

INT: JAIL CELL, 1:00 A.M.

SKETCH, a young prisoner in their early twenties, wakes up from their cell, the hallway lights flickering eerily. Creaking is heard from somewhere down the dark hall. Sketch gets up from their bed and makes their way to the cell door. A dark shadow creepily runs across the screen.

Sketch: (Groggily)

What is happening?

A beep is heard and the door to Sketch's cell opens. Sketch backs up a little bit and sees that their cell is the only one open. They hesitantly walk through the open door and into the hallway...

If Sketch enters their cell, they can search it and find clues. Sketch heads to their beat up mattress, looking under it. They pull out a couple of stolen blue prints they got from a vain, corrupt guard in exchange for a portrait of themselves. The documents show the prison's layout. One page of the blueprint shows the cells, the doors and walls infused with salt particles to keep ghost criminals from escaping.

Sketch searches their wooden desk and pulls out their diary, two of the pages showing some doodles they made.

SKETCH: (Sighing)

At least I had plenty of time to practice my art here.

Walking up to their trash bin, Sketch pulls a torn photograph of them with their Dad.

I miss him so much. I never should have walked through the spirit portal in that rundown church.

Humans don't belong here...

Fast Forward (player can explore but ends up at Warden's Office)

INT: WARDEN'S OFFICE, 2:00 A.M.

Sketch, knowing that the Warden beats people up for fun, enters the Warden's office. The

Warden stands up from their chair and smiles wickedly.

THE WARDEN: (Smirking)

Took you long enough to get up here. You weren't enjoying your temporary freedom too much,

were you? *Laughs* Let's not dawdle too much, I'm sure you're anxiously waiting for your

beatdown to be over so you can lay back down on that torn up mattress.

Boss Fight Ensues. Warden is killed. (Optional cut scene showing Sketch kill the Warden, with the Warden's spirit floating away screaming in agony? Or a bright yellow orb floating away)

Sketch can explore the office and search through the Warden's desk to find prisoner files.

Sketch's File:

Name: River *Sketch* Lee

Inmate Number: 00235-050

Date of Birth: 02/29/2000

Address: Redacted

Medical Records: Redacted

Sentencing Information:

- **Offense Level:** 02
- **Criminal History:** Redacted
- **Final Decision:** 5 years in prison for *defacing* the local courthouse.
 - **Fines:** \$5,000
 - **Arrival Date:** 10/01/2025

Mugshot:

SKETCH: (angrily)

It wasn't even me who tagged that stupid courthouse. I saw the judge's son and a group of other high schoolers do it, but since I was the only witness, the judge hung the crime on my neck!

Going up to the large filing cabinet, Sketch finds the employment file on the Warden.

WARDEN'S FILE:

Name: Warden

Age: 35

Years of Service: 10

Disciplinary Actions: 20

Note: Many complaints detail Warden taking bribes and cruelly beating up and torturing new prisoners to the point they can no longer walk.

Deaths on Watch: 5

Note: All 5 deaths have been marked as suspicious, with the victims bodies brutally beaten. The cause of deaths were blunt force trauma to the head. No evidence has been made that explicitly links the Warden to these crimes.

SKETCH: (grimacing)

The Warden was worse than I thought. I could have easily lost my life today...

Sketch continues rifling through the prisoner files, coming across a prisoner nicknamed Glitch.

GLITCH'S FILE:

Name: Delta **Glitch** Moriko

Inmate Number: 00929-050

Date of Birth: 04/21/2004

Address: Redacted

Medical Records: Allergic to Sunlight. Glitch breaks out into uncontrollable hives.

Sentencing Information:

- **Offense Level:** 01
- **Criminal History:** Redacted
- **Final Decision:** 10 years in prison for hacking into Spirit Bank. Can parole in 5 years for good behavior.

- **Fines:** \$20,000

Arrival Date: 09/29/2025

Mugshot:

SKETCH:

She arrived a couple days before I did...I hope the Warden didn't make her one of his victims. I better see if I can find her.

Sketch spots one more file hiding in the Warden's filing cabinet and pulls it out.

ANTLER'S FILE:

Name: Maximina **Antler** Kelia

Inmate Number: 00865-050

Date of Birth: 03/11/1992

Address: Redacted

Medical Records: Redacted

Sentencing Information:

- **Offense Level:** 02
- **Criminal History:**
- Multiple Game Violations:
- Killed 5 baby deer for fun in August of 2020
- Hunted elk out of season in May of 2015

- Ran a herd of tired, grazing deer to death to steal their antlers in the Winter of
2018.

