result.

Clint: Okay.

Griffin: Yes.

Clint: And would that get— that would be a 4 then, right?

Griffin: That gets rid of one... that gets rid of one lesser harm and moves your moderate harm down into—

Travis: Yeah, so, when you spend a coin, it doesn't increase the number by one, it increases the level by one. So, you went from, what, I guess a mixed success to a full success, or whatever?

Griffin: Yes, I believe stress relief is the only one that you actually roll again, since it's like a straight math thing.

Travis: Yeah, okay.

Clint: All right. So, I'm down to... Still haven't figured out what the effect of shock is, except for the wild Anthony Geary UHF hair.

Griffin: Cool!

Travis: Good reference.

Clint: It might come in at some point.

Justin: Great!

Clint: I kind of hi-jacked your session there, Ditto, sorry.

Griffin: It's all good!

Justin: Hey, everybody needs to get healed, it's fine.

Travis: Yeah, we were all kind of just resting up.

Griffin: Cool. So, we all have one downtime activity now?

Justin: Yup!

Griffin: Okay. Well, someone else—

Travis: We need to do downtime activates together more. That was fun, it was good.

Justin: That wasn't nice, wasn't it?

Clint: That was good!

Justin: What are you— hey, hey, listen. This is a good idea, you're... the three of you just got treated and Stoker's like:

Spoker: All right, well, y'all need anything else? Listen, here's the thing with the beeswax, just try to lay still for like a half hour and like it set. And don't pick at it, 'cause it's gonna start to itch, and you'll be extremely tempted, but let it set, all right?

Justin: And then Stoker packs up her canteen full of wax and walks out. And the three of you are like laying— just laying here, you can't move. There's nothing to like do. So, who breaks the silence?

Griffin: I think—

Clint: Emerich.

Griffin: Oh, okay.

Justin: [laughs]

Clint: [laughs]

Travis: Well so, dad just said his own name. So, I'm gonna vote for Griffin here. [chuckles]

Justin: Okay.

Montrose: Boys, I know that we all got our lumps, but I believe this is the start of a new day for our little outfit. Which, according to the charter here says Poppy's Pals, we've gotta do better than that.

Emerich: Oh, yes... I think word of mouth for that name—

Montrose: The... the Night Ravens... something... something sort of—

Emerich: I don't know how that would encourage people to come hang out and play games, do you?

Montrose: Oh, okay... The True Gamers... real—

Beef: Hashtag Leet Boys.

Montrose: This is getting worse by the minute. Poppy's Pals is actually feeling better than everything we've said so far.

Beef: It kind of makes it sound like we like hanging out with Poppy—

Montrose: And I fuckin' hate that old man! That old pervert shit head.

Emerich: Yeah, but to have the sign repainted, that would come at some cost.

Beef: We have a sign?

Emerich: All the materials, the letterhead, all that would cost... I mean, to change it—

Beef: What about just— oh, what then— what if we just— we can maybe change it through erasure and instead just make it like P-P Boys, and we change take off like "oppy's" and the "als."

Emerich: I think that would attract the wrong kind of client! [chuckles]

Beef: That's fair, yeah.

Montrose: It would be P-P Pals.

Beef: P Pals.

Montrose: P-P Pals.

Beef: The Pop, Paddle and Pose Pals.

Montrose: Maybe we take the letters and we mix 'em all around, like a Captain Underpants joke?

Beef: Okay... Polyps.

Emerich: Pop Lace. Pop Lace! Populace! The Populace! The Populace?

Beef: That's nothing.

Emerich: The Populist's Populace.

Poppy: Knock-knock! It's Poppy! Knock-knock!

Beef: Jesus Christ...

Emerich: Oh. Oh...

Montrose: Come on in—

Clint: And we're all laying down, that's really bad.

Poppy: I just wanted to see if y'all were doing okay?

Justin: He's talking through the door.

Poppy: I was kind of hoping y'all would talk in a serious fashion about how you're feeling and kind of connect a bit, but you seem to just be doing good—

Beef: Get the fuck out!

Poppy: It's just you were doing kind of an improv run and I was hoping you'd talk, you know—

Beef: Is there anything— Is there anything heavy—

Poppy: I never know what's going on with y'all, so I have to eavesdrop, so I was hoping you'd talk about how you're feeling or how you feel about each other!

Beef: If we talk about that, will you get the fuck out?

Poppy: Oh, I—

Montrose: We will talk about how— we will talk about how we are feeling, for 60 uninterrupted seconds, if you promise you will not come back in this room for the rest of the week.

Poppy: All right, you got it.

Beef: Close the door.

Montrose: I'm feeling very—

Emerich: Let's listen.

Montrose: No, he can be here for this.

Justin: Step... step... he steps away, he trusts you.

Travis: Okay, he's really gone.

Montrose: We have to kill that old man.

Beef: Yeah, for sure.

Clint: [laughs]

Emerich: I'm feeling loathing, that's what I'm feeling.

Beef: Okay, listen, in all seriousness, we finished that job, but I never felt in control of what was happening the whole time. Like, it felt like it was just always like one hair's breath away from getting away from us.

Emerich: That's kind of our M.O., isn't it?

Montrose: That's the M.O. of every great thief.

