

Sticks Shift Incorporated
Episode 2, Season 2

SKYLER

Ok. Think I got that thing off my trail. Psychopomps are so annoying. I've just got to find WhiskeyJack and..

No.

WhiskeyJack was the one who got me into this mess in the first place. He led me right into the trap that killed me. Some family friend he turned out to be.

Family! That's it! Why didn't I think of this sooner? Oh my gosh, I'm so stupid.

I need to find my grandfather. He'll know what to do.

(INTRO MUSIC)

So if I were grandpa, where would I be? Hmmm.

Some ghosts hang around the place where they died, right? That's probably where I should start. Maybe I can find some clues.

Okay, now let me see if I can get there using this fold-step.

(SFX)

I'm in a library? No.

(SFX)

Grocery store. Is that Russian? Nevermind. Let me try again.

(SFX)

Some kid's room. Let me get out of here before I give them nightmares.

(SFX)

Is this a prison? No thank you.

(SFX)

Hospital. I hope that poor nurse can't see me. I am so, so
sorry. Thank you for your service?

(SFX)

This... this is definitely a basement.

[SCREECH]

And I'm not alone--

(SFX)

Oh my gosh. That was horrifying. If I still had a body I would
be throwing up right now. Wait, where am I? Is this Thailand?

(SFX)

Okay. All the signs here are written in English.

Looks like I'm at some kind of construction site? Ugh, this is
so confusing.

Maybe if I try thinking about where I want to go before
fold-stepping?

All right. Grandpa died in a car accident off of highway 1--

(SFX)

And that's a kangaroo. I'm in Australia.

Know what? I'm gonna keep trying, and I'll start recording
again when I get there.

[COMMERCIAL]

Highway 1. Finally!

That only took 42,836 more jumps to figure out.

I wasn't offbase with whole "think of where you want to go" idea. I just took the wrong fold-step. Turns out one of the fold-steps brings you to where you're thinking, and another one takes you to the opposite of where you're thinking.

Still not entirely sure what the other fold-steps do, but that's not important now. I'm finally here!

(beat)

And my grandfather is nowhere to be found.

(beat)

But, wait. He didn't die in this spot, right? He was clipped by a semi around here... spun over across that railing there... and hit this tree here.

Hm. Nobody here.

Wait, did he die in the car or on the way to the hospital? I can't remember.

Uh, the closest hospital from here... they would have taken him in this direction. Maybe I should just follow the road until I find him.

(pause)

Oh, hey. I see someone there. There's a spirit there! (louder)
Hello?

Let me get closer, they might not be able to hear me.

Oh, wait. That doesn't look like Grandpa. Too short and the hair is too long. But maybe they've seen him.

(louder) Excuse me. Hello? Hello!

(to self) They didn't even flinch. Hm. Maybe they can't hear
at all?

I'll have to get close enough to wave at them, then. Okay,
almost there.

Oh. Oh, that is not a person. That is some kind of loop.. an
echo of a traumatic event.

I'm... I'm just going to cross to the other side of the highway.

(silence)

That was incredibly disturbing. Like reality, itself was
having a hallucination.

(pause)

This might take a while, so I'll take a break from recording
until I've found him.

(TAPE CLICK)

I've made it all the way to hospital but no dice. Even
searched through all the rooms in all the levels. Plenty of
other spirits here, but none of them remembered him by name.

One of the other spirits gave me a good idea, though, so I'm
going to try that next.

Right after I fix some of the computer issues that have
plagued the patients and medical staff here.

Let's see. Oh, this person in charge is short-sighted, greedy,
and incompetent. Surprise, surprise. Okay. An email here... a
decimal point there... these data packets go here... and this
schedule needs to be fixed... There. Much better. Okay. Let's
go.