

MISSION SETUP/GOAL: It's the spooky season! Abel Township is preparing for the coming winter by gathering and harvesting what they can, pickling all the things, and getting excited for the evening's Halloween party. When a mysterious tablet with arcane numbers is unearthed in one of the fields just outside the walls of Abel Township, Sam Yao grabs Runner 5 to investigate. Along the way, Janine De Luca and Amelia Spens join in.

MISSION SCENE SUMMARY:

1. Sam grabs Five in the midst of fall chores and Halloween party preparations. Something got dug up in one of the fields, spooking whoever found it. They're going to investigate.
2. Sam and Five find the rough metal plate with the numbers, and it does look kind of spooky if you're superstitious. Sam notes it seems to be part of a code, so they decide to search further.
3. Janine pings them, looking for Sam. She decides to help Sam and Five solve their mystery and get back to Abel quickly so they can field Halloween party questions rather than her.
4. They find nothing following Janine's instructions. Amelia shows up in the radio shack; she's here for the party and was looking for Sam. Amelia recognises the number code on the artefact and helps direct Sam and Five to a specific coordinate nearby.
5. They dig up the spot Amelia identified and find a second plate with additional numbers for Amelia to solve & a scratched phrase in a language Janine speaks - *music can save our souls*.
6. Banter about bug-eaten pumpkins and carving as they move towards the cache location. Amelia offers to show Janine how it's done if Sam and Five bring one back with them.
7. Find cache, with a note. Was a radio enthusiast who used these buried plates to secret away a cache of cassette tapes when they were injured. It's exciting because so much digital music/media is lost or inaccessible now. This'll be great for the Halloween party!

***Scene 3** and **Scene 4** one-page scripts attached.

SCENE 3

JANINE

Mister Yao. Is that you out there?

SAM

Oh, hi, Janine! Shoot, I know I said I'd be free to talk, but... Five and I were just checking out this-

JANINE

This so-called mysterious artefact, yes, Mister Woods mentioned.

SAM

(Quickly)

We'll be back real soon, promise. Definitely in time to help set up for the party.

JANINE

... If you're doing this, you should do it right. Clean sweeps, no chance to leave anything behind. How are you checking the field?

SAM

We're going back and forth, you know, zig-zaggy. Like you taught me. Maintaining situational awareness and all that. But nothing yet.

JANINE

You're in Field 6, correct?

SAM

That's the one!

JANINE

All right. Runner Five, start at the east edge of the field. Mister Yao, the west. Sweep towards each other to keep a clear eye in both directions. If you don't find anything on this pass, I suggest returning immediately.

SAM

(Suddenly concerned)

Is something wrong?

JANINE

...no, but I'd prefer if ongoing questions about this Halloween party were directed at you rather than me.

SAM

Aha, of course, of course! C'mon, Five. Let's find this thing.

SCENE 4

SAM

...and nothing. I guess we should start heading back—

SFX: Radio shack door opens.

AMELIA

Happy Halloween, Janine! Truly, this whole party idea is just what people need right now. A little bit of levity.

AMELIA (CONT'D)

And Sam! Five! Eugene said you were on the hunt for some kind of artefact.

SFX: Papers shifting as she touches them.

AMELIA (CONT'D)

At least this code is simple enough. What did you end up finding?

JANINE

Nothing, yet.

AMELIA

Oh, you don't say? See, what you have to do is add the different rows, like this... just a little substitution... *SFX: Pen scratching.* And there you have it: 125 meters south-east.

SAM

Huh! And here we were, just running back and forth.

AMELIA

Hiding things with different ciphers was a game we used to play during training. Neat, isn't it? Comes in handy when you least expect it these days! Didn't you used to do similar things, Janine? In the beforetimes?

JANINE

Words have always been my forte, Miss Spens. Not numbers.

SAM

At any rate, we should check that spot out. If we don't find anything this time, we'll head right on back.

AMELIA

Yes! We've got quite a few things to discuss. Unless... Janine, would you like to talk about the party particulars?

JANINE

I'll come to the party. You and Mister Yao can do the busywork.