Beef: It's not!

Montrose: Listen... it is, though. Listen, it's not about who can come up with the best plan. That is... that is a falsehood that has been promoted by cinema for far too long. Being a good thief is about rolling with the changes, or the punches, 'cause sometimes the punching happens. And I would say that is a skill that we possess in great quantities! I have been doing this for a long time, fellas, and I think that this little union we've got going on here is something very special! And you all should feel very proud of yourselves!

Emerich: Well, if I may bring up a point again, I would like to establish at some point that we are going to begin renovations on Poopy's Place, or whatever we decide that— actually, that's worse isn't it? Poopy's Place... I have some ideas to start incorporating some of the technology that we have absconded with.

Montrose: Love that.

Emerich: Start making the changes to our... our facility. And you know, I've got a plan about this— I have something I'm working on here, in downtime—

Beef: Can I— Can I bring it back— sorry, boys. So, you guys are happy with the way that went? You wouldn't have done it any different?

Montrose: Are we in jail or dead right now?

Beef: No, but it seems like we're getting closer and closer to it, doesn't it? Right? Like, that was not a quiet job, that's the kind of job that they come looking for you after?

Emerich: Well... well, you are... you have become more cautious in our days together, Beef. I'm not saying that's good or bad, but you've become more cautious. Montrose, you seem to become, well, reckless and—

Montrose: That is the whole dichotomy that makes this whole operation work!

Emerich: And I have no idea what I am...

Montrose: You're just a genius.

Emerich: [chuckles] Well...

Montrose: Listen, I'm not—

Emerich: Roll sway on that one. [chuckles]

Montrose: [chuckles] Not necessary. Listen, Beef, I understand your hesitation. This was our first, I would say, big boy job. One that didn't involve trying to fuck a hologram. Or eating a metal pin. This was a real one, and we are going to be noticed, but not by the authorities. We were far too slick for that. Job offers are gonna come just pounding down our door. We just— I do agree that we should have a nicer door, just to sort of keep up appearances.

Emerich: Beef, what are you thinking? What is your end game in this discussion? Do you think we should plan more, or bring in help, or what did you— what do you want to achieve?

Beef: I mean, honestly... honestly, my thought process is... this has all been a bit of a slippery slope to get to this point. And is our end goal just to get the next job? Right? Is it just job to job? Because like, I don't know about you guys, and... I came here to like, work and make money and try to like rebuild a bit of the Beef Punchly brand. And I would say, quantifiably, the opposite of that has happened. And I am back to being a bit on the run, in a way that I was trying to avoid... And I just don't know what our end goal is. I mean, at this point, it just feels like...

Believe me when I say, guys, I've had a bit of experience in the past. And like the deeper you get into shit like this, the less options you end up having to get out of it. And you're right, Montrose, it's gonna get attention, right, from people on this side of it. But that's not always gonna be good, because in this line of work, it also means— when we start doing, as you call them, big boy jobs, we're gonna appear to be competition for people who don't so much like competition. The Butter Cream is full of people who do this, and up until now, we've been doing goofball jobs like fuckin' holograms and

swallowing pins. And now, we're on a level where we are taking jobs away from other people. Did you consider that?

Emerich: Hm... Yes, he has a point.

Montrose: You do have a point. I guess I'm a bit confused 'cause I did think that is sort of your pillar in this family, is sort of the defense against anyone who would do us harm. Beef, please do not take this as me being dismissive or rude. This is a purely opt-in arrangement. If you are uncomfortable with the amount of heat that we are bringing down on ourselves, if you do wish to, as you say, rebuild the Beef Punchly brand, I will not begrudge you if you wish to walk away. But I would ask you to think about what brought you here in the first place. And I mean the true answer. I don't think that you came to rot away in the back room of some arcade run by an old, weird asshole. I think that you came here for something bigger. And if you can honestly look at the job that we just did, at the work that we just accomplished— which, let me tell you, those competitors up in the Butter Cream, I can't think of too many that could swing what we just swung. If that is—

Bensen: [knocking sounds] Hey, hey!

Montrose: Yes?

Bensen: I was listening through the door, it sounds like you guys are gonna have an opening on the main team!

Clint: [chuckles]

Bensen: It's Bensen!

Montrose: What?

Bensen: Bensen!

Beef: Oh, Bensen, yeah.

Bensen: Yeah, I finished the work you wanted me to do with your robots. And now I've just been staring at a wall. But if you've got an opening, if he wants to quit, I'll be on your team!

Montrose: You hear that, Beef? See, it would be a smooth one in, one out.

Emerich: No, no, no, it wouldn't. No, no, it wouldn't. No. [chuckles]

Justin: And cut. [chuckles] Who wants to— okay, next— next— that was good, guys. Good talking. Good role playing. I liked it.

Clint: [laughs]

Justin: But now I have other things to do—

Travis: Justin, is this how you direct children's theater when you do it? Do you just say like, "All right, good. Next."

Justin: Yeah, I say, "Good acting." And then I tell them to leave. [chuckles]

Travis: Yeah.

Justin: Okay.

Travis: What about when it's tough acting?

Justin: [chuckles] Okay, come on, boom, okay.

