

The Adventure Zone: Steeplechase - Episode 31

Published June 29, 2023

[Listen here on mcelroy.family](#)

Krystal: Hey, Steepies! I am so excited to bring y'all an exclusive right here on Steeple Watch. My sources tell me that a new, exclusive stage show is coming to Gutter City! The Murdering Joke: Hunt for The Funny Man. Sponsored by O'Doul's O-ring lube. Guests will make a group reservation for this attraction, at which point one of them will be kidnapped by Funny Man, forcing the rest of their party to battle through Funny Man's minions, in hopes of a daring rescue. Sure, it'll be prohibitively expensive for the vast majority of you, but, well, you know, come on! Never know when to stop dreaming!

[Steeplechase theme song plays]

Weaver: It feels like something has frayed...

Justin: Hello, and welcome to Steeplechase! An Adventure Zone production. Wholly owned and operated by me, Justin McElroy, an independent contractor of The Adventure Zone. This is our podcast about high... high adventure and even higher towers.

Travis: Is the high adventure beyond compare?

Justin: Yes.

Griffin: That's a great question, Travis. I had the same one.

Clint: Who is Bianca Pear?

Griffin: That is a—

Travis: It's my— it is my— it's my original character for a fruit universe that I'm creating.

Justin: How is not a James Bond—

Clint: I can be Fiona Apple!

Griffin: I think— holy shit—

Travis: Oh, fuck yeah, dad, you can!

Griffin: It's also an incredible drag name, that I'm surprised somebody hasn't used.

Justin: I bet you they have. I bet you they have. Hey, if you all remember, you... I'm sorry, I just had to google Bianca Pear real quick. No, dad, it's right there, bud. Time to get out there in drag.

Travis: Yeah!

Griffin: Yeah, that arc is logical.

Justin: It makes perfect sense.

Kenchal: So, was there something you guys needed?

Beef: Yeah, Kenchal! What— I guess I just have one question. What the fuck? Like, what the—

Kenchal: Just one. Just one question...

Beef: Well, 'what the fuck' kind of encompasses— there's a lot of bullet points under that.

Montrose: I have just murdered Wayne Gretzky, for you.

Kenchal: Oh, you... yeah, that was unfortunate. Wayne will be difficult to— did you murder— wait sorry. You murdered Wayne Gretzky?

Montrose: I did. I ran him over real good with a Zamboni.

Beef: If it helps at all, I think, Montrose, it was Hard Light. I don't think it was—

Montrose: It's still psychologically— you understand, it's still psychologically damaging.

Beef: No, I understand that. I'm just saying that there— I think that the legal ramifications, as far as like how high profile it is, that kind of thing, are a little different.

Emerich: And he has beautiful Hard Light children, too.

Montrose: Yes.

Beef: Oh now, don't... we don't need to bring that into this!

Montrose: First of all, Kenchal, happy birthday.

Emerich: Oh, yes.

Kenchal: Thank you. Thank you, I appreciate that.

Beef: Oh, yeah, sorry. Yes, happy birthday.

Emerich: Many happy returns!

Kenchal: Yeah, thank you. This is exactly who I wanted to... to spend it with. So, thanks.

Emerich: Oh, that was sarcasm. That was sarcasm, wasn't it?

Beef: Now, hold on. Hold on, you dick. Like, we came here thinking we were about to rescue you from Funny Man, it turned out to be a whole thing. But like, I think a birthday is the appropriate time to use this little proverb, it's the thought that counts, my dude. None of your other friends, nobody else left that party. There's no— your security detail's not even here. Like, we came trying to help you and you're being a fucking asshole about it.

Kenchal: Yeah, they... the other people in my circles, they recognize a show when they see it.

Beef: Oh my god!

Emerich: But listen, you have to understand something, out of the goodness of our hearts, we came to rescue you because our original intent was to confront you and argue with you, and accuse you of trying to destroy us. And yet, we still rose to the occasion to save you.

Kenchal: I see. I see what this is about. Completely, completely get it.

Justin: And he reaches into his pocket and he takes out four suites and he tosses them to you, Montrose.

Montrose: You know we prefer it to be divisible by three, but—

Kenchal: I know, it's my little dig at you guys. It just keeps me—

Montrose: Great.

Kenchal: It's something for me. It's fun for me.

Travis: You know what, Justin, I'm— so... Beef doesn't normally do this, right? He carries himself a little softer. He's a little bit of a soft boy. Especially following his trauma. But he's gonna like fully stand to full height, full shoulder width, full like imposing Beefness. And like stand over Kenchal Denton. I think when he brings his full like Beefness to bear...

Justin: The full Beefness to bear.

Travis: Yeah, I think that he is... not easy to dismiss.

Justin: Okay.

Travis: That's my hope.

Justin: Okay. Well, why don't you roll...

Travis: If— I can tell you—

Justin: Well, no, no, let me— tell me what you're trying to do first. What are you trying to do?

Travis: Yeah, I think my intention is to... quite literally, gain command of the situation.

Justin: Okay?

Travis: Right, I think at this point, this isn't about swaying so much as it is like an intimidation tactic. Yeah, intimidate or threaten, there you go. I'm trying to really drive home of like, you are not as in control of what is happening as you think you are.

Justin: Okay. This is going to be... controlled with limited effect.

Travis: Okay. [hums tune] Can I trade position on that to make it risky?

Justin: Meaning?

Travis: Risky...

Griffin: Risky for standard.

Travis: For standard effect.

Justin: Yeah, sure.

Travis: Does anyone wanna help me?

Justin: Yeah, sure.

Griffin: I don't think I can, without really psychologically hurting myself. Oh no, I have some stress, I'll help you. I'll stand up really good, too. My posture—

Clint: Wait, wait, wait, how much stress do you have?

Griffin: Me? I'm three shy of trauma.

Clint: Okay, I still have one foresight where I can help him without taking stress.

Griffin: Fantastic.

Clint: So, I will—

Travis: May I make a say— may I make a suggestion of how you do that?

Clint: Yeah?

Travis: The circuit breakers on my hands start crackling with energy.

Griffin: Ooh!

Justin: Oh, cool.

Clint: Yeah, yeah. And he says:

Emerich: Yeah, buddy!

[sound of dice thrown]

Travis: So, I get a mixed success with a 4, is the best I did. Still, a mixed success.

Justin: A mixed success... Okay. With a mixed success, you stand up over Kenchal and... with your full, towering height.

Travis: Beefness, please.

Justin: Your full, towering Beefness. And before you can even kind of register it, you see Kenchal's hand on your chest and his right leg behind yours. And you are, before you can even process what is happening, on your back.

Griffin: Holy shit.

Justin: And he says:

Kenchal: I understand. I get this. I'm going to take you seriously. But I expect the same in return. We are adults and we're not play acting.

Beef: Okay. Then if that's the case, let's be serious for— can we be serious now?

Justin: He extends a hand to help you stand.

Travis: Okay, I stand up.

Justin: Okay.

Beef: Okay, then let's do that, Kenchal, right? Let's, for just this moment, treat each other both seriously.

Montrose: Also, in our defense, we were just play acting a whole sort of Batman, Joker sort of—

Kenchal: I did wanna ask you, what did you think?

