

JRATW 3.5 EP 2 - If I Sleep I Dream of Chicago

Scene 1 - On Audio Channels

SOUND: A RADIO WAVE COMES IN, REPEATING A CODE IN MORSE ".--. . / . . . -- . . . -- / . - . . - - . - . . / - . . . -- - - -

1 - " . THE CODE REPEATS 3 TIMES BEFORE PHASING BYRON IN.

BYRON:

Have you been listening? I trust you. I know that you'll piece this all together. I just have to give you the pieces.

2 SOUND: A CHESS PIECE MOVES AND A CUP OF TEA IS BEING STIRRED. THE TEASPOON CLINKS AGAINST THE SIDE OF THE TEACUP.

3 BYRON:

(Pained wishing on the -can't)
He'll be jumping on soon. To try to convince me that I'm wrong again. But he -can't understand everything.

(beat)

4 This tea doesn't really help. I tried it at some point, the last time Hugo made it for me. Or the time before that... some point. Time blurs more than it used to. I want... (loses the direction of his thoughts) Eh, I don't have time to get lost in my thoughts. I don't have time to get lost in time. You should find that book I told you about.

5 SOUND: AS HE TALKS THE TRANSMISSION BEGINS TO BE DISRUPTED. HE'S STILL INTELLIGIBLE, BUT IT'S CLEAR SHELLEY IS HERE.

6 SHELLEY:

I took a glance at that book you were so insistent on. Interesting, although I'm unsure as to what the text has to do with the concern you've developed.

7 BYRON:

It's, um, for the code. To get the code out.

8 SHELLEY:

Ahh.

9 BYRON:

(Somewhat insulted)
Right. Trust me, it'll make sense once it's all out.

1 SHELLEY:

0 (Avoiding validating Byron's ideas about things making sense)

Byron, How have you been feeling as of late? I heard that Blake had a modicum of success in convincing you to leave your conspiracy boards for a moment.

BYRON:

1 Blake made poppy seed muffins. We can send some down to
1 you, perhaps Carroll would be happy with a snack. (beat)
They made me fall asleep. If I sleep, I dream of Chicago.
I dream of all of the little red eyes of the Leviathan
blinking under the waves, the little boats tied to cement
pillars, and all the people running around with rolled up
manuals, repairing failing systems... I dream the dream we
sent to Charlie, when she wanted to go home.

SHELLEY:

1 Charlie left after they finished facing down the Fig Wasp
King.

2 BYRON:

And you are... you're playing the field too fast Shelley.
We- We haven't made those moves yet.

1 SHELLEY:

3 No. Where are we then?

BYRON:

1 Everyone had- had gone their separate ways. I'm not sure
what the Wanderers did until they met again, but I'm sure
4 you remember what Nico did.

1 SHELLEY:

5 Not much of anything I think.

BYRON:

1 Aside from his major revelation? Nah. Slept, fixed some
things. I sure hope he was more interesting when Chad
spent time with him.

6 SHELLEY:

Meanwhile Tango made the news.

1 BYRON:

7 You tend to do that when you blow up a casino... (correcting
himself)well, a casino mugging robot.

SHELLEY:

Which two chess pieces move for that?

1 BYRON:
8

The Bandit and The Bear.

1 SOUND: FOUR CHESS PIECES, TWO ON SHELLEY'S SIDE, TWO ON BYRON'S
9 MOVE.

SHELLEY:
Right.

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BYRON:
I can't change those pieces now. But, you know the dream that Charlie had on the Ghost Train? (beat) You wouldn't, we didn't watch. But I found it afterwards. I found the dream that she had of Chicago. We made it, it was so odd Shelley, with all that ghostly influence. And I made sure she kept having it after that. After I knew about the book. I keep finding these little threads Shelley. We're all tied up.

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SHELLEY:
Look, Those threads are everywhere with what we do. But not every connection is important. We are connected to all of their lives, intrinsically. The fact that you cannot unravel the ties from your duty is what is pulling you apart.

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SOUND: PAUSE AS THEY ATTEMPT TO DISCERN THIS INFORMATION. BENEATH BYRON STIRS THE TEA AGAIN, AND THE CHESS PIECES CLATTER ONCE OR TWICE. OTHERWISE GIVE SOME DEAD AIR.

SHELLEY:
(Attempting to return to a less aggressive subject)
When do they meet up with Nico again then?

BYRON:
In Good Lucky, that town with the two sheriffs, and the clock tower that kept resetting time. It wasn't the most pleasant reunion.

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SHELLEY:
Even with the resets, none of the reunions went by swimmingly. But they did get progressively better. Enough that they even took Nico with them after his airstream was crushed by that clock tower.

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BYRON:
He leads a more interesting life to watch traveling with the Wanderers at least.

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SHELLEY:
And now that we've had that reunion, I assume that the next few moves on the boards are the little adventures that they had before the next big showdown.

2
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BYRON:
The next piece that moves is The Fanatic. See, The Wanderers came across El and her little group of

2 sunlovers, they ended up getting themselves shoved into a
3 cannon in a plot to reunite the sun and earth.

9

SOUND: AS THEY GO OVER THE NEXT FEW EPISODES CHECK PIECE MOVE
ACROSS THE BOARD

SHELLEY:

3 Their next move would be assisting Ginx and his little
0 green men in releasing his ship from the facility they
were being kept in. And then perhaps my favorite event -
Them being eaten by that sand whale. Have you any idea
what the truth actually smells like?

3 BYRON:

1 You could ask Wilde, she might know.

SHELLEY:

3 Sure, before or after she tries to convince me that giving
those shrimp that copy of Pinocchio was her idea in the
first place.

3

2 SOUND: HEAVY CLUNK OF A CHESS PIECE BEING PLACED DOWN WITH
FINALITY

BYRON:

After all that, The Wanderers returned to Good Lucky with
Kinghorn hot on their heels.

3

SHELLEY: (frustrated)

3 We haven't even touched on him before.

BYRON:

3 No, we haven't. See. It's all tangled. Like I said before.
4 And like me, you only watched part of it. It's hard to
play the chess game when you're only really watching half
the pieces move about by themselves.

SHELLEY:

Kinghorn moved before?

SOUND: BEAT

3

5 BYRON:

(Ignoring his brother's question)

3

Um, Shelley, when did the name first show up in the books?

6

SHELLEY:

(Taken aback, this is not a question he has been asked
before, nor one he has prepared for)

I'm... not sure. At some point around when The Wanderers are
running around nilly willy I suppose.

3

7

3 BYRON:
8 So, what you're saying is I could have been the first to
find it?

3 SHELLEY:
9 So early before... possibly. I rarely have reason to check
too soon.

4 BYRON:
0 I mean isn't that a good reason that it would be subject
to change?

4 SHELLEY:
0 More of a reason for it to be established.

4 BYRON:
1 How pessimistic.

4 SHELLEY:
1 Please Byron.

4 SOUND: TEA STIRS AGAIN. THERE IS AN UGLY PAUSE.

5 SHELLEY:
4 Byron, will you please throw out that tea if you don't
drink it?

2 BYRON:
(Huh, forgot that he had it)
Uh, sure

4 SOUND: BEFORE BYRON CAN DO ANYTHING, THERE'S A CLINK, AS THE TEA
3 CUP IS TAKEN.

(Exhausted)
Thanks Irving.

4 SHELLEY:
4 Byron, You've been farther away today, get some of those
poppy seed muffins together. I'm sure that Carroll would
love some. He's been worried. Occasionally he will stop by
with his van rounds. Have one of your brothers help you
with... I'll talk to you about Kinghorn and your dreams next
4 I call in. Please, take care Byron.

5 BYRON:
(Disappointed)
I'll talk to you later Shelley.

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

4 LAURA:
7 Jim Robbie and the Wanderers was created by Iri Alexander.
"If I Sleep I Dream of Chicago" was written by Iri
4 Alexander, Directed by Zoe Embler, Project Management by
8 Laurel Moore. Music by Rosemary Derocher, Editing by Laura
Bramlette. Byron was played by Michael Beard of Old
4 School RPG Studios on twitter @auspiciousbeard and Shelley
was played by Joseph Warner. Visit our website at
9 jimrobbieandthewanderers.com, check out our merch at
crossroadstations.com, and our patreon at
patreon.com/jimrobbieandthewanderers.

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