

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 sounds from somewhere down the dark hall. Sketch gets up from their bed and makes their way to the cell door. A dark shadow creepily flashes across the screen briefly.

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 blueprints 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:

Salt particles? I heard salt was good for keeping ghosts out but I thought that was just a rumor...

Sketch searches their wooden desk and pulls out their diary, two of the pages completely filled with random 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.

SKETCH: (Sadly)

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

Humans don't belong in this dimension...

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

Sketch explores the prison and runs into a fellow prisoner named GLITCH.

GLITCH:

Oh hey, you're the new prisoner I heard the Warden talking about. I heard you were next on her beat down list, that's her way of introducing new inmates to her jail.

SKETCH:

Is that why my cell door was randomly open?

GLITCH:

Yeah, she probably figured you'd exit your cell and since there are cameras all over this place, she has a reasonable excuse to attack you. She'll claim you were trying to escape.

SKETCH: (angrily)

But I wasn't!

Glitch: (sadly)

Unfortunately that doesn't matter. She tried pulling the same stunt on me but I swiped her phone while she was breaking up a prison fight and hacked into the camera system, erasing the video of me exiting my cell. I placed her phone back in her 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 dimension really soon. I heard if you kill a prisoner named The Robber, a Spirit Portal will open up. It'll be 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 in the spirit realm.

Click to Respond:

- I'm skeptical but I could 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, goodluck!

If Sketch explores Glitch's cell:

Sketch sees a small hole in the cell wall and sticks their hand through, finding a cellphone.

SKETCH:

Smuggling a cellphone? Guess I shouldn't be so surprised.

SKETCH: (Cont.)

I better leave it here, I don't want to have her mad at me.

Letter from Spirit Bank: Still exploring the cell, Sketch sees a letter sticking out under Glitch's pillow. They pick it up and read:

Dear Delta **Glitch** Moriko,

Though what you did was wrong, we were seriously impressed with your skills! If you're interested, when your sentence ends, we would love to offer you a job at our cybersecurity branch. Spirit Bank could really use someone with your skillset on our team...plus, we figure if you work for us, you won't be hacking us hahaha. If interested, please email us at the following address: spiritbanks_cybersecurityteam@spiritmail.com

We hope to hear from you soon,

Spirit Bank Team

SKETCH:

I'm surprised the bank would be so willing to hire her. Either ghosts are more forgiving than people in this world or they really do figure it would strengthen their security.

Ghost ointment tube to treat hives: Sketch sees a tube of ointment to treat hives lying on the floor near Glitch's trash bin.

SKETCH:

Ghosts can get hives? I thought only people with human skin could get a skin rash...

Sketch finds the Warden's Office

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

Sketch, now knowing the Warden beats people up for fun, enters her office. The Warden stands up from her 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*

THE WARDEN: (Cont.)

I saw you talking to Glitch. She was sneaky and somehow erased the video of her leaving her cell. No matter though, since I saw her talking to you, I can claim she was conspiring with you to escape!

SKETCH: (clenches fists)

You won't get away with this. I don't know why you want to beat me up so bad, but you won't be winning this fight!

THE WARDEN:

Laughs Let's not waste another breath. I'm starting to get bored and I'm sure you're anxiously waiting for your beatdown to be over so you can lay back down on that ratty mattress.

Boss Fight Ensues. The 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). A key drops to the floor and Sketch picks it up.

If Sketch explores the Warden's office:

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: Misty **Warden** Haevan

Age: 35

Years of Service: 10

Disciplinary Actions: 20

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

Deaths on Watch: Unknown

Note: Various suspicious deaths have occurred under her watch, with the victims bodies brutally beaten. The cause of deaths were blunt force trauma to the head. No evidence has been found that explicitly links the Warden to these crimes.

Employee Photo:

SKETCH: (grimacing)

She 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 when she comes in contact with the sun's rays.

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:

Allergic to sunlight? What is she, a vampire?

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 prison time...I hope I don't run into her.

Framed Certificate labeling the Warden as Boss of the Month for February: Sketch sees a framed certificate hanging on the wall in the Warden's office and walks up to it.

SKETCH:

Boss of the month? This whole prison must be corrupted...

Newspaper from a year ago: Sketch continues to explore the Warden's office, they see a newspaper hidden amongst the various papers littering the Warden's desk. The article details the brutal death of a prisoner at the prison.

Newspaper Headline: **Another prisoner found dead at Hell's Prison...**

An ominous black-and-white photo of the prison appears under the headline.

