

Neon Inkwell: Rez High
Episode 4 – So-Called Life

Written and Created by Brendon Connelly

[Music]

ANNOUNCER
Rusty Quill Presents: Rez High.
Episode 4 – So-Called Life

[Music]

1. EXT. MOORS

Jo-C and company walk towards home. Jo-C pulls their tipping cart.

Reflex and Dogwood are most amused by one another.

REFLEX
The funniest bit was definitely 1-1-1

DOGWOOD
No, the best bit was hitting it with
the little bush in a bowl. H-I-T.

REFLEX
I don't know. Why would somebody
choose 1-1-1 as a code?

DOGWOOD
Why would anyone make a safe you can
smash open with a plant?

Their high spirits chafe Jo-C.

JO-C
You know what, guys? Why don't you
take a vote on it. What's the
stupidest thing arseblot Jo-C said.

They cross the board bridge back into River Mill.

REFLEX
I vote for 1-1-1.

DOGWOOD

I vote for H-I-T. The deciding vote
is yours, Jo-C.

JO-C

We got into the safe, didn't we? For
whatever good it did us.

Reflex notes Jo-C's apparent dip in enthusiasm.

REFLEX

Rez High really has lost its
appeal.
(for you, Jo-C)

JO-C

Well, for a detailed recreation of
the ancient world it doesn't
actually tell us much about the
ancient world.

DOGWOOD

What were you expecting? A world on
fire? Floods coming through every
doorway?

A surprise appears from around the fences.

KAMET

Where have you been, brats?

DOGWOOD

Waste tipping on the moors. Useful
members of the community.

KAMET

Nice. Glad that Seven found
something suited to your talents.
It's good I bumped into you all,
anyway.

DOGWOOD

Here we go.

KAMET

I was thinking about a little
history lesson Jo-C once gave me.
About mutually assured destruction
and what that means.

JO-C

Oh yeah? What does it mean?

KAMET

(swerve)

It means you should let me in on
your big secret. Make it my secret
too.

JO-C

What secret?

KAMET

Whatever it is you've been doing in
the bug dome.

DOGWOOD

We're not doing anything up in the
bug dome.

KAMET

Quartz and I came up there to see
why you've been acting all weird-

KAMET

-and you were all just sitting there
like this.

Kamet impersonates heavy sleep-breathing.

KAMET (cont'd)

With drool dripping out of your
mouths and things on your heads.

JO-C

I knew it. I could sense somebody

had been up there.

KAMET

You don't have a sixth sense, you could just hear the extractor fan, you doohickey. I turned it on. Do you know how muggy it gets up there? I wish you could have seen yourselves. You wouldn't wake up no matter what I did.

DOGWOOD

You didn't slap me, did you?

KAMET

Of course not.

DOGWOOD

(it's just that)

My cheek's been feeling sore.

JO-C

(covering up)

That must have been Monk, eh?

KAMET

Whatever it is you're doing up there, I want to try.

REFLEX

What do you think we were doing?
Floating off on mushroom tea?

KAMET

It looked a lot like that.

DOGWOOD

Wrong. Very wrong.

KAMET

Then what is it? Perhaps I should ask around. See if anyone else has ever seen such a thing.

JO-C

Reflex, there's only one thing to convince this total spitpot we should keep Rez High a secret and not go running to your mum.

REFLEX

What's that?

JO-C

Experiencing it for himself.

DOGWOOD

Jo-C's right.

KAMET

I agree. But not just me. Quartz too.

2. INT. BUG ROOM

Kamet, Quartz and Reflex are sitting on the floor.

REFLEX

The whole point, Kamet, is I don't quite know how to explain it. Put these on your heads.

QUARTZ

It's very tight.

REFLEX

To stop it slipping about. Do you have dreams? That you remember?

QUARTZ

Yes. Sometimes.

REFLEX

This is... it's like a dream. But a dream where you're awake.

KAMET

Do you mean I'll be in control of it?