Beef: It's actually pretty good.

Kenchal: How was that? I was all— I didn't— I haven't done the full experience yet. I've just sort of been—

Montrose: I mean, do you want my honest feedback?

Kenchal: I would love that.

Montrose: It doesn't make any god damn sense.

Kenchal: Which part?

Montrose: We fought a bunch of Heely warriors, there was a man just with a paring knife. Like... I killed Wayne Gretzky with a Zamboni, it doesn't make sense.

Kenchal: Yeah...

Beef: You need a little more... Like maybe neon in there and I think you would do well to like add, I don't know, like an ice level. But listen, none of that matters.

Kenchal: Emerich? I would like to hear from Emerich. Emerich's in the biz, I'd love to hear from him.

Emerich: Yeah, I think you need to introduce the concept of multiverses, so that you have the Funny Man from another universe and maybe the Deep Dark from another universe. And then you can have people who used to perform those characters show up in new versions of it.

Beef: That's sounds kind of— hey, Emerich, if I may, I'm sorry, man. That's kind of silly, right?

Kenchal: It's a little silly.

Beef: If you have a solid story with like solid characters, shouldn't that be enough? Like...

Kenchal: Well, we did initially have a cameo from Speedy Fellow, but the cast member we got to play that guy turned out to just be the worst. So, yeah.

Beef: Yeah, I heard about that. A real piece of shit.

Kenchal: Yeah, it was rough. Rough ride.

Beef: Now, listen, Kenchal—

Kenchal: Still gonna let him be in a few movies, though, hey? We're just gonna—

Montrose: Well, yeah? You don't throw the baby out with the bathwater? This is Hollywood!

Beef: Now, hold on, if the baby shits in the bathwater enough, maybe think about throwing the baby out with the bathwater.

Kenchal: [laughs] Eventually, you just have to give up!

Beef: You just gotta get a new baby, you know? [chuckles]

Kenchal: This bath tub still has resale value, folks. We gotta—[chuckles]

Emerich: And if the baby accepts no responsibility for the shitting...

Beef: Oh yeah.

Kenchal: [laughs] Right, how will they learn?

Montrose: I'll be honest, Kenchal, what we need from you, what I need from you is a one word answer, yes or no. Have you—

Kenchal: No.

Montrose: Okay, listen to the question first.

Kenchal: No, sorry, I'll wait for the question. [chuckles]

Montrose: Very good. Have you been sabotaging our efforts and our network, as some— no, that's the end of the question, 'cause I'm not gonna let you loophole your way out of it. One word, yes or no, have you been sabotaging our network?

Kenchal: No.

Griffin: Is that the truth?

Justin: Yeah.

Griffin: Okay. Oh, sorry, that was me, Justin, asking— that was me, Griffin, whoa, holy shit. That was me, Griffin, asking Justin if that was the truth.

Justin: Yeah, the truth of the answer that he gave to your question is no. He hasn't been sabotaging you at all.

Griffin: Okay.

Beef: Okay, 'cause here's the scenario we find ourselves in, Kenchal. Once again, taking each other seriously for a moment. Paul Pantry was a connection we knew, right?

Kenchal: Right.

Beef: Died. Gravel was a connection we had, was framed for Paul Pantry's murder.

Kenchal: Yes.

Beef: Darla Davis—

Montrose: I get the impression, by the way, that you did know that she was framed?

Kenchal: Yes.

Montrose: Cool, cool, cool. Would love to hear an explanation on that, once we're done with this.

Beef: Darla Davis was a connection we had, that has been basically told that we are persona non grata. And at this point, we just keep losing connections that we have. And it seems that there's a power operating to separate us from those connections.

Kenchal: Yes.

Beef: And you're saying that you are not that power?

Kenchal: No. What I'm saying is that I'm not sabotaging you. I am cleaning up after you.

Beef: Okay.

Kenchal: Listen, you guys are good at what you do. But you have to understand that this is what I do. I look for inefficiencies. I look for— pardon me, and I don't mean to be offensive, but sloppiness. And I try to correct that, to make the loose ends go away. You have proven yourselves to be truly efficient at what you do. Sometimes even ruthless, when the time calls for it. But in terms of that clear-eyed efficiency, that... closing all the loose ends, tying them up, cutting them off, whatever it requires... um, sloppy. So, I value you three, I value what you do. So, I'm trying to clean up after you, because I want you to be... a little bit more permanent part of our... *family*. [chuckles]

Emerich: Oh...

Kenchal: So, I am cleaning—

Beef: No, Emerich, it's not that.

Kenchal: I'm cleaning up your loose ends.

Beef: By murdering Paul Pantry?

Kenchal: I didn't say that I was doing it in a fun, sweet way. That's been more sort of your all's MO, leaving behind friends and people who can identify you on sight everywhere you go, lowering your value to me, to the organization. No, I am cleaning up loose ends. There is, I think, for a lot of these people, nothing they would prefer than to die in service of us. At least, that's what I tell myself. [chuckles] It doesn't really matter, does it?

Montrose: How... how did you... how did you generate a Hard Light projection so realistic that it fooled everyone into thinking that was Gravel?

Kenchal: Hm... did it fool everyone? Because I don't think it fooled you, did it?

Emerich: Did not fool me, no.

Kenchal: I didn't think so, Emerich. I didn't think it fooled everyone. I knew that if you paid close enough attention, I knew that he would know.

Emerich: I thought I recognized the technology. It seemed very familiar.

Kenchal: Oh, Emerich, we've been making some really, really, exciting advances. And once things are a little bit cleaner and quieter surrounding you three, then I would love to bring you in on some of that. Super exciting stuff. You are going to— if I could be a little crass for a second, jizz in your shorts.

Montrose: That's awful. That is just awful.

Emerich: [excited giggle] Ooh! Oh, God!

Kenchal: So, yeah. I've been cleaning up loose ends. I mean, this is not... let's see, Paul Pantry, yes, killed. But if it makes you feel any better, he was blackmailing you. And that is— I just think that there's nothing worse than a blackmailer. You know? So, that he kind of had coming to him. We can all agree on this, yes? Yes, I'm taking the silence as a yes.

Montrose: Yes.

Kenchal: Gravel, not dead. I did send her to... to the prison colony in Old Kidadelphia. So, she is fine. She's doing great. Well, she might be. I don't know, we have no contact with that layer. But she's doing fine, maybe. Who else? Darla is, can I say, a super star. And you three deserve some of the credit for that because she would have wasted her talents there, trying to unfuck the unfuckable, if I can— in Gutter City. And she is a shining star up here and so much better paid. She seems to be extremely, extremely grateful for the opportunity. So, that one's— that's a plus. I think that at least balances out the Paul Pantry thing.

Beef: Yeah, but like you did that and then attached strings and qualifications to it. So, that's also kind of a power play for you, right?

Kenchal: With all due respect, Beef, I'm not The United Way. I am running a business here.

Beef: Yeah, I'm just saying, don't make it sound like, "Oh, what a charitable thing I did. I bumped her up and how great."

Kenchal: Buy one pair of shoes, get one pair of shoes, that kind of thing? Yeah, I... yeah, I went there.