[music plays]

[ad break]

[music plays]

Justin: We got two more— you've each got one more downtime activity. What are y'all interested in?

Griffin: I mean, I imagine we all need to relieve some stress. I certainly do, I am pretty frickin' stressed out. But I went first last time, so, I can wait on that.

Clint: Well, I— Emerich has no stress.

Justin: Really?

Griffin: How is that fuck'n possible?

Clint: Well, the two things that he did—

Griffin: Oh, were freebees.

Clint: Remember, that's the thing about foresight.

Griffin: Oh, yeah, cool!

Clint: Freebees with no stress. And he's done the healing— I think I want Emerich to finish his long-term project.

Justin: The fighting game?

Clint: Because that dovetails— yeah, the fighting game. I think that dovetails with what he was just expressing about—

Griffin: Sure.

Justin: I had a good name for that, what was it called?

Clint: Can we take some steps—

Justin: Remember, dad?

Clint: Ring De Ruckus.

Justin: Ring De Ruckus. Oh, really?

Clint: Ring De Ruckus fighting game.

Justin: I guess we didn't have a good name for it. Okay...

Griffin: [laughs]

Clint: [laughs]

Justin: [chuckles] My mistake, my mistake. All right, Dad, let's see here, we're gonna work on a long-term project... where I'm gonna have you roll one of your actions.

Clint: Well, I would think it'd be tinker, wouldn't you? Let's see... Okay, so, roll tinker. I got three in tinker... Okay, that's just a straight roll?

Justin: That's just a straight roll, whatever that means, yeah.

Clint: And that would be controlled?

Justin: It's just a— there's none of those factors.

Clint: Okay then.

[sound of dice thrown]

Clint: 2, 4, 1.

Justin: Oh, you know, you're a lucky so and so, I think— okay, with 4, you get two segments. So...

Clint: That finishes it.

Justin: Your machine is done. This machine that is called Ring De Ruckus is now part of the darkade— that's just what I call it, your arcade of experiences. I'm gonna clear this off. Dad, what benefit do you think is— like, you've gotten this fighting game done, what's the benefit of this, from your perspective? In terms of this game we're doing.

Clint: I think it would be good as an attraction in whatever it is because we were going to have this arcade as... whatever, as our main function. Although, I think it has become almost like a cover.

Justin: Mm-hm?

Clint: But we haven't really taken any steps to reopening Poppy's Place as whatever it is that we envisioned when we first started out.

Justin: Okay.

Clint: So, this kind of leans toward that. But I would also think that a fighting game would aid Beef in training.

Justin: Yeah?

Clint: And maybe it would aid all three of us in training?

Justin: I think we could probably set it up to where this becomes a consistent benefit. Like, this is part of your layer, right? So, this is what I'm thinking about from like— as we're advancing stuff like along the layer map. Like, this is stuff like if you wanted to add like...

Griffin: You know what we could do? We could take prowess training, which means that if we do—

Clint: Yeah, that's what I was thinking.

Griffin: If we, if any of us use our downtime activity to train prowess, we get two experience points instead of one. We already have that in resolve?

Justin: Would that be prowess, though?

Clint: Like, yeah, 'cause prowl, skirmish, wreck and finesse are all in there, all of those—

Justin: Oh, I see what you're saying.

Clint: ... Could be considered elements of a fighting game?

Justin: Yeah, I kind of like that, actually. So, we'll have this as a thing. What I was gonna say is, if you at some point want to start to establish this as a source of income, I think we could definitely do that as like a— I think it would be a long-term project, to set it up. But I think if you guys wanted to set up the arcade— I think you have enough stuff here now that if you wanted to set up the arcade as like renewable income that's coming in regularly, regardless of what's going on with like missions and stuff, I think we could do that. I think it would be interesting to do at some point if we wanted to. But just putting it in all— putting it in your head there, so we can sort of like gamify this arcade aspect.

Clint: Yeah, I... Yeah, and not just say we open the arcade.

Griffin: Yeah, sure.

Justin: Yeah, it's gotta be— you gotta build— 'cause it's gotta be undercover, right?

Clint: Yeah. Right.

Justin: So, that's why I'm thinking long-term is like spreading the word a little bit more covertly.

Clint: Okay?

Justin: And Griffin has the expertise that he'll need to get people— I was thinking about it, Griffin, with your knowledge, you will also be able to make it easier to get people in and out of this arcade, without it causing as much commotion. You'll be able— this is maybe a bit more discreet of an entertainment, because you do have that knowledge of how to get people in and out a little bit slicker.

Clint: And I think that Beef had a lot of input in helping design the Bring De Ruckus fighting game, in the fact that I think that Emerich used a lot of old footage, you know, of his matches and his fights to kind of—

Travis: He's an arm wrestler.

Clint: So like—

Travis: Just to remind you, he was a professional arm wrestler.

Justin: Arm wrestler, yeah.

Clint: Right, right.

Justin: So, some of his—

Clint: But I mean, your last name is Punchly. I mean...

Justin: That's true. I mean, you can't fault him on that, Trav.

Travis: I mean, I guess that true.

Griffin: It's not Slamly. Beef Slamly would be pretty cool. Is it too late to change it?

Travis: Hey, yeah, is it too late?