REFLEX

Yes. And no. In control of you, but not in control of everything else.

KAMET

How's that different from being awake?

REFLEX

You really have to experience it for yourself.

QUARTZ

And me. Don't leave me out.

REFLEX

I won't. Are you ready?

KAMET

Yes.

QUARTZ

Let's go.

Reflex flips their switches.

Then they're gone. Just bugs... and deep breaths.

3. INT. CHECK-IN STATION

Jo-C and Dogwood approach the counter.

MRS SEVEN

Where's Reflex?

JO-C

**Putting her feet up. She deserves it
after all the muck we dragged down
to the flatfields today.**

DOGWOOD

**We nearly had fun this time, Mrs
Seven.**

MRS SEVEN

**I've put your sessions in the book.
You've almost got enough stamps for
a full day off.**

JO-C

**How many more minutes do we need for
a full day?**

MRS SEVEN

(checking)

About forty each. Four more stamps.

JO-C

**Is there any way to get those in
advance? Pay them off later?**

MRS SEVEN

No. But why?

JO-C

I thought it might be nice-

**They're disturbed by a lo-fi beeping from Seven's terminal.
She leaps into action.**

JO-C (cont'd)
What's up?

Seven types commands, reads her screen intently.

MRS SEVEN
Where's Reflex?

JO-C
Feet up. She's job tired.

MRS SEVEN
Will you please go and get her?

JO-C
Why?

MRS SEVEN
**One of the zootrons is offline. I
need her to check the wireless
spire.**

JO-C
**I'll go tell her. If you could just
give me a pass so she can-**

MRS SEVEN
I'll give her a pass on her way out.

JO-C
**Okay, but Reflex and I had a bet.
And I lost, so I'm doing both of our
chores today.**

MRS SEVEN
**No. You'll just have to play your
games tomorrow.**

JO-C
**It's fine, Reflex has shown me the
wireless spire before. The panel,
all those switches and valves
inside.**

DOGWOOD

I'll go with Jo-C, Mrs Seven.

MRS SEVEN

(better idea)

**I'll get somebody from the charging
station on a day's transfer...**

JO-C

**Why bother with the paperwork?
Anyone can flip some switches and
valves, even us.**

MRS SEVEN

Okay, if you go fast.

JO-C

None faster.

4. INT. THE LOBBY

The bright and glorious entry point to the virtual world.

HEAD

**Character Creation. Welcome back,
Reflex.**

QUARTZ

Who's that?

REFLEX

**Just the Rez High. It speaks to us.
And it understands what we say too.**

HEAD

**New players. To create your
character, step up to the mirror and
imagine yourself.**

REFLEX

**It won't let you change clothes, I'm
afraid. It's a white shirt and black
trousers or nothing.**

KAMET

**Do I have to wear this itchy brown
jacket?**

REFLEX

You're wearing what?

KAMET

**Some sort of scratchy jacket. With
soft patches on the elbows.**

REFLEX

That's new.

KAMET

New is the last word I'd use for it.

QUARTZ

This mirror isn't my face.

REFLEX

What's going on, Quartz?

QUARTZ

My face is wrong in the picture.

REFLEX

**Oh. I'll check that out for you.
Hang on until it puts us all
together.**

HEAD

**Character Creation complete. Would
you like to play the tutorial?**

REFLEX

Yes.

**The school bell rings and the theme music carries them into
the tutorial.**

HEAD

Welcome to Rez High.

The theme ends. The school bell rings again.

HEAD (cont'd)

**It's the first morning of a new
term. But before class begins,
there's still some time to explore.
Meet a few of the other students and
take a look around. When you're
ready for the school day to begin,
head for class. I'll take care of
the rest.**

But overlapping this, taking our attention:

KAMET

You two look better than me.

What is this outfit?

REFLEX

I think it's dressed you as a school teacher.

KAMET

A what?

REFLEX

I wonder if it's because you're older?