Beef: Okay, so, it seems like, Kenchal, you keep hinting around something you're working towards and bringing us into the family and you're cleaning up 'cause you have a big plan or whatever. What exactly are you dancing around?

Kenchal: Yeah. I know that's the question, absolutely. And I would love nothing more than to walk you all through this. I need to make sure that you are in, 100%. And I am going to take you to headquarters. I'm gonna walk you through the whole organization and really bring you into the fold, from the inside out. And that's, I have to imagine, what you all want, right? On some level. And I— what— Emerich—

Emerich: We accept!

Kenchal: No, I wanna know what's going on, on your face, Emerich. Is it just that? Is it that quick?

Emerich: Yeah?

Kenchal: It's a good gag. I'm just trying to figure out if that's actually what you're doing. You know what I'm saying? Like, it's... that's the energy I assumed you would have.

Emerich: That's my energy, yes!

Travis: I pick up the four suites— I pick up the four suites that Kenchal threw. [chuckles]

Justin: That's nice, Trav, 'cause I was fuckin' clocking that.

Travis: I knew you were, I can feel it.

Justin: Good thinking. He did toss it to Montrose, though. So Montrose, did you just let it bounce off of you? [chuckles]

Griffin: Yeah, it just hit me in the chest and fell to the ground.

Justin: And it winded you, but you tried not to show it?

Griffin: Mm-hm.

Travis: [chuckles] One of the— one of the coins just caught like the edge of one of his testicles. Which, as we all know, is the worst feeling.

Justin: It just got me!

Travis: Just got me!

Griffin: I look at my pockets and I only have room for one suite in there. And then I open up the tiny little purse we use for Poppy's Pals' finances, and it's full. So, I'm like:

Montrose: I actually may need to give you one of these back.

Travis: Yeah, I open up my pocket—

Clint: I'll take it?

Travis: I open up my pocket and there's three little slots for coins.

Justin: Perfect.

Kenchal: I would love to walk you all through everything, bring you way, way in, but... I need to make sure that you all have... tidied up after yourselves. And I've taken care of the big things. Obviously, the things that I didn't trust... was worried that might be—

Beef: No, you said it, trust. Yeah, we heard you. You said trust, it's fine.

Kenchal: You're right... no sense in trying to pretend now. But I need to make sure that you all have cleaned up after yourselves. I don't expect there's anybody you'll need to assassinate or what have you, but in case you have any loose ends that you need to... tie up before we... go a little bit deeper down the rabbit hole, then this would be the moment.

Beef: Listen, Kenchal, I just wanna say, while I don't always agree with your methods, if you need to kill Poppy, from Poppy's Place, I think we'd understand.

Montrose: Ooh, he knows too— he knows a lot, Kenchal!

Beef: He knows so much, Kenchal.

Kenchal: So, here's the weird thing about that guy... We don't pay him. And that was confusing to me. He's just kind of there. And I grilled him— well, one of my— I mean... one of my people grilled him for, I mean, hours. He doesn't know, guys, I mean, anything. He has no... nothing has changed, as far as Poppy— I don't understand, it seems almost... an intentional level of ignorance. Truly, truly... Yeah, and we have people on staff that can tell 100% if you're lying or not. This guy's not lying. He has no idea what's going on. It's stunning, really.

Emerich: Just like a pro bono job, then?

Kenchal: Uh-huh, sorry?

Emerich: It's like a pro bono job to him?

Kenchal: That or he just loves the snack bar in the employee lounge. I have no idea.

Beef: He's never struck me as much of a pro. It's more like amateur bono, really.

Kenchal: Yeah...

Montrose: Pro bono...

Beef: Get him.

Travis: [chuckles]

Kenchal: So, I will drop you all at whatever layer you need. We can take the bi-rail, no need for skulking around in the shadows. I'll drop you off and then once we're ready to hit the road, we'll do just that.

Emerich: I may have an idea of someone that we... do kind of need to deal with. Oh... I almost hate to bring it up...

Kenchal: Okay? I'm all ears.

Emerich: Well, it's...

Kenchal: Imagine me missing a loose end that you picked up.

Emerich: Well, I mean, it's kind of... it's kind of sensitive because he used to be a friend and co-worker of mine.

Kenchal: Mm-hm?

Emerich: Hank Heart?

Kenchal: Hmm...

Emerich: Hank always seems to be— I always have this feeling that he's lurking in the background. And I didn't have a rather unpleasant conformation with him on the sex show, the sex island thing.

Kenchal: That is what we changed the name to.

Emerich: Oh, really?

Kenchal: The Sex Island.

Emerich: Oh, TM, TM, TM, TM, TM.

Montrose: I was confused... I was— you can't do that. I was confused because we also did do a sex show heist.

Emerich: Yes, we did.

Montrose: From a separate, completely different— I did not realize, we have pigeonholed ourselves so specifically.

Kenchal: A little predictable, yeah. Hank is doing fine and honestly, is excited to get to work with you again, Emerich. Yeah, the two of you, what will you cook up? I have no clue, but I'm sure it's gonna be fantastic. I'm super excited.

Emerich: Tell him— tell him— give him my best, please.

Kenchal: Oh, absolutely. He'll be thrilled to hear it. So, can I drop y'all in Ustaben?

Emerich: Yes.

Montrose: Absolutely.

Justin: Okay. So, you're there.

Montrose: Holy shit, that was fast, Kenchal!

Justin: Oh, sorry, this is me, Justin.

Griffin: Oh, okay.

Justin: [chuckles] There was a whole other scene, it wasn't very interesting. So, I left it on the cutting room floor.

Griffin: Okay.

[theme music plays]

[ad break]

[theme music plays]

Justin: All right. So, we got some downtime business here to take care of. And where do we wanna start?

Travis: Well, so, first... we, I believe, have a crew advancement to do because we have two slots left and we have basically executed a successful heist. Which, we got to Kenchal, we did that.

Justin: No, no, that was successful, you got money for it, all good.

Travis: And, "Contend with challenges above your current station." I mean, if Wayne Gretzky ain't above our current station...

Griffin: Yeah, for sure.

Travis: I don't know what is.

Justin: Yeah, cool.

Travis: So, that gives us full bars. If I might, my personal suggestion is renegades. 'Cause it gives us a plus one action rating to finesse, prowl or skirmish.

Justin: Mm-hm! That's a big— that's a big... that's a big bump.

Travis: Yeah, 'cause some on there that are about like vehicles and like heat, or... there's stuff about ghosts, which we haven't really delved into too

much. So, I feel like renegades is the way to go. Especially since we did a lot of fighting and stuff in that last one.

Griffin: Sure, yeah. I mean... Yeah, I could always use more prowl.

Travis: Dad, does that sound good to you?

Emerich: I think it sounds wonderful!

Clint: I mean, I think it sounds wonderful.

Travis: Oh, the lines are blurring, guys, we have to be careful.

Justin: Okay, I've added renegades to the sheet.

Travis: I'm gonna take a plus one in finesse—

Clint: Do you guys— do you remember that we created the Bring Da Ruckus fighting game?

Travis: Yeah?

Griffin: Yeah?

Clint: And you remember that is it supposed to give you a plus one if you train on it?