Justin: No, you can change it whenever you want.

Griffin: Cool.

Justin: If you feel like a Beef Slamly—

Clint: But it's an alias.

Justin: Sure. Or not. It's like whatever... it's up to you.

Clint: [chuckles]

Justin: Okay, Dad, you've got— can you tell me what the machine looks like, just so we can have it in our heads?

Clint: Well, I think... Well, it kind of hinges on our payoff. To Emerich's way of thinking, we got away with all three the soccer ball sized prisms, which are really effective at completing structures. So, I would say when you activate Ring De Ruckus fighting game, it's not just all of a sudden an opponent pops up. It's like you're in some kind of arena with stands and—

Justin: Cool.

Clint: And fans all around, it creates a virtual reality kind of deal so that— and that's malleable. I mean, if you wanna fight in, you know, the Colosseum, you're fighting in the Colosseum, and all that other stuff. And it... so, it kind of creates an environment and an opponent, and determines the— what you're gonna do.

Justin: When you— Emerich, when you went to go work on that machine, you opened the access panel of this ongoing project. And when you open it, there were just 12 suites in there. Like, just 12 suites within the machine. Which you can only imagine is your payoff from Kenchal.

Emerich: Oh! Okay.

Montrose: Let's divvy that up.

Justin: Yeah.

Emerich: Fellows?

Montrose: Hell yes!

Emerich: Look!

Montrose: [chuckles] My assets are not very liquid right now. So, this is excellent news for me.

Travis: I have to remember how stash works, hold on. Can we— Justin, we can we use suites to buy?

Justin: Whatever! Whatever your mind conceives of. This is all pretend!

Travis: Excellent!

Justin: Wait, unless it's—

Travis: Yeah, I'm looking, hold on.

Justin: Wait, what are you— what kind of thing are you thinking— I mean—

Travis: Well, at this point—

Clint: We already have a bazooka?

Justin: You have a bazooka, what else do you need?

Travis: No, no, no, no, no—

Justin: You have a bazooka, a fighting game?

Travis: What I mean is that at this point I have in my possession three coin and two in my stash. And our crew has four coin. And I'm wondering if we should attempt to spend that coin to grow our—

Griffin: We need to— we have to level up our rep in order to do that.

Justin: I would also say that if you guys want to do something like that at some point, I think if you would talk— like, figure out what looks like away from the prying ears of our listeners, so as not to waste their time on things that are too mechanical. But I think we could definitely do that at some point.

Travis: Okay, I'm going to— my... as I said, my pockets are quite full, so, if we split this up three ways, right... I'm going to put—

Justin: Sorry guys, I hate to interrupt, but Joe Biden just texted me that he's running for president, if you can believe that.

Griffin: No way!

Justin: Yeah, he texted me for— he wanted me to know first.

Travis: Was there a question mark in there, Justin? Is he asking what you think he should do?

Griffin: Hey, he didn't fuckin' text me!

Justin: Yeah, he said— oh, at the end it says, "Tell Griffin." [chuckles]

Travis: Oh no, he facetimed me and I missed it, fuck.

Griffin: This sucks.

Justin: Ah!

Travis: He's gonna be so mad. He's always so, kind of, if I may, a little bitchy, whenever I miss his calls.

Justin: Oh boy.

Travis: I'm going to fill up to four, and then put three in my stash. Which brings me up to five stash!

Clint: Didn't we in the past put— didn't we have a mutual stash?

Justin: We call it a mutual fund. [chuckles] You have a mutual fund.

Travis: We've shortened it— Dad, we've shortened it just to mu-stash.

Clint: Mu-stash!

Travis: No—

Clint: Oh, I have a mu-stash?

Travis: No, you have a— so, each player has a stash that is their money to rely on when they retire.

Clint: Right.

Travis: Then our crew has the option to do vaults. But I believe a vault has to be purchased...

Griffin: Yeah.

Travis: As part of like turf and special stuff.

Griffin: You can also pull money out of your stash at a rate of two to one.

Clint: Okay...

Travis: I'm gonna look and see how we—

Clint: I just— I really— I think if we're in this for the long-term, maybe we ought to think of investing in a vault. And Emerich, who has very few, you know, needs along those lines, I think would be happy to look into obtaining a vault for the crew.

Travis: Well, we have to do crew upgrades to do that.

Griffin: Yeah. We gotta advance our shit.

Travis: I don't think we can just do it...

Clint: Okay.

Travis: I'm looking at the book.

Justin: Oh my gosh, here he goes.

Travis: I know, can you believe it? 94, 95...

Justin: Well, Griff, do you have an idea about a downtime activity? Maybe Travis can read up on that while—

Griffin: Yeah, I'm gonna swing by The Future is You.

Justin: Okay.

Griffin: Is The Future is You at a point where like people are coming to it? 'Cause we've invested a lot of time and kind of like—

Justin: Well, that's been your— that— so, that's been— that's kind of your choice, I think. It could definitely be, I think... you know, it's all yours. So, if you'd like to relocate it to— I mean, we didn't set it up in the arcade, I don't think, right. It's just somewhere—

Griffin: No, I mean, we were just— I was sort of thinking about it as a secondary... location.