KAMET

I'm not that much older than you.

REFLEX

Almost sixty percent.

KAMET

Well, when you put it like that.

QUARTZ

Do I have my face?

REFLEX

**I can sort that out for you.
(projects)
Halt!**

We shift back into the infinite void of halt mode.

REFLEX (cont'd)

**To fix this, I need to close my eyes
a moment but I'll be right back.**

QUARTZ

Where are you going?

REFLEX

To make some changes.

KAMET

And you do that by closing your eyes?

REFLEX

This is no easier to explain than the rest of it, but I'm going to another dream... inside this dream.

KAMET

(whatever you say)

I don't really need to understand any of this, do I?

REFLEX

Not at all.

KAMET

Good.

REFLEX

I won't be long. Just talk among yourselves.

QUARTZ

This is really weird, Kamet.

KAMET

But you like it, don't you?

QUARTZ

If I had my own face, I'd love it.

5. EXT. MOORS

Dogwood and Jo-C are making their way across the moors.

DOGWOOD

I can't stop thinking about sugar.

JO-C

About what?

DOGWOOD

That bag of delicious powder. Do you think it used to be real?

JO-C

I'd bet it was. The ancients knew how to find and make all sorts of things.

DOGWOOD

They were so lucky. What's the plan when we get to the wireless spire?

JO-C

There's nothing we can do at the spire. Obviously it's the Rez High causing the problem but I'm not pulling any wires while Reflex is in there.

DOGWOOD

And Kamet and Quartz.

JO-C

Exactly. But we don't want anybody else going to the spire either.

DOGWOOD

So we're shafted. I wish Reflex was here.

JO-C

No, I have a plan. We're going to

find the malfunctioning zootron.

DOGWOOD

Er... no, we're not.

JO-C

Dogwood, listen. Why do the zootrons have the names they do?

DOGWOOD

So we know which one is which.

JO-C

But why is Widow called Widow?

DOGWOOD

Because she has lots of legs like a spider.

JO-C

And why is Hermit called Hermit?

DOGWOOD

Because he has clackers like a crab.

JO-C

This one is called Bastard. I've never seen it, have you?

DOGWOOD

No.

REFLEX

So don't you want to know why they call it Bastard? I do.

DOGWOOD

I suppose. But the zootrons were built to defend themselves.

JO-C

(confident shrug)

So were we.

(beat)

I'm going to find this zootron. I don't have Reflex here to outvote you, so make your own mind up. Are you coming or not?

DOGWOOD

Why does everything you do have to be so dangerous?

JO-C

Look where we live. Look when we live. Our only choice is between the boring kind of danger - where our bug farm rots and we starve, or the floods rise and we die from rustpox - or the fun kind, like this. And I know you. You're easily bored.

DOGWOOD

You make it sound like there's no point to anything.

JO-C

But there is. There used to be a better world, Dogwood. Right here. I'm going to find out what happened to it. Then maybe we'll have some idea how to undo things and get it back.

6. INT. THE LOBBY

Halt mode. Reflex wakes up with an intake of breath.

REFLEX

**Okay, Quartz. Let's try that again.
You should see your face in the
mirror this time.
(projecting)
Resume!**

Everything flourishes, coming back to life.

HEAD

**Character Creation. Welcome back,
everybody. To recreate your
character, Quartz, step up to the
mirror and imagine yourself.**

QUARTZ

Now it's me.

KAMET

**Brilliant. How did you do it,
Reflex?**

REFLEX

**I just had a quiet word with the
right person. He hadn't considered
anybody like Quartz before, but I
put them straight.**

KAMET

That was very quick.

REFLEX

**Everything goes much faster up
there. In fact, we had a long
conversation and agreed on plenty of
other new ideas too... what was it
you didn't like about your jacket?**

KAMET

It's itchy and a bit scruffy.

REFLEX

Imagine another jacket. One you've seen already and which is much less itchy and scruffy.