Griffin: Well, no, no, no, that's a different thing. That's for training, this isn't training, this is just a special ability of the crew.

Clint: Right, but I just wanna remind you guys that it exists.

Griffin: Okay. I would like to— that wasn't an action, right?

Justin: No.

Griffin: That was just a little bit of business. I would like to go to The Future is You and try and finish up my goal of turning it into a gambling hall. But I

also realize that in this sort of place we have found ourselves with Kenchal, us owning and operating a gambling hall in the middle of the sort of criminal you know, hive of scum and villainy of Steeplechase, is probably not the best idea, not the best look. So, I would like to go there and I would like to meet up with fuckin'... Squeaker— no, what's the dude's name with the Rubik's cube? Slipper? Slippers?

Justin: Slipper.

Griffin: Slipper. I would like to... I would like to have a conversation with Slipper there.

Justin: Well, then you're gonna have to let me open up the Voice-o-matic 3000 here and see what Slipper sounds like, and then he'll be right with you. One moment, please.

Clint: Call for Mr. Slipper, line three.

Slipper: Okay, here he is. Hello, how... what?

Montrose: I see you're trying to learn the ZZ method, it's...

Slipper: Yes, I'm having a problem with the third exposition of the algorithm, there seems to be some bifurcation of the logic patterns around the 28th or 29th turn. I'm trying to stick with the basic primes, but have found the upper-end left faces were the most problematic.

Montrose: Yes, it's... it's an advanced technique. When I dabbled in speed cubing, I messed with ZZ a little bit and... [chuckles] it is a tricky one. Hey, listen, Slipper, may I talk to you as a business man for a second?

Slipper: Yes, let me take off my Rubik's cube enthusiast hat.

Justin: And then he reaches up and takes off the hat that says Rubik's cube enthusiast and sets it on the ground.

Griffin: [laughs]

Slipper: Now, we can talk as business men.

Montrose: I see you have a business man hat next to you, are you not going to put that—

Slipper: Yes, I'm slipping it on, please wait.

Montrose: Fantastic.

Justin: It's got a picture of a— it says 'business man' and it's got a picture of like a hand holding a briefcase and it just says 'business man' in sans serif font. [chuckles]

Griffin: Great.

Montrose: This place means a lot to me, The Future is You. It has meant a lot to me my entire life. I have very fond memories of coming here when I was just a child and... finding a lot of comfort in this image of a perfect family that it purports to showcase. It is a little rough around the edges, especially now. But it is a special place and I can tell by the amount of time you've spent here that you are of a similar mind. Am I reading you correctly?

Slipper: Well... Yes, I suppose that there is a certain truth to that, yes.

Montrose: I think that there is a future for this place, here in—

Slipper: And the future is... me?

Montrose: Okay, yeah, I— you know, I—

Slipper: This is what you're saying?

Montrose: Sure, I stumbled right into that one. Look, I have been trying to pivot it as an attraction. And in doing so, I have invited any number of degenerates into its hallowed halls. Which I was uncomfortable with at first, but the opportunity here as a money-making venture seems to be undeniable. But I find myself with a... a lack of time and energy needed to

truly make it what it needs to be. I've gotten it most of the way there, but I need someone with a keen mind and nimble fingers, who can... who can help me out, who can make this place what it should be. And obviously, we have not spoken too many times, but I believe you may be the man for the job. So, I am asking you to be the ringmaster here, to help me run this gambling hall, maintain the machines as work is needed. And of course, take a generous cut of the profits.

Slipper: Well, I'm obviously flattered. It's very touching, honestly. My head is built for puzzles. My heart is not... perhaps I'm not as in touch with those emotions as I once was. You know, I... at some point, I lost myself in the cube and I... started to see everyone as a multi-colored facet of—

Montrose: Oh, hold on, one second, one second.

Griffin: I take off his business man hat and put his Rubik's cube enthusiast hat on.

Montrose: Okay, continue.

Slipper: I wish... I wish I had but two heads so I could be both a business man and a Rubik's cube enthusiast at once, but sadly, this is not to be. I would be, of course... honored to don a third cap as a captain's hat, if you will, of this particular land-born vessel, we call The Future is You. Well, I might diddle around with the name once I'm behind the reins. I don't want to rush into anything.

Montrose: I... I trust your judgement, Slipper.

Slipper: You're the only person who does.

Griffin: [laughs] So, I wanna roll—

Slipper: I didn't want to reveal that until this moment...

Travis: [laughs]

Slipper: Notoriously.

Justin: [chuckles]

Griffin: All right, I wanna— yeah, I wanna roll to finish up this project. I wanna roll to finish the Future is Gambling project.

Justin: All right.

Griffin: So, I'm guessing that's a sway?

Justin: It looks like you've got two more segments of this.

Griffin: Yeah.

Justin: Yeah, let's call it sway, that makes sense.

Griffin: Okay. I'm just gonna do this straight-up.

Travis: I believe in you.

Griffin: Um... sway.

Travis: Finish the fight.

[sound of dice thrown]

Griffin: Oh, no, 1, 1, 3! I mean, it's... [chuckles] I see he is unconvinced and I say:

Montrose: If I give you a dollar...

Travis: [chuckles]

Montrose: If I give you a dollar, will you do it?

Slipper: One dollar, you say?

Travis: It's a suite.

Justin: You mean a suite?

Griffin: Yeah, a suite.

Slipper: Hm...

Montrose: Honestly, it's kind of crass. I thought we were having a very special moment there, but I can tell that you need a suite.

Slipper: No, I understand, but I... I put the business man hat on when you weren't looking.

Montrose: Oh, you're— damn it, I should've seen this coming.

Justin: [chuckles]

Slipper: I think that's fair, okay.

Justin: And he puts it in your hand and after he... after you put it in his hand, he reaches behind the door and says:

Slipper: You see, the light switch is here.

Justin: And then the project is completed. [chuckles] You just couldn't figure out where the switch was, but luckily—

Clint: [chuckles]

Justin: It is now done.

Griffin: I'm thinking this is a... like a side business, right? Like, this is a—

Justin: Yeah, that makes sense.

Griffin: I know we have sort of been fast and loose with the turf sort of stuff, but there is a side business sort of thing here that grants coin in downtime.

Justin: Yeah, absolutely.

Griffin: Okay.

Justin: And I think if you— yeah, I'm gonna just give you a little check mark there.

Griffin: Great!

Justin: Yeah. This is also— that is not— that is not— that is part of the... the thing. I mean... yes, it's marked on the map. This is part of the mechanics, folks, we're not just making this up. It's like in the game sheet.

Griffin: And I'm gonna take a minute and walk over to the family, after I've sort of gotten him situated. And I say:

Montrose: Ma, pa, little sis...

Ma: Whoa, there's my special boy! I'm glad to see you again.

Montrose: Yeah, listen, mama, I'm not gonna be able to come around—

Ma: You're breaking my heart!

Montrose: Quite as much... I'm very sorry. But I hope that I have left you all better than I have found you. Well, hell, I got you a dog, didn't I?

Griffin: And I point at the fuckin' like crooked-headed, sparking dire hound, Girth, that I have sort of very clumsily built into the display.