Justin: Sure, like a hangout in the Butter Cream. That's totally fine.

Griffin: Right.

Justin: But that is what its function has been, as I understood it. If you want to shift that function to something else or whatever, like, I mean, again, whatever y'all wanna do, we can do it. But it could, you know, it's definitely at that point. Right now, I think of it as sort of like— in The Rock-afire Explosion documentary, the one dude that has the animatronic band that is The Rock-afire Explosion, just like set up in a room in his house. You know what I mean?

Griffin: Okay?

Justin: It's not pristine, but it's like quite an indulgence—

Griffin: Well, how about this, I think it has attracted some like hardcore... like Steeplechase historians.

Justin: Okay?

Griffin: Like super-super fans.

Justin: Okay?

Griffin: So, maybe when I show up this time, I am not alone.

Justin: Okay.

Griffin: I'll leave that to you to decide who that is.

Justin: Oh, you're just gonna... foist that on me. Hold on, give me a second.

Griffin: Mm-hm.

Justin: Okay. Okay, this will be fun, sure, why not. Okay, you walk into The Future is You. And you see the dad-matronic look up.

Dad: [chuckles] Well, hey, sport! What brings you in? I was just talking to your brothers here.

Justin: And you see Saxophone and Paper Towel. Two great—

Griffin: Not them...

Justin: Two great characters who kind of nod at you.

Dad: They were just telling me about this game, knockers, is it? That they play. Fascinating stuff! We've come a long way since jacks when I was a young man.

Montrose: Yeah, sorry, papa, one second. Can I help the two of you with something?

Saxophone: It's just a quiet place to play knockers.

Justin: That was Saxophone.

Travis: Obviously.

Montrose: Are you sure?

Saxophone: It's a quiet place to play knockers, away from prying eyes.

Montrose: Does this game require secrecy?

Saxophone: No, I like them... I like to see the robot watch.

Montrose: Okay, well, this is sort of a private establishment— this is the—

Saxophone: There is no lock on this door.

Montrose: No, I mean, that's sort of antithetical to the spirit of The Future is You, I suppose.

Saxophone: Pass five.

Justin: That was him talking to Paper Towel. Paper Towel knocks on the table twice. [knocking sounds]

Montrose: Okay.

Griffin: Oh, I just got the text from Joe Biden!

Justin: Okay! Okay!

Griffin: So, he— there was a slight delay.

Justin: A little delay, maybe a little—

Griffin: A little bottleneck in the—

Justin: Weird that the telecoms will get hung up on the three blocks from his house to your house, huh?

Griffin: [laughs]

Justin: Weird! Okay...

Travis: So, I guess mine should be coming any minute now!

Justin: Any second now.

Griffin: Okay, well—

Justin: Dad got a text from Ralph Nader, what?!

Travis: Oh no!

Griffin: Holy shit!

Montrose: I mean, I guess the door is always open at The Future is You. Just... you know, maybe don't spread word around to all of your lousy friends that this is a cool hang spot for games with unfortunate names.

Travis: Beef comes backing through the door.

Beef: All right, guys, pizza rolls are ready! Did you deal me in? I'm in, right? Oh, hey—

Saxophone: Yes.

Justin: And then he—[chuckles] You see Saxophone hand an empty glass to you, Montrose.

Saxophone: I'm... also, you're out of diet Shasta.

Montrose: Ah, my apologies. That'll be one suite, please.

Justin: Okay, Griffin, do you wanna try to relieve your vice while you're here, or do you feel like you need to get him out before you can do your— [chuckles] relieve your stress, I mean, by indulging in your vice. Can you still do that with him here? [chuckles]

Griffin: Yeah, sure.

Justin: Well, no, does it make it better? Weirdo. Gosh, Griff...

Travis: Hey, we don't vice shame here!

Justin: We don't vice shame here on this show.

Griffin: I say:

Montrose: Well, I'm just gonna keep tidying up. You all— don't let me interrupt your good time.

Griffin: And I walk over to the kitchen where I guess the top half of Momma is sort of working.

Montrose: Hey, Momma. I got pretty banged up this time. I know you said to take care of myself, but, well, there was an unfortunate workplace mishap.

Momma: Oh, you poor baby! Let me get the mercurochrome!

Clint: [laughs]

Montrose: Oh, no, it stings my boo-boos so bad, momma.

Momma: Oh, maybe a sweet mood from momma will help!

Clint: [laughs]

Montrose: Yeah, that sounds nice.

Griffin: I guess I hoist my—

Momma: Here's my little soldier!

Montrose: Right here, momma.

Clint: [chuckles]

Griffin: All right, I'm gonna roll. Lowest stat, is that it?

Travis: You can just click 'indulge vice,' Griffin.

Griffin: Oh, fuck yeah!

Justin: The fact that she wanted her voice to sound like this is the most important fact in the entire narrative, and you guys are missing it.

Griffin: Yeah.

Clint: [chuckles]

Justin: It's so— it's right there, all the clues... [chuckles] are right in front of you. It's so narratively important that she sounded—

Clint: Momma is Shroog?

Montrose: Momma, why does your voice sound like that?

Justin: No, momma— okay, there's just different— I wanna make this really clear to all the conspiracy theorists. Momma and Deep Dark are not in any way connected.