KAMET

Just imagine it?

REFLEX

Focus on it. Then if the new changes I made work properly, you should be able to change into it.

QUARTZ

(suggestion)

I like your blue jacket.

KAMET

My thoughts exactly.

A chime. It works!

REFLEX

And there it is...

Reflex's voice transforms seamlessly as the dialogue continues.

REFLEX BECOMES MRS SEVEN

... your best blue jacket. It's much too nice to wear when you're out scrapping on the dirty moors. Hello Kamet and Quartz, my star scrappers.

KAMET

No way.

And now Mrs Seven's voice smoothly transitions back to Reflex's own.

REFLEX RETURNS TO REFLEX

**Oh no, my mum is the last person I
want to look or sound like. I won't
do that again.**

(fully restored)

**I don't know what good that will be
but it was an interesting experiment
to set it up.**

(half a beat)

Why don't we take a look around?

7. EXT. PLAYGROUND

They move into the tutorial. Quartz reacts to the potential first.

QUARTZ

Lets go over here.

KAMET

We all will.

REFLEX

That's where the action is. I feel like I should be your tour guide. But I know you'll have more fun if you just experience it all for yourself.

They're walking towards the school buildings.

NPC ROBBIE

Good morning, sir.

NPC CATHY

Yes, good morning, sir.

KAMET

Good morning. You can call me Kamet.

NPC ROBBIE

I'll call you sir, sir. So the other sirs don't tell me off for not saying sir... sir.

REFLEX

There's a hierarchy here. The olders totally rule over the youngers. And all of the olders are addressed as 'sir' or 'miss'.

KAMET

Do they treat the youngers like they're still small kids?

REFLEX

Kind of. But they're hardly ever allowed to play. It's all quite stiff and regimented.

KAMET

Like some kind of training camp?

REFLEX

Something like that.

Quartz is some distance away, talking to Rez High students:

QUARTZ

Hello.

NPC BENNY

What do you want?

QUARTZ

Nothing.

NPC BENNY

Good.

QUARTZ

Goodbye.

LIVIA

Hello.

QUARTZ

Hello.

LIVIA

Are you one of Dogwood's friends?

QUARTZ

Sometimes. He's one of Jo-C's friends. I'm one of her friends too.

LIVIA

**I'm Livia. Will you please tell
Dogwood you saw me?**

QUARTZ

**I promised to not tell anybody I
came here. How do you know Dogwood?**

LIVIA

**I see him here sometimes and we talk
and, you know, spend time together.**

QUARTZ

Are you in love with him?

LIVIA

**I really like Dogwood. Are you going
to tell him I said that?**

QUARTZ

**No . I promised to not tell anybody
I came here. You'll have to tell
him.**

Back with Kamet:

KAMET

So is it military training?

REFLEX

**It's everything. Everything.
Reading. Writing. Mathematics. They
make things out of wood and cook
food and do exercises on the big
grassy field.**

KAMET

Maybe it's a place for orphans?

REFLEX

**They talk about their parents. And
they apparently go home every single
day.**

KAMET

What are their homes like?

REFLEX

Well, we never get to see them.

(beat)

Mostly, this all seems to be about discipline. And obeying rules. I did wonder if it's somehow a training tool for a rebellion. It's been set up as a bunch of separate insurrection missions.

KAMET

You think it was made by anarchists?

REFLEX

Unless - and this is just a theory -

KAMET

Go on.

REFLEX

Unless it's the exact opposite. Maybe it's somewhere people go to live out rebellious fantasies, and to be taught how much it hurts when things go wrong. If you get into a fight here, the bruises go away quickly but the punches are still really hard. Poor Dogwood got hammered for hours on end.

Quartz is alone again, and Monk takes advantage.

NPC MONK

Hello new kid.

QUARTZ

(help)

Kamet.

NPC MONK

**Go on, call for help. It won't make
any difference to how far I throw y-**

KAMET

Hey, stain. Get your hands off him.