Justin: And then you brother shambles up to you.

Brother: That's my dog. That's my dog. That's my dog. That's my dog.

Montrose: It is. Boy...

Brother: Baseball cards. Baseball cards. Baseball cards. Baseball cards.
That's my dog.

Montrose: Okay, yeah. If you could—

Pa: Well, champ, what sport— what takes you away— what business do you have, sport, that takes you away from bosom of your family?

Travis: Did you say buzz `em?

Justin: [in silly voice] Buzz `em.

Travis: [chuckles]

Clint: [chuckles] You know, like Bub's.

Travis: I'm so glad that everything we've done up to this point has led to Justin saying buzz `em. It means the world to me.

Montrose: Pa, I am... merely trying to manifest what you have been telling me, without knowing it, perhaps my entire life.

Justin: You notice his head is starting to slip off its stem.

Montrose: Hold on.

Griffin: I push it back on.

Justin: [mouths electrical whizz sound]

Montrose: The future is me and... I have to go and greet it.

Griffin: And I shake his hand and I give the top half of mom a big hug. Pet the two kids on the head. Very, very, very gingerly pet Girth the dire hound on the head. And walk out.

Pa: Montrose!

Montrose: Yes?

Pa: No son of mine will ever be a commie!

Montrose: No, that's not... all right.

Justin: [mouths powering down sound]

Griffin: [chuckles]

Emerich: [chuckles]

Griffin: I'm going to roll to relieve stress.

[sound of dice thrown]

Griffin: That's 4 I'm taking off.

Justin: Great, that's a good one.

Griffin: So, I got two stress. And that's it for my stuff.

Justin: Great.

Travis: I'm going to go to the Booter Cream and I'm gonna place a bet with the gamblers.

Griffin: Do you pass me on the way out of The Future is You gambling hall? Or is this taking place somewhere else?

Travis: Yeah, if The Future is You gambling hall is open and it's become a hub for all kind of gambling, be it table games and sports gambling, then yes.

Griffin: [chuckles] It's like 40 minutes later and it's just fucking— it's a Dave & Buster's in there, it's unrecognizable.

Clint: [chuckles]

Travis: I'm going to go up to the sports, you know, table, where— I say sports, but it's like all of the like booky— you know, they've got some wild bets out here these days. I wanna put a bet down on whether or not Kenchal is fucking with us. And I'm gonna bet that he is. I wanna know what the odds are. Justin, what would you say the odds are, what do the bookies put down?

Justin: Yeah, no, thank you. [chuckles] Sorry, sir.

Travis: No?

Justin: No, it's weird. They look at you like, "Where's Kenchal?"

Travis: Oh, you know what? Here's what it is. Here's what it is. Here's what it is.

Justin: Okay. Okay. Okay.

Travis: I wanna place a bet on which Denton I think is going to end up being the one in control by the end of the fiscal year.

Justin: Okay!

Griffin: That's good. I was gonna say, your original plan, actually, Travis, creates a lot more loose ends. You actually are taking a pretty tightly knotted end and fraying it in so many wonderful directions.

Travis: And I want to...

Justin: Do you want to tell Griffin and Travis, but not me?

Travis: Griffin and Dad?

Justin: I will take my headphones off and not listen so you cannot sway me.

Travis: Okay, Justin, I'm Travis.

Justin: Yeah.

Travis: You mean Griffin and Clint, right?

Justin: Yeah, yeah, yeah, Griffin and Clint. Sorry, I just get so wrapped up in the different characters.

Travis: Remind me of my options?

Justin: I don't know? It's your idea!

Travis: No, who are the Dentons? I know there's Kenchal, the sister... the dumbass...

Justin: Oh my God, I gotta get my whole sheet out.

Travis: Hold on, I'll look it up.

Clint: Carmine Denton was the dad.

Justin: Right.

Griffin: He dead.

Justin: Not the dad, I mean, he was the founder. Several generations have passed.

Clint: There's Kenchal...

Justin: Evelyn is running it now.

Clint: Devon.

Justin: Devon is Evelyn's dumbass son.

Travis: Uh-huh?

Justin: Who is next in line because Evelyn was born a few minutes older— a few minutes before Kenchal’s dad.

Travis: Great.

Justin: Edgard.

Travis: Okay, great.

Clint: Is there a Dr. Denton?

Justin: What? No.

Travis: Not related.

Justin: Yeah, there may be a Dr. Denton on Earth, but not in my game.

Clint: Gotcha.

Griffin: All right, take your headphones off, Juice.

Justin: Okay.

Travis: Yeah, I’m gonna put three suites down on... on Devon. Yeah, I think it’s the longest shot and I wanna make money.

Griffin: Okay.

Clint: Yeah. Yeah.

Travis: Okay, I’m done, Justin!

Clint: Okay, Justin!

Justin: Hello?

Griffin: We’re done, Justin.

Travis: Yeah, we're done.

Justin: All done? Okay, great.

Travis: And now I'm gonna roll to relieve stress.

[sound of dice thrown]

Travis: 4, okay. So, there's that. What do I wanna do... Wait, what does that put me down to? I currently have seven stress, that puts me down to four. Yeah, I don't wanna roll again. Um... while I think of my second thing, dad, you go.

Clint: I wanna finish the fake Kenchal long-term project. 'Cause if I'm gonna use it, now is the time.

Justin: Yeah, but you've got— you've only done three segments of that.

Clint: I know, I gotta fill five.

Griffin: Are you gonna use both your actions?

Clint: Can I... well, let me try with one first.

Griffin: If you crit, you can do it in one.

Clint: If I crit, I fill it. Yeah.

Justin: Why is that even part of the conversation? I mean, that's like if you get— if you get the winning lottery ticket, then you'll be rich. Like yeah, absolutely. But like, is that part of our calculation, that Dad— that there's a chance that Dad will pull this off?

Travis: Well, 'cause if Dad pulls off—

Clint: Yes!

Travis: 'Cause if he doesn't, he can use both of his... he can use both actions to—

Griffin: Both actions, he could spend coins to—

Justin: Sure, yeah. You guys have got a lot of options.

Clint: All right. So, I'm going to do that. I'm going to... I'm going to push myself. And it's a tinker roll, correct?

Griffin: You can't push yourself on a roll on a long-term project.

Clint: Okay, but how can I get extra—

Justin: Yeah, you can only push yourself in the—

Clint: How can I buy extra dice?

Griffin: You cannot. You can only spend money to improve the result. You can improve— if you get a 6 here, dad, you can improve it to a— you can spend a coin to turn it critical. So... but you have a lot of options here.

Clint: Okay, all right.

Justin: You roll a 6, you can— just roll.

Clint: Okay.

Justin: Just roll. Do your tinker roll.

Clint: Tinker roll... controlled?

Justin: Yeah, it's not— you don't have those.

Griffin: The position doesn't matter on something like this.

Clint: Oh, okay.

[sound of dice thrown]

Clint: Okay, 5, 4, 5. I can spend one suite to push up to 6. Can I spend another suite to push up the other to a 6?

Justin: No.

Clint: Hm... Okay, with a 6— with one 6, I can fill three, correct?

Griffin: Yes.

Justin: Yes.