Travis: That's what he would say!

Griffin: No, no, no, Deep Dark is Shroog.

Justin: I do wanna— I do wanna say, though, a little bit disappointed that I create— I managed to find a character that was half Shrek and half Batman, and the— it should've been— no, but I feel like the whole podcast should be shifted to be about that. [chuckles]

Griffin: It will, but Juice, it has to be organic.

Justin: That's true, that's true. Yeah.

Griffin: I got a 6! So, and I had seven stress. So, I'm gonna stop there.

Justin: Perfect. Very relaxing.

Griffin: And I am... I am all done.

Travis: So, it wasn't just a fun goof. Beef has rolled in to play knockers with the two fellows to clear his vice as well.

Justin: Nice.

Travis: A little gambling! A little gambling's good for the soul. Now, I only have five stress, so, there is a risk here.

Justin: And you're playing for pizza rolls.

Travis: And we're playing for pizza rolls, as is the Butter Cream standard.

[sound of dice thrown]

Travis: Ah! Okay. 4.

Justin: Okay, that's not bad.

Travis: So, we'll clear that.

Griffin: You only have five stress, Trav, that's amazing.

Travis: I know, that's why I'm saying, "Ah, 4."

Justin: Ah! That was my pleased 'ah.' [chuckles]

Travis: Yes. That was meant to be a good 'ah.' So, also, I looked it up, crew advancement, I believe happens now. So, we will look at marking the XP. "At the end of each session, mark XP— Did we execute a successful smuggling, or acquire new clients or contraband sources?" I would say yes, we did a successful smuggling. We— "Contend with challenges above your current station?" It does feel like we did that, didn't it?

Griffin: Wait, what are we doing right now?

Travis: The crew advancement, crew XP.

Griffin: Oh. I wanna— can I take a second before we get into that?

Travis: Sure.

Griffin: I wanna take another action by spending a suite.

Travis: Oh?

Griffin: I think, looking at these dudes playing games in The Future is You, I feel like that sort of enterprising, entrepreneurial spirit that Montrose is endowed with sees an opportunity to actually make this a... a thing. Make this a... sort of underground gambling hall for— or gaming hall.

Justin: Ah, that's great.

Clint: Ooh?

Griffin: And so, I would like to start a long-term project. Maybe it's just a sort of street team... How about this, I say:

Montrose: Okay, belay my last order. I want you to tell all of your stinky friends that The Future is You is a chill place to come hang and roll—

Emerich: Play knockers.

Montrose: Roll some bones. Of course, I will expect a certain amount of compensation, maybe a house cut, we can talk about that afterwards. But I think this is... I think the future can be whatever we want it to be!

Emerich: The future is Ustaben.

Montrose: No.

Justin: [chuckles]

Beef: I like— I like what he said!

Griffin: I don't like Dad talking, trying to use my voice. It feels...

Justin: [laughs]

Clint: I gotta stop doing that, sorry.

Montrose: I think the future is lucrative, is what it is. And y'all can be on the ground floor.

Griffin: How many clock pieces do you think this, Juice?

Justin: Eight.

Griffin: Eight?

Justin: Yeah. I mean, if Dad's one thing— one machine was four, I think that, yeah, it's gonna be eight.

Griffin: Okay. Well, do you think consort is the skill here?

Justin: That makes sense, yes.

Clint: Hm...

Travis: Justin, I would like to posit that I think I should be able to give Griffin a bonus dice, because I have a—

Justin: Yeah.

Travis: I have a plus one reputation with the gamblers.

Justin: Oh, that's— I mean, yeah, absolutely! Absolutely.

Griffin: I like it.

Clint: Oh, good one, Trav.

Griffin: It's very good.

Clint: Good!

Griffin: Okay. I mean, for an eight clock... Alright, risky... I mean, it's— this doesn't matter.

Justin: No, just roll the die. Just roll the—

Clint: I would like to portend, before you do, that Emerich is going to help by staying out of it and not fucking it up.

Justin: Okay, that's great, yeah! Absolutely, Dad!

Griffin: Ooh! That's really cool. All right, here we go.

[sound of dice thrown]

Griffin: 6!

Travis: And a 3, and a 3.

Justin: The 6 is the important thing. Okay, beautiful. That means that... With a 6, we're gonna clear three of those segments. Good job, Griff!

Griffin: Great!

Clint: Nice!

Justin: Now, let me adjust the layer.

Travis: Dad, do you still have a downtime activity to do? Or did you do yours?

Clint: The only thing I have left to do is playbook advancement.

Travis: I do wanna do crew advancement together, because I think it requires some agreement on Justin's part.

Griffin: Yes.

Justin: Yeah.

Griffin: Yes, I agree.

Travis: So, we executed a successful smuggling, that's one tick.

Clint: Is there a sheet we should be clicked on to look at?

Griffin: Trav's got it.

Travis: I'm handling it on the crew mode character sheet.

Clint: Okay.

Travis: Justin, would you say that this job was a challenge above our current station?

Justin: Sure, absolutely.

Travis: We bolstered—

Griffin: You added two ticks— you added two ticks for the successful smuggling, right?

Travis: Because we smuggled what and what?