The main paragraph under the photo reads;

An unidentified male prisoner was found dead in his cell on Saturday, brutally beaten. The warden is a suspect yet again, with this being the third suspicious death at the prison under her watch.

A sticky note is stuck to the newspaper, with the message:

"THEY'LL NEVER BE ABLE TO LINK THESE DEATHS TO ME!!!"

Scrawled onto it.

SKETCH:

This paper was from last year, yet she still worked here. I wonder how many more deaths piled up under her watch...

Pile of ghost cash found in a grey duffel bag next to the Warden's Desk: Sketch stumbles upon a grey duffel bag with Spirit Money pouring out of the packed bag.

SKETCH:

This must be the bribes the Warden took from the prisoners, there must be over a million dollars worth of Spirit Money here!

INT. PRISON HALLWAY, 3:00 a.m.

Sketch walks down the hallway and sees a file lying face-down on the floor. They pick it up and see The Robber's File staring back at them.

THE ROBBER'S FILE:

Name: Oliver *Robber* Park

Inmate Number: 00102-235

Date of Birth: 10/23/1987

Address: Redacted

Medical Records:

- Cirrhosis of the liver from years of heavy drinking

Sentencing Information:

- **Offense Level:** 02
- **Criminal History:**
 - Grand Theft Auto of a 1997 Enlightened Colossus in 2008

- Assault on an old man at an Onyx Hellhounds hockey game in 2010
 - **Redacted**
- The poor guy had multiple lacerations to his head and chest, but managed to survive.
- Note: Claimed the old guy was a fan of the opposing team, Limelight Saints, and had it coming for cheering them on when scoring a goal against his favorite team.
 - Should be noted, he was very drunk.
 - Convicted of armed robbery at Spirit's Bank in 2017
- **Final Decision:** 20 years in prison. Can parole in 12 years for good behavior.
 - **Fines:** \$150,000

Arrival Date: 05/23/2017

Mugshot:

SKETCH: (Incredulously)

This is the guy I'm going to have to fight to open the Spirit Portal?

SKETCH: (Cont.)

All of these offenses are sadistic, I wonder what could have been so bad that one had to be
redacted...

Sketch moves on, not as confident as they once were.

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 to make 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 help me survive this place.

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 help me survive this place.

ANTLER:

Grunts

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

If Sketch decides to explore Antler's cell...

Set of Antler's from a Spirit Deer: Sketch sees a pair of ghost white antlers peeking out from under Antler's bed. There's a noticeable chip on the one side of the antlers.

SKETCH:

I've never seen a Spirit Deer before. Their antlers look majestic, how did she smuggle these inside the prison? I wonder if she bribed the Warden...

Book on Tracking: Sketch picks up a book on tracking animal prints and markings.

SKETCH: (Sighing)

I don't think Antler plans on turning a new leaf, she'll end up right back in prison, serving another short sentence and having to pay some hefty fines.

Golden Sniper Bullet: Sketch sees a golden bullet lying on the floor under Antler's desk.

Shakily etched onto the bullet are the words "1st Kill" in blood.

SKETCH:

I wonder why she left this lying on the floor, it seems pretty important to her. A golden bullet seems prestigious, I wonder how old she was when she killed her first animal.

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 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 her 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)

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

Boss Battle Ensues.

After Sketch defeats the Robber:

The Robber's spirit leaves his body (maybe a yellow orb floating away?). A Spirit portal opens in the space the Robber's body used to occupy.

SKETCH:

He was no joke, he was a lot tougher to fight than the Warden. At least I can finally enter the Spirit Portal and hopefully escape this godforsaken land.

If Sketch continues to explore the Robber's solitary confinement cell:

Ghost Diamond: Sketch sees a whitish-blue diamond lying on a mattress propped in the corner of the Robber's cell.

SKETCH:

A ghost diamond? It looks so pretty, I'm surprised he didn't try to sell it, it has to be worth a ton of money.

Glitch's keyboard: Sketch sees a keyboard with neon green and neon purple keys. Inscribed on the space bar is the word "Glitch".

SKETCH:

He stole a keyboard from Glitch? I better get this back to her, she must miss it.

Threat Note from Spirit's Bank: Sketch sees a note with the words "Hand Over The Money And Nobody Dies" scribbled frantically on it.

SKETCH:

I'm guessing this is the note the Robber handed the bank teller at Spirit Bank. I heard they refused to give him the money and the result was a very bloody scene where the teller barely survived...

Sketch takes a deep breath and walks towards the Spirit Portal.

SKETCH:

Glitch, I hope you were right and this leads me home...

Sketch bravely steps into the Spirit Portal and lets the strange mist consume their body.

END OF WORLD 1