Clint: Okay. Then I'll push one of those 5s up to a 6.

Justin: Okay, which will give you three segments, correct?

Travis: Now hold on, it does say, "Increase the result level by one for each coin spent."

Justin: Is that what it says?

Travis: Yeah. So, you could spend two coin, two suites to move it up to a critical.

Justin: Okay. All right, I take it back, Dad. You can take— you can do two to finish it right now.

Clint: Okay, that's what I do.

Justin: Okay, Dad, you have now in your possession, a fake Kenchal that you can—

Griffin: Can you say what it looks like to make a Kenchal?

Travis: [sings] What does it take to make a Kenchal Denton?

Justin: Who me, or Dad?

Griffin: Yeah.

Clint: Well, I think it would be a representation— and remember, this is using the technology that... we either acquired or found, or whatever, that makes it look so realistic. That's been the project all along, was to make an incredibly realistic-looking Kenchal. Not just a Hard Light figure that you know, people recognize as a Hard Light, but that it would be, I mean, down to the pores of the skin and everything else, the most realistic Kenchal in a nice, open-collared shirt and you know, suit. You know, kind of a... kind of a laid-back Shark Tank look.

Justin: Sure.

Travis: Yeah, a laid-back Shark Tank. Like a Mark Cuban.

Clint: So, I think—

Justin: Shark Cuban.

Travis: A Shark Cuban.

Clint: [chuckles] To kind of put a pin in it, you've got— he's got—

Travis: Hey, guys? Video game pitch. Wait, hold on. Video game pitch, right. A game in which Mark Cuban is on a tube, like a river tube, but he's being chased by sharks. And we call it Shark Tubing with Mark Cuban. What do you think?

Justin: Really good.

Griffin: Shark Tubing with Mark Cuban is real good.

Travis: Thank you.

Griffin: The next game in the Darkade.

Travis: Yeah.

Clint: So, his wristband now has a series of prisms along it, okay?

Justin: Okay.

Clint: Because he now has... he now has the capability to create six different Hard Light recreations.

Travis: Griffin, we can't let him snap or it's all over.

Clint: Kenchal, Eustace, Raúl, Scott Boldflex, Hard Doug.

Justin: You do not have Eustace. Eustace works at Prize Pantry. You can't steal Eustace, he's an employee of the company.

Clint: Okay. And then Raúl was Sinneundo— he's the same thing?

Justin: Yes.

Clint: So, he has four, Hard Doug, Scott Boldflex, Kenchal Denton and a mystery long-term project that he's saving.

Justin: Yes, correct.

Griffin: What the fuck?

Clint: Okay.

Griffin: Fuckin' Pokémon, fuckin' Ash Ketchum over here. I got a Krabby...

Clint: Now, let me argue one more thing.

Justin: Sure.

Clint: That was a lot of hard work, correct?

Justin: A lot of Hard Light, I won't lie.

Clint: Yeah, but I mean he put a lot of work into that. Would you not say that was acknowledging his vice?

Justin: Yeah, because we did only one action, I will say that you are— you can— you can dovetail those, I think. That makes sense to me. So, I think you can take a stress relief roll off of that.

Clint: And that's just a standard roll? Right?

[sound of dice thrown]

Clint: 4. Okay. So, that takes four stress off. Right?

Justin: Right.

Travis: Yes, correct.

Clint: So, is that it for me?

Travis: How is it determined how many— 'cause Griffin rolled two dice when he—

Griffin: You click 'indulge vice.' It does it for you.

Justin: Oh, yeah, dad, click 'indulge vice.'

Clint: Oh, okay. Okay... So, does that mean... I'm trying not to be so obtuse about this.

Justin: Sure.

Clint: Does that— since it was related to my work, are we counting that as my second action?

Justin: Yes.

Travis: Because it is.

Justin: Yes. But only— that's the only reason we're doing it, is because it definitely is.

Clint: Okay, and then, let me—

Justin: No. Don't you dare put another bullion on there, Mac. No, go ahead.
[chuckles]

Clint: I got— no, I have to ask you this. I have filled the playbook advancement.

Travis: Okay.

Griffin: Yeah, you can just do that.

Justin: Yeah, just do it.

Clint: Okay. Well then, I am taking ghost veil.

Justin: Oh—

Clint: You're not using ghost veil, right, Montrose?

Griffin: No, why the fuck would I use— I have ghost voice, but that's— I'm not— I did level up and take rook's gambit, which is a separate ability.

Travis: How many do you guys have? Have many special abilities?

Griffin: I have four now.

Travis: Okay.

Clint: I'm taking ghost veil and I wanna do an amended version of it since we're—

Justin: Of course, why shouldn't you?

Travis: Yeah, why would it be—

Clint: Well, because I don't—

Travis: I love you, pop.

Clint: Because I think it makes it too Merle at the end of Balance powerful, if he could shift into an insubstantial form, I don't think that's— I think that breaks the game a little bit.

Travis: Yeah.

Clint: So, I think it's just gonna be—

Travis: Hey, dad, not only does it break the game, I would say it breaks the laws of physics that we have existed in this game up to this point.

Clint: Exactly. So, invisibility, by using a hologram skin or whatever, that he get— he can be invisible for a couple of minutes. If that's okay with everybody?

Justin: Take two— now, this is— this is— there are some limits on this.

Clint: Right, it takes two stress.

Justin: It takes two stress to do.

Clint: Right.

Justin: And then you can take an extra stress for it to last longer. But that— I feel like that's a fair thing. Are you guys okay with that?

Griffin: Yeah, of course.

Travis: Yes.

Justin: I think that it makes sense.

Travis: How long does it last?

Justin: Yeah, that actually— through your Hard Light work, that actually all tracks for me. It feels— it feels very apropos.

Clint: Yeah, it does the whole Predator thing of using a hologram to project what is behind you, so it looks— so you're invisible.

Travis: And how long does it last?

Clint: A couple of minutes, it says. It doesn't really specify. It says a few minutes.

Travis: Okay. I'm gonna go to... I mean, I'm gonna go get patched up. But it's not really— I just need to go to like spa or something to rest, 'cause I have a pulled tendon and a smashed nose that I need to recover from. So, I just need like a me day.

Griffin: I've been to some spas before. They don't usually see to my nose.

Travis: Yeah, that's why I'm gonna focus on the tendon thing. 'Cause actually, the smashed nose I think is gonna add to Beef's overall Beefness, when that heals. If that heals with a little bit of a swell, that's fine.

Griffin: Great.

Travis: Give me a little bit of the Owen Wilson look. But I need to go with the pulled tendon. So, I'm gonna go to the Butter Cream spa. Justin?

Justin: Okay?

Travis: You know, the spa that's in Butter Cream?

Justin: Ah yes, the Butter Cream spa.

Travis: The spa that's in Butter Cream, what's that called? Justin, remind me?

Justin: What?

Griffin: The Butter Cream spa, what's it called?

Travis: What's the space in Butter Cream? I can't remember what it's called?

Justin: Oh, the Butter Cream spa. Yes, of course.

Travis: Yeah, what's it called, though? What does everyone call it?

Justin: Yeah, that one is called the...

Travis: Mm-hm?

Justin: Hot...