NPC MONK

Touch me and I'll get you sacked.

KAMET

I'll kick your sack.

Monk clears off in a huff with:

NPC MONK

I'll be watching you, Quartz.

REFLEX

That's Monk. He's a total arseblot.

8. EXT. MOORS

At the edge of the moors, near the remains of a building.

JO-C

Here we are.

DOGWOOD

Where?

JO-C

**According to Seven's screen, the
zootron's in this old building.**

DOGWOOD

**I vote we leave it there and go home
instead.**

JO-C

Come on. A new experience!

DOGWOOD

I'm all for new experiences-

JO-C

That's the spirit.

DOGWOOD

**-but I'm trying to do them in the
right order, with dying at the end
of a really long list. I'm
definitely not going in there.**

JO-C

Neither am I.

DOGWOOD

What are you doing, then?

JO-C

**Setting a trap for a bastard. We're
going to climb up there and then-**

She acts out the scene with noises, not these words:

long whistle! kaboomkkk! whack! whack!

That's a whistle to get attention, a heavy impact and three follow-up hits.

JO-C (cont'd)

**Actually, get your own long stick
and big stone. Two crunches and
twice as many whacks.**

**(onomatopoeia
again)**

**kaboomkkk! kaboomkkk! whack!
whack! whack! whack!**

**Dogwood and Jo-C scramble up to their place of attack,
clambering noises and vocalisations as they get above the
doorway.**

DOGWOOD

This is a terrible idea.

JO-C

Ready?

DOGWOOD

Not yet.

JO-C

Then get ready.

**Jo-C whistles. A summoning whistle, the kind you'd use to
call a dog.**

Noise from inside the building. The zootron is on alert.

Jo-C whistles again.

**The whirl of servomotors as the quadrupedal zootron makes
its way out, hunting the source of the whistle.**

As the zootron passes underneath -

Jo-C hurls down her hefty rock, Dogwood follows suit.

The rocks hit the zootron. Hard.

Then Jo-C and Dogwood set about whacking its battered head.

The real sounds are slightly less true to Jo-C's noises in the reality of River Mill.

The zootron's servomotors shudder and then sputter out.

Jo-C stops whacking, calls off the attack:

JO-C (cont'd)
That's it. That's enough.

Dogwood stops whacking too.

DOGWOOD
Is it dead?

JO-C
It always was. Now it's deactivated too.

Jo-C leads Dogwood down to the big machine beast.

JO-C (cont'd)
You grab the legs. I'll grab the... front legs.

They struggle to lift the metal wolf. As they haul it off:

JO-C (cont'd)
(carrying zootron)
We'll take it back to Seven and tell her the problem is solved.

DOGWOOD
(carrying zootron)
But it isn't. We made it worse.

JO-C

(carrying zootron)

**So much worse that there's nothing
left to fix. No need for Seven to
send anyone to the wireless spire
now.**

9. INT. REZ HIGH CORRIDOR

QUARTZ

Hello.

NPC SAMMY

Hello. You're new here.

QUARTZ

So is my friend, Kamet.

KAMET

(to Reflex)

I'm going to tell you a secret.

REFLEX

Okay.

KAMET

My eyes have been getting bad lately. Really slowly, but I know that sooner or later, I won't be able to see anything except a blur.

REFLEX

Oh. I'm really sorry.

KAMET

Thank you. But... It's strange, I can see perfectly right now.

REFLEX

It's because the headbits connect directly to our brains. Bypassing our eyes. Even our optic nerves.

KAMET

Where did you find this thing?

REFLEX

I didn't. Jo-C did.

KAMET
(disbelief, affection)
That kid.

Reflex has spotted Groan coming their way.

REFLEX
Watch out for this one. He's no fun
at all.

Groan gets closer:

GROAN
What's going on here? Anything I
should know about?

REFLEX
Just two normal people and a school
teacher, minding their own business.
Staying out of everybody's way.

QUARTZ
I talked to a girl.

KAMET
You did?

QUARTZ
I think she's in love with Dogwood.

GROAN
What was the girl's name?

QUARTZ
Olivia.

GROAN
(getting irate)
Livia . What did she say about
Dogwood?

KAMET
You do not want to take that tone

with him.

Kamet's interjection does the job.

GROAN

If you see her again...

He's not sure what to say.

KAMET

What's that?

GROAN

**If you see her again, just leave her
alone.**

KAMET

It'll be my pleasure.

10. INT. CHECK-IN STATION

Jo-C and Dogwood drag the zootron in.

They struggle, trying to get it up on the counter.

MRS SEVEN

Whoah, be careful. What's going on?

JO-C

(straining)

We found the problem and it's not what you thought it was.

DOGWOOD

(straining a lot)

Jo-C, you'll have to put a lot more heft into it.

JO-C

(straining)

I've got the heavy end.

MRS SEVEN

Come here.

Mrs Seven helps them heave it onto the counter.

MRS SEVEN (cont'd)

What happened here?

DOGWOOD

Well...

JO-C

How should we know?

Mrs Seven starts to poke around inside the zootrons broken head.

MRS SEVEN

What do you mean?

JO-C

It's a mystery. We found it like this. Something must have hit it on the head.

MRS SEVEN

Hit it on the head? There's nothing out there on the moors to hit it on the head.

DOGWOOD

A falling rock?

JO-C

(emphasising the swap)

No. It must have Hit its head. On. Something.

MRS SEVEN

Where did you say you found it?

DOGWOOD

On the moors.

JO-C

On our way to the wireless spire.

MRS SEVEN

And you've no idea what happened?

JO-C

No.

DOGWOOD

Yes.

JO-C

(improvising)

There was a big rock there. But how this zootron managed to brain itself with that, no clue.

Mrs Seven is pleased by what she sees in the zootron's head.

MRS SEVEN

Well, we got lucky.

JO-C

(anxious)

Define lucky.

MRS SEVEN

Its memory banks are intact. Reflex can connect these to my terminal and then we'll know what happened.

JO-C

The very definition of luck. Does it store video?

MRS SEVEN

Widow can. Humbird. Sabretooth. I think Bastard just records audio and location data, timings, things like that.

JO-C

And Reflex can retrieve all of that?

MRS SEVEN

There's nothing my girl can't drag out of a memory bank.

11. INT. BUG DOME

The Rez High explorers resurface.

REFLEX

Home again.

QUARTZ

That was fun.

REFLEX

I'm glad you had a great time.

KAMET

What's the plan?

REFLEX

For this? I want a little while longer to study it, see what I can learn about ancient machines. I've already learned a lot. Jo-C has plans of her own too. But this can't last. Sooner or later it will all be over - but there should be time for you to go back again though.

KAMET

I've not seen the world as clear and bright as that in years. Though didn't enjoy being one of the teacher types. I felt like a jail guard.

REFLEX

I think I can fix that. Let you play as a younger.

QUARTZ

I'd like to be a teacher type.

REFLEX

**I can fix that too.
(half a beat)**

**Are you good keeping this all
secret? When it's over and done,
I'll take your Q-bit out and repair
your Music Man.**

KAMET
We'll keep your secret.

REFLEX
Thank you.

QUARTZ
It's our secret too now.

REFLEX
I suppose it is.

KAMET
**But don't be in a hurry to scrap the
Rez High. Maybe, even after you've
learned everything it can teach you,
and when Jo-C's given up on it,
there's still something in there for
the rest of us.**

REFLEX
I'm not sure my mum would agree.

KAMET
I think you've got her wrong.

REFLEX
**She's got no choice, Kamet. Running
the zootrons and the scrapping book,
everything's just parts to her.**

KAMET
**Obviously parts are how your mum has
kept River Mill up on its feet. But
she knows some things are much more
than the sum of their chips and
bits