Griffin: No, no, "You earn two rep per score by default."

Justin: Oh, yeah, you should've gotten two rep, just for being yourselves.

Travis: Okay, great.

Griffin: “If the target of the score is a higher tier than you, take plus one rep per tier higher.”

Travis: Okay, did that.

Griffin: What do you think, Juice?

Justin: They were probably plus two. Ephemera is old and well connected.

Griffin: Okay, and we’re tier one, so we get one extra rep.

Justin: Yeah.

Travis: Okay, did that.

Griffin: So, that’s three rep.

Travis: Did we bolster our crew’s reputation? Or develop a new one?

Justin: I would say no, right? On that one thing, probably not, right?

Clint: I would say that would be the opposite of whatever heat is, don’t you think?

Justin: Yeah, but you got— I mean, if you guys are gonna take heat for that, I don’t think you should— I mean, do you feel like you bolstered your crew’s reputation? I mean, arguable.

Clint: If you take heat, you would bolster your reputation?

Griffin: I’m not seeing bolster your crew’s reputation.

Travis: I’m looking at—

Clint: Yeah.

Travis: I’m looking at the crew sheet.

Clint: Mm-hm?

Travis: And where it says 'mark XP—'

Clint: Bolster your—

Travis: Crew advancement—

Griffin: Oh, you're doing XP, Trav. XP and rep are different things.

Travis: Yeah, so, I'm doing the XP.

Griffin: Then you don't mark plus two—

Travis: Yeah. I fixed it. I'd only raised it one more for the part two. So, we're at the right number.

Justin: Okay.

Griffin: Okay. Have you touched rep?

Travis: No, I have not touched rep.

Griffin: Okay, I'm gonna add three rep, then.

Justin: Okay, yes.

Griffin: Cool. We only need four more to advance ourselves.

Justin: To get more turf.

Travis: So, the only last one— if we didn't raise the reputation, then it's, "Express the goals, drives, inner conflict or essential nature of the crew." I would—

Griffin: We need to be doing that after every session, by the way, it's not after each heist.

Travis: Oh, okay. I would argue that Griffin using a rocket launcher does express a lot of inner conflict between his recklessness and my softness. But I'll leave that up to Justin.

Justin: What, specifically?

Clint: Well, it says express the goals, drives, inner conflict or essential nature of the crew, in crew— in XP.

Justin: Yeah, I think that's fair, yes. Yes, the essential nature of the crew, absolutely.

Travis: Okay, great. Because it did work out, of like me trying to clear the place before it exploded, and Montrose not seeming to be especially worried about that. Okay, great. So, that's done. Griffin, you did the rep?

Griffin: Yeah.

Travis: Okay, cool!

Griffin: Entanglements, I believe is next.

Justin: Are we gonna do the vault? Or are we not at a point where—

Travis: Well, we— yeah, we didn't level up.

Griffin: We can't.

Travis: We have to... crew advancement has to fill up before we can do the vault.

Emerich: And where are we at in crew advancement?

Travis: We need two more XP. But we can figure that out, as Griffin pointed out, we do that at the end of session.

Emerich: Sure.

Justin: You finish wrapping about this, you finish talking through what you— what you just did—

Travis: Hey guys, good wrap sesh!

Justin: Good wrap sesh. And you hear a scream from the direction of the Prize Pantry.

Travis: What kind of scream? Can you do it?

Justin: It's one person screaming like they're terrified, and then they're joined by other voices, as you listen.

Travis: I'm gonna cautiously look.

Griffin: Yeah.

Justin: Well, it's not next to you. Like, it's—

Travis: No, like, I'm gonna— I'll make my way over, cautiously.

Justin: Okay, so you're gonna go outside and go look. You see sort of a press of people heading towards the Prize Palace, and there seems to be some sort of commotion there. This is weird because at this time that this conversation was happening, this would've been after the Prize Palace was shut down. But you see what looks to be like rather than the themed lighting that you would normally see at prize palace, you see like big, bright work lights switched on.

Travis: So, is this after hours?

Justin: Yeah.

Travis: Is there still— okay.

Justin: But you do see people— with the commotion there, you see people heading over there to see what's happening.

Griffin: Yeah, I'm gonna head over that way, too.

Justin: Okay. What about you... let's just say you're all three— like, you were just talking, right?

Griffin: Yeah, yeah, right.

Justin: As you walk up, the crowd seems to be heading back a little bit. And you notice that the front door is actually locked, they're not able to get in. The lights are on, but the front door is locked.

Griffin: Are there windows we can look in?

Justin: It's— yes, there— the windows— but because of the work lighting that's switched on outside, you're not able to get a great look inside. Though, there does seem to be some commotion within there.

Travis: So, we can hear the commotion inside, the door's locked.

Justin: Yeah. And you hear a couple people yell 'help.'

Travis: Okay, I'm gonna throw my shoulder into the door.

Justin: Okay, give me a... what's your— what do you call this—

Griffin: Wreck.

Justin: Wreck.

Clint: That'd be wreck.

Travis: Wreck, you think?

Justin: Yeah.

Travis: Wreck? Risky? Controlled?

Justin: Controlled, standard.

Griffin: Is this our entanglement, by the way?

[sound of dice thrown]

Travis: That's a 6, baby!

Justin: Oh, a 6! That's beautiful!

Clint: 6!

Griffin: Fuck yeah.

Justin: Okay. Trav, you smash open the door, which sends a flood of light onto this scene. There's two people that are clearly like sanitation workers that have been straightening up, cleaning up within the Prize Pantry. And as you open the door, the light from outside spills into the room. The first thing you notice is the blood. There's so much blood. When you follow the trail with your eyes, you notice that the outside lights are now falling onto the lifeless eyes of Sticky Fingers Paul Pantry.

Griffin: Holy shit.

Montrose: CPR! Does anyone know CPR?

Travis: I hold Montrose back.

Montrose: Someone scoop all the blood back into him!

Beef: That is not how it works. And listen, I have read enough mystery books, do not contaminate the scene.

Montrose: Call Stoker Spoker! Tell her to use her wax to... to gummy up all his wounds!

Beef: He's... he's dead, Montrose.

Griffin: Is he dead?

Justin: He's dead.

Emerich: We need to establish that—

Justin: He's dead.

Emerich: We've established that.

Justin: I mean, I said his eyes were lifeless. So, you can go check him out if you want to.

Travis: No!

Montrose: This is unfortunate, but we need to not entangle ourselves in this particular—

Beef: Yeah!

Montrose: Okay, well, you did just smash open the door. So, I'm—

Travis: Are the sanitation workers inside here?

Justin: Yes, they were the one— they were cleaning. That front door was locked, they were cleaning— This is what you are able to pick up from when they start babbling about. They were cleaning when they found the body there, sort of like the middle of the show floor. You are— just as soon as you see the body, though, that you are... cleared out from the building. They— they... you're removed forcibly by the customer experience team, who seems to be wanting to put the lid on this very quickly. So, they shuffle— they shuffle you back towards the arcade.

Travis: Before that happens, do we have any time to do survey rolls?

Justin: Like, while you were there?

Travis: Yeah.

Justin: Like, at the scene?

Travis: Yeah.

Justin: Sure! Yeah.

Travis: I would like us to all three do survey rolls.

Justin: Yeah, I won't let you do that.

Griffin: Well, yeah, there's bad things that happen if you fuck up rolls in this game, so—

Travis: Which ever one of us is best at it, then!

Griffin: I have one.

Travis: I have zero!

Clint: I have two in study?

Travis: Hm... No, I think this is a survey, right, 'cause we're just light taking a look, we don't have time to like investigate fully.

Clint: Okay, yeah, I got zero in survey.

Griffin: All right, I'll do it. Here we go. What's our— what's the posish here?

Justin: This is— I wanna say it's risky, 'cause you really only have the one shot. But it is standard.

Griffin: One chance, one.

Justin: Did any of you guys wanna help?

Travis: Yes, I do. I'm gonna shine a flashlight. Pop out a flashlight and point it in there so he can get a better look.

Griffin: Okay.

Clint: Can I use foresight to help him?

Justin: I don't know.

Clint: Would that count against the next mission? This isn't a score, I can't use foresight.

Justin: Okay.

Travis: Yeah, so, I'll pop it out and I'll take some stress.

Justin: Okay, so—

Griffin: Okay. Here I go!

[sound of dice thrown]

Griffin: 3 and a 4.

Justin: 4.

Griffin: Mixed success.

Justin: Mixed success. All right, so, with a mixed success, you are not able to discern much. There's not much time. The do— the thing you do notice, Griff, or Montrose, if you prefer, is the knife buried into the chest of Sticky Fingers Paul Pantry. It tickles something in your memory, but you're not sure what. So, you're cleared away. And things are on lockdown pretty quickly. You see security sort of— and you know that they are security. They are dressed like old-timey Pinkertons.

Travis: Mm-hm, gross.

Justin: And they're keeping people in their rooms. And the next morning, you get an alert that all staff are to report to whittle around for an impromptu meeting.

Montrose: I guess that is us, 'cause we work here.

Justin: Yes, that's correct.

Montrose: By the strictest definition of the law, we are employees of Steeplechase.

Justin: You all get to whittle around, and you are among that later ones to arrive. You've had a rough few days, so, you were a little bit late to this. But you see a large crowd of people and you manage to push up a little bit closer to the front. And there, at the front of the crowd, you see Kenchal Denton.

Kenchal: Listen, guys, I'm not gonna waste a bunch of your time. I know we gotta— we have to kick this day off, and I know that is gonna be difficult for a lot of you. And this is fucked up, we can all agree on this, right? This is a first here, and I think it's maybe a... [sighs] I'm really sorry that this happened. It should never— this should never be allowed to take place in a place like this. So, I am sorry on behalf of the management, I guess. You know... there have been some errors on that side of things. Let's just leave it at that. But I want you all to know that we have apprehended, after reviewing the footage, we have apprehended the murderer. We haven't figured out what the motive is yet, but it is— you know, I want you all to know that you will be safe.

Justin: And it is at that point that you look over and see two security guards not attempting to be themed at all, these are bad boys. And they, by the shoulders, are holding a woman who looks up, and you realize for the first time that it's Gravel.

Clint: [gasps]

[Steeplechase theme music plays]

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