Griffin: Pool.

Travis: The Hot Pool?

Justin: [chuckles]

Clint: But it's spelled Puehl, like Swedish.

Justin: No, Mac, don't plus it. Don't plus it. Mac, it's called The Hot Pool.

Clint: [in silly voice] The Hot Puehl, it's The Hot Puehl.

Justin: [chuckles] Listen, guys, it's called The Hot Pool.

Travis: Okay. I go to The Hot Pool.

Justin: Okay. Do you get inside?

Travis: The hot pool? How hot is it? I dip a toe.

Justin: You just dip a toe?

Travis: I just wanna see how hot it is, I don't wanna be boiled Beef.

Justin: It's fucking freezing.

Mr. Pool: I am sorry about that. The heat has been off today. I apologize.

Beef: Who are you? Are you the pool?

Mr. Pool: I'm Mr. Pool, I operate The Hot Pool and today it's a little chillier than I like it.

Beef: That's— okay, well, I didn't like—

Mr. Pool: Did you come in for some R&R? I'd be happy to soothe your aching muscles.

Beef: Sure, you seem like a normal guy. Let's do this. Back rub, please.

Clint: [laughs]

Mr. Pool: It's a pleasure to meet a customer.

Justin: And he starts fiddling around, putting on like gloves and putting some sort of cream on his— on— inside of his hands— inside the gloves.
[chuckles]

Beef: I love it. This looks great.

Mr. Pool: My name is Dirigible.

Beef: Dirigible Pool?

Dirigible: Dirigible Pool. Who do I have the pleasure of acquaintance?

Beef: My name is Beef Punchly.

Dirigible: Ah yes, I should've known. You look like a Beef. That's awesome.

Beef: Did you say I look like a Beef?

Dirigible: Where are— did the— where does the muscle pain seem to be the sharpest?

Beef: I have a pulled tendon right about here.

Travis: And I point to it.

Dirigible: Yes, yes, excellent.

Justin: And then he's rubbing.

Travis: Yeah, in a good way?

Justin: No, he's... he's rubbing your back. He's doing like a pretty good job. But he doesn't seem to be particularly expert at it. And he leans—

Beef: You work here, right? I meant to ask—

Justin: He leans down close to your ear— he leans down close to your ear.

Dirigible: Mr. Denton wanted me to ask you how tying up loose ends involves introducing yourself to new people?

Beef: What?

Dirigible: Mr. Denton wanted me to ask you—

Beef: Should I have given a fake name?

Dirigible: Sorry, what?

Beef: Should I have given a fake name?

Dirigible: Well, I mean...

Justin: He says:

Dirigible: Fucking anything would've been preferable to introducing yourself to new people.

Beef: Okay. My name is Queef Scrunchly! Is it too late?

Dirigible: He said it's too late.

Beef: Ah fuck, okay.

Dirigible: Okay.

Beef: I'll work on it.

Dirigible: I work for the organization, so you should be fine. Do you want me to finish the massage?

Beef: Yeah! You're doing a great job.

Dirigible: As long as I'm here, right? Let's get a little bit of the squeeze [chuckles]

Beef: The better the squeeze?

Dirigible: The better the squeeze, the better the juice, that's what I say.

Griffin: Jesus Christ. Just roll. Just fucking—

Dirigible: And I've said it long, many years.

Griffin: What's this guy's quality level?

Justin: What? Seven.

Griffin: Holy shit!

Travis: Wow!

Griffin: That's really good!

Justin: Yeah, he's off the charts. You can't roll this guy. [chuckles] He's one of the best— no, he's fine. It's a fine massage. It's fine.

Griffin: Well, to roll the—

Travis: I'm gonna roll a number of D6, according—

Justin: Yes, he is quality level one, because he is not a massage therapist. He is an employee of Dentonic.

Travis: Okay.

Justin: But yeah, you're still gonna get your massage, though.

[sound of dice thrown]

Travis: I got 5.

Justin: Hey, well, that's not bad! Could've been worse.

Travis: Bump harm levels down one level.

Griffin: You clear one lesser harm, you can move a moderate harm down one to fill the spot.

Travis: Oh, no, I only— I had two lesser harm.

Griffin: So, you get rid of one of 'em.

Travis: I'll get rid of my pulled tendon. That works great... I'm just checking here, hold on. You know what?

Griffin: You can also spend a coin if you wanna get rid of both.

Travis: Yeah, I'm gonna spend a coin. I'm gonna spend a coin to clear all lesser harm. Yeah. So, bump that up to a 6... Yup, I'm gonna spend a coin, bump it down. He... here's— Justin, here's what it is, if I may.

Justin: You may.

Travis: Not a licensed massage therapist, right? So, the tendon is done. And then like accidentally, just kind of clocks my nose as they're reaching around, knocks it right back in place.

Justin: Beautiful.

Dirigible: I'm sorry about that.

Griffin: What is it like to have no harm? 'Cause I don't think that's— ever since I swallowed the pin, I think I've always been a little bit—

Justin: It's been on a downward slope for you since then, huh, Griff?

Griffin: Yeah.

Travis: Well, I would say, Griff, that as a character whose main job is get hit and hurt people, it's a little more important for me.

Griffin: I gotcha.

Travis: But it's— can I say, I as a human being have reached an age where I don't know what it's like to not have any sort of—

Griffin: A little bit of harm? Yeah, sure.

Travis: Harm all the time. If I sleep wrong, half my body hurts. So, I don't know, man.

Griffin: Yeah, you can minus D, for sure.

Travis: Sounds nice. And just like that, Justin, all loose are braided together.

Griffin: I don't think there's anything left on the table.

Travis: Yeah. I fire Bensen.

Justin: Oh yeah.

Travis: So, let's jettison Bensen into the void.

Griffin: I AOL instant message with the Creaky Man and delete him. Easy.

Justin: [chuckles] Delete all flies.

Travis: No, I think we give Bensen a position at The Future is Gambling.

Griffin: Fuck no.

Travis: Okay. Sorry, Bensen.

Griffin: No fucking way, that dude's a fucking clown. There's no way.
There's no way.

Justin: You guys had a project where you were gonna fix Bensen and—

Griffin: We did, it has two segments out of—

Justin: I'm looking at the clock right now, it's called Bensen Fixin'. It's
just—[chuckles]

Travis: Yeah, listen—

Griffin: Yeah, you made it an eight clock, an eight segment clock because
he is so fucking unsalvageable as a person. I think we all look at that project
and we look at Bensen and we say—

Justin: [chuckles] Not worth it.

Travis: And also, Justin, frankly, I think it's realistic because just the idea of like, yeah, we finished every project— come on, man. Look around your own house and tell me that's true of you. I'm gonna send Bensen over to my best friend, James DeBarge, and say, "Here's an intern. Please try to—" I'll pin a little note to Bensen's shirt that says, "This is Bensen. Please try to make him— leave him better than you found him."

Justin: [chuckles] All right.

Griffin: "He's an unaccompanied minor. Please take good care of him."

Travis: "Please take good care of him. I'll call you when I'm done. Your best friend, Beef Punchly."

