

JRATW 3.5 EP 1 - A Message to Careful Listeners
By Iri Alexander

Scene 1 - On Audio Channels

SOUND: A RADIO WAVE COMES IN, REPEATING A CODE IN MORSE. "----. --... ----.
---- ..- -... -.... .---- .---- ...-- ..--- .---- ----". THE CODE REPEATS 3 TIMES BEFORE
PHASING BYRON IN.

BYRON:

You listening, keep track of these messages. Decode them. I can't tell you why, can't outright state information. But what you find on this frequency is vital, and without your help, I can't save a very important life.

SOUND: THE NUMERICAL CODE RETURNS FOR ABOUT HALF THE CODE'S LENGTH BEFORE BEING INTERRUPTED. ALLOW FOR A SHORT PAUSE AS THE TRANSMISSION IS BEING FIDDLED WITH.

SHELLEY:

I've told you before, Byron, couching the truth in code will not make it any less so.

BYRON:

(Paranoid)
Which one of them told you?

SHELLEY:

(In a tone of genuine concern)
Does it matter which one of our brother's contacted me?

BYRON:

They're watching me... day in... day out. Never leave me alone. Please, I just want a moment to myself.

SHELLEY:

Byron, when was the last time you stepped away from this? Not even slept, just closed your eyes. Rested in an armchair?
(Calling his bluff) Actually, thought of taking a moment for yourself?

BYRON:

(Trying to brush this away)
That's beside the point. I have the important things I need to do. Monumentally important. And they don't let me do them. Hugo keeps trying to get me to drink this tea of his. He says it will help, but it's not going to help. It just makes me tired.

SHELLEY:

(Sighing)
Your brothers are worried about you. This idiotic obsession

continues to get more and more dangerous daily. As family, we have a right to worry about you.

SOUND: UGLY PAUSE

BYRON:

(Desperate to change the subject)

Chess... chess! Yeah! Why don't we play chess again?

SHELLEY:

The board never changes, Byron. All a game will do is upset you more.

BYRON:

It calms me.

SOUND: THE SOUND OF CHESS PIECES MOVING ON A BOARD

BYRON:

I go over the moves every day.

SHELLEY: (Between concern and amusement)

And do the pieces move any differently?

BYRON:

Yes

SHELLEY: (Disbelieving)

Have they now?

BYRON:

Here and there, not where I need them to though... Not where it matters. Maybe if I played someone that's - not me. You know with all this talk of being family, and you won't help me if it's gonna prove you wrong.

SHELLEY:

Sometimes little pieces can move without changing the bigger picture. Byron, I want to help, but the events you are trying to change are beyond even myself.

BYRON:

Because a name showed up in one of your stupid little books.

SHELLEY:

Very much so.

BYRON:

They've been wrong.

SHELLEY:

I would say closer to self-correcting.

BYRON:

(Almost mimicking Shelley's responses)
But there have been exceptions.

SHELLEY:
(Conceding, but not without frustration)
Just the one.

BYRON:
And don't you think this could be one?

SHELLEY:
No.

SOUND: THE TWO PAUSE BYRON'S PIECES CLACK OVER THE RADIO WAVES.

BYRON:
Replay the game with me? I think I have a plan.

SHELLEY:
One that I can guarantee won't work.

BYRON:
Just try anyway?

SOUND: THERE IS SOME RUMMAGING AROUND AS SHELLEY DIGS OUT HIS OWN CHESS SET.

SHELLEY:
I'll humor you. Perhaps it'll even persuade you to let this go.
Only for a few moves, I have work that needs doing.

BYRON:
Yeah, Sure. Irving won't let me sit on the radio for too long
as it is.

SHELLEY:
Good to see the Tribe not letting you waste too much of your
time. Very well, red or white?

BYRON:
White.

SHELLEY:
Which means I take red. Now where do we start?

BYRON:
Back before Nico went by Nico. And we're sticking with Nico.

SHELLEY:
He was setting up some silly sound system for the small town
hosted a game that kills someone every year?

BYRON:
Yeah. Whoever told them that tossing around a ball of nuclear

waste was a good idea... Tango and Charlie met up with Nico there in Aspen. They had apparently just finished running from Zombies in New York, and Vampires in Beexton.

SHELLEY:
Very busy.

SOUND: UNDERNEATH THE FOLLOWING DIALOGUE CHESS PIECES MOVE BACK AND FORTH.

BYRON:
Yeah, so, Nico went after them when he spotted the robot. Because of the prophecy.

SHELLEY:
(As if quoting from memory)
Your greatest accomplishment shall come from a radio.

BYRON:
He stalked them, kidnapped Jim Robbie, eventually they caught up to him, then he maniacally-accidentally sorta tore Jim's head off, Tango in her werebear form knocked his airstream into a quarry and took Jim back. And then Tango and Charlie helped him get his airstream back.

SHELLEY:
This Nico fella is an absolute idiot. I can see why Chad likes him. But that was when we started watching them all, Aspen?

BYRON:
Basically.

SHELLEY:
You have to admit the game they were laying was dangerous. Tango could have... came very close to dying that day.

BYRON:
The ball was switched out.

SHELLEY:
We didn't know that, not when we were watching them play. We were as in the dark as the players, Nico in his airstream announcing, and everyone else in the stands.

BYRON:
But you knew she wasn't gonna die.

SHELLEY:
I knew she wasn't in the book yet. That was all.

BYRON:
It's not the same. Now someone's name is in the books, and it shouldn't be.

SHELLEY:

That is not how it works Byron.

SOUND: THE TRANSMISSION WAVERS FOR A MOMENT BEFORE SHELLEY COMES BACK IN. MOVE THE CHESS PIECES JUST TWO TIMES MORE AS THEY FINISH TALKING.

SHELLEY:

Last few moves I'm afraid. The sisters need to pull me away for a new arrival.

BYRON:

You'll be back, right Shelley?

SHELLEY:

Of course, Byron.

BYRON:

Tell them I said hello.

SHELLEY:

I will. I'm sure they'll be happy to hear from you.

BYRON:

You'd better call back, I want to talk to you about my plan.

SHELLEY:

Don't worry, I will.

SOUND: SHELLEY'S TRANSMISSION CUTS OFF LEAVING ONLY BYRON'S. GIVE THE TRANSMISSION A MOMENT TO BALANCE BEFORE BYRON TALKS AGAIN.

BYRON:

Still there? The message changes, listen, try to understand. They don't believe in what I'm doing. Shelley doesn't believe that the future can change, but I need you to help me change it. We can still save someone.

SOUND: ANOTHER CODE COMES INTO THE TRANSMISSION, PLAYS 3 TIMES AND THEN THE TRANSMISSION ENDS. ".--.. / ...-- .. / .-. .- -- .. / .---- -... ---. -...- .---- -... ----." IN MORSE CODE.

LAURA:

Jim Robbie and the Wanderers was created by Iri Alexander. "A Message to Careful Listeners" was written by Iri Alexander, Project Management by Laurel Moore. Music by Rosemary Derocher, Editing by Laura Bramlette. Byron was played by Michael Beard of Old School RPG Studios on twitter @auspiciousbeard and Shelley was played by Joseph Warner. Visit our website at jimrobbieandthewanderers.com, check out our merch at crossroadstations.com, and our patreon at patreon.com/jimrobbieandthewanderers.