- **Final Decision:** 5 years. Can parole in 3 and a half years for good behavior.

- **Fines:** \$50,000

Arrival Date: 01/04/2024

Mugshot:

SKETCH:

She sounds like a horrible person. 5 years doesn't seem like nearly enough for such awful crimes. I guess animal related evils don't receive a lot of time...I hope I don't run into her.

INT. PRISON BLOCK B - 3:00 a.m.

Sketch, exploring the prison blocks, runs into GLITCH.

GLITCH:

Oh hey, you're the new prisoner I heard the Warden talking about. I'm surprised you're still able
to walk.

SKETCH: (smiling)

The Warden won't be bothering anyone else anymore. You came in a couple days before me,
how are you still in good shape?

GLITCH: (smugly)

Oh, I swiped his phone while he was breaking up a prison fight yesterday and hacked into his schedule, erasing my name from his beatdown column. I placed his phone back in his pocket like nothing ever happened.

GLITCH: Cont.

You're the first human I've seen around here. This world is a really dangerous place for humans, you should try and find a Spirit Portal to return back to your world really soon. I heard if you kill The Robber, a Spirit Portal will open up. Pretty nasty business and I don't know where that portal will lead, but it sounds like your only option.

GLITCH: Cont #2

You seem like a nice person and well I'm bored here anyways and promised myself I would turn a new leaf. If you wish, I can temporarily fuse with your soul and aid you on your journey, though only four ghosts can fuse with you throughout your time here.

Click to Respond:

- I'm skeptical but I could sure use the help.
- I appreciate it but I think I'll go alone for now.

If Sketch chooses "I'm skeptical..."

SKETCH:

I'm skeptical but I could surely use the help. I really hope this isn't a trick for you to take over my body.

GLITCH: (laughing)

Oh don't worry, ghosts can only completely take over those deemed purely evil. Plus, no offense, I wouldn't waste my time taking over your body. I can sense you have no hacking skills and don't even know what an *if statement* is!

SKETCH:

You know, saying no offense doesn't make it hurt less.

Glitch fuses herself with Sketch, increasing their total *speed*. The moral meter sways a notch to the good side.

If Sketch chooses "I appreciate it but..."

SKETCH:

I appreciate it but I think I'll go alone for now.

GLITCH:

Okay, your loss.

INT. CELL BLOCK F, 3:30 a.m.

Sketch enters cell block F, running into fellow prisoner *Antler*

ANTLER:

Grunts

SKETCH: (confused)

Uh, hello to you too? You must be Antler.

ANTLER:

Grunts. What do you want? Let me guess human, you heard us ghosts can fuse with you, making you stronger, and you want my help? I can sense you were talking to Glitch, I don't like her, she's too innocent and cares about animals blah blah blah. I will warn you though, I am considered an evil prisoner, take that as you will.

Choose:

- I read your file, I wouldn't want someone as tainted as you to fuse with me.
- Though I despise you, I really need the help and fusing with someone evil may let me survive this place better.

If Sketch chooses "I read your file..."

SKETCH:

I read your file, I wouldn't want someone as tainted as you to fuse with me.

ANTLER: (shrugs)

Let me guess, another animal rights advocate. So boring *yawns*, get lost while I'm still somewhat in a good mood.

If Sketch chooses "Though I despise you..."

SKETCH:

Though I despise you, I really need the help and fusing with someone evil may let me survive this place better.

ANTLER:

Grunts

Antler fuses with Sketch, joining their team and giving them a tracking buff. The moral meter sways a notch to the evil side.

INT. ROBBER'S SOLITARY CONFINEMENT CELL - 4:00 A.M.

Sketch stumbles down the hallway, sensing an evil presence near.

SKETCH:

There's a strong prisoner nearby, stronger than the Warden. I have to be careful...

Sketch stops in front of a cell door, feeling the evil spiritual presence stronger than ever. They open the cell door. The Robber smiles, showing his yellow teeth.

THE ROBBER:

Well, well, well, what do we have here? You killed that pesky Warden? Such a shame, I was looking forward to playing with him one more time for locking me in this hell hole.

SKETCH:

You must be pretty powerful to be the only prisoner locked away in here. I wouldn't normally trouble myself with fighting you, but I heard killing you will release a Spirit Portal, and that means you're the only thing standing between me and my escape.

THE ROBBER: (Smirking)

Yawns Just because you killed the Warden, doesn't mean you can kill me. He was pretty weak and it seems like he did a number on you. I'm looking forward to some action after all this time spent in isolation, and I'm really looking forward to stealing that precious *salt shotgun* of yours!