Justin: All right, so you all are... you're not abandoning the Darkade, your secret arcade within Poppy's Place. You... it'll still be— you all have worked too hard for this to be like something you're leaving behind. I think you're just sort of like gathering some stuff for the trip or what have you. And it's the morning of your assigned departure and you hear a little knock on the door.

Emerich: What— oh!

Poppy: Boys? Boys? Good morning. I just wanted to see if you were sure about this. I'm really gonna miss having you three around Poppy's Place.

Montrose: Don't open the door.

Poppy: Boys?

Emerich: Why not? He's talking— he can obviously hear us?

Montrose: I know, but if we stay— no, no, if we stay—

Poppy: I made you Shroog shaped pancakes like you like.

Montrose: If we stay totally silent, he will just leave.

Emerich: Those are good pancakes.

Beef: We're not in here, Poppy!

Emerich: No, we're not!

Poppy: I put cinnamon chips in them.

Beef: Cinnamon chips?

Emerich: Fellas, come on...

Beef: Wait like sorry, hold on.

Travis: I open the door.

Beef: Like hunks on cinnamon? Like just cinnamon... like a cinnamon stick that you chopped up? What are you talking about?

Justin: No, they're like butterscotch or chocolate chips, but the— imbued with a cinnamon flavor.

Beef: Gross!

Justin: Cinnamon chips.

Montrose: I will not have an emotional moment with Poppy. I will hide in the bathroom if you let that man back here.

Poppy: Well, I have to go get my shots. So, I'll leave these outside the door.

Travis: I listen for him to walk away.

Justin: [chuckles] Okay.

Clint: He doesn't.

Justin: [chuckles] You hear him pretending to make walking away noises, but you're not— but Montrose isn't fooled. Montrose knows right away that those are pretend. You step outside with your belongings and on top of... Whittle Around, is that what it's called?

Griffin: Yeah.

Travis: Yeah.

Justin: Yeah? On top of Whittle Around, you've always sort of wondered about it. It's oddly like—

Travis: Justin, before we go, I'm gonna set a little bread crumb here to flashback too later. I assume here in Ustaben, there's like post office boxes. There's, you know, mail boxes.

Justin: Yeah, yeah.

Travis: I drop a letter into one of those mail boxes.

Justin: Okay, great, fun, cool.

Clint: And before we leave...

Travis: Oh?

Clint: Before we leave, Emerich has a sign that he has constructed. You know those signs that they hang, you know, when a ride's being worked on just temporarily shut down?

Justin: Yeah?

Clint: He's gonna hang it on the door and it says, "Just step back and you will see what Ustaben is gonna be."

Justin: Oh, that's great, Dad. I love that.

Travis: And Poppy pops out and he's like, "Well, the main arcade's still open. I don't..." [chuckles]

Justin: [chuckles] That's great. Okay. And then you see a small plane, what appears to be a small plane with large propellers. Not just pointed like forward, propelling the plane forward, but they pivot so that they're lowering, slowly.

Travis: A standing lift off?

Clint: A VTOL. VTOL.

Justin: Yeah, this is a— this— there is a— we actually— they use the term STOL. There are in each of the layers what the people in the company call stall ports. You very rarely see them used, but these are used for short trips between layers, just by the executives. It is a third method of conveyance. Not the... you all use the undercarriage or the— some of the holes between the layers. The common folk use the bi-rail. And the executives have come to use the stall ports to get around. So, you see a larger STOL land than you have typically seen around before. And it's very rare that you see them, and this is the largest one you've ever seen. And there, wearing his like headphones, as the door opens, is Kenchal Denton. And he's ready to take you all to what's next.

Kenchal: Come on, guys. Come on aboard. Welcome.

Emerich: You don't have to ask me twice! [chuckles]

Kenchal: Welcome. Anything to—

Emerich: You can if you want. You can ask me twice if you—

Kenchal: Anything to— this is a really short trip. Can I get you guys anything?

Beef: Ginger ale.

Kenchal: We have executive-level service on all the STOLs, so—

Beef: Ginger ale and a Biscoff cookie.

Kenchal: Ginger ale and a Biscoff for the good guy here. All right, absolutely. Montrose, can you get anything through the mask? Or how do you eat?

Montrose: I'm gaming!

Kenchal: Oh?

Griffin: I got my Game Boy out.

Montrose: Don't talk to me.

Justin: Sorry, can I clarify, are you gaming inside the mask? Like is the mask the display from the inside?

Griffin: No, I'm holding a fuckin' Game Boy Advance.

Justin: Okay.

Kenchal: Oh, got it. Sorry, I won't—

Montrose: I never get a chance for this and I—

Travis: Also, Justin, we're like 30 episodes in. You can't start asking Griffin how Montrose sees now?

Justin: Yeah, I guess that's true.

Kenchal: Emerich, anything for you? Anything for you, Emerich?

Emerich: Do you have one of those nifty magazines that sit in the flap in the back of the seats, that tell all about what's going on in the world of Dentonic?

Kenchal: I've got a Highlights that our CFO's kids left in here?

Emerich: Oh, Goofus and Gallant, yes!

Kenchal: There you go.

Justin: And he tosses it your way.

Kenchal: All right, buckle in, guys—

Emerich: Oh, Tommy Timbertoes, you are a delight! [chuckles]

Kenchal: Buckle in, guys! It's time for takeoff.

Justin: Then he sits down and straps in his seat. I assume you three do the same so you don't die?

Travis: Yeah...

Clint: Click!

Justin: And then with a rush, woosh! This thing just catapults into the air. And you see it zip outside of Ustaben. And it's not going far, it's circling— for the first time, you see the exterior of Steeplechase. And it's weirdly nondescript. These big light projections where the light is being reflected back out. So, no light can come in from the outside world. It looks almost like a... They're using, obviously, some sort of Hard Light technology. But it's made it reflective of the world outside, to render it not invisible, but it is not the imposing structure from the outside. It looks like waves of light being bent around themselves. And you're starting to spiral around Steeplechase and you notice you're going down to the lower level, where Steeplechase starts to expand.

You're getting into some of the early layers at this point, as it circles the tower, going lower and lower and lower. And then you see, in one of the ripples of light, a small opening that the STOL slips through. And beneath you, out the windows, you see what appears to be just desert. Just blasted land. Some structures dotting the landscape, but mainly it is a wasteland. And it's just about when you see this wasteland outside that you notice the

floor has dropped out from beneath you. You're falling, tumbling. The wind whips around your ear.

You look up and you see Kenchal Denton waving at you. You're maybe 100 yards up when you're jerked skyward by the tug of a parachute that has been attached to the three of your ejected seats. The three of you are not as slowly as you would like, but slower than you were, tumbling, falling towards the ground. You hit with a hard thud. Montrose, you black out. Emerich, you're cast of the side of a dune. And then Beef, you are lying flat on your back. So flat and stunned that you are caught completely by surprise when a grizzled, hollow man looks over you and says:

Hollow Man: Give me a juice box or you're dead!

Clint: [chuckles]

Justin: You realize, with this tremor, that you're now prisoners of Old Kidadelphia.

Clint: [laughs]

Griffin: [laughs]

[Steeplechase theme song plays]

Maximumfun.org
Comedy and culture
Artist owned
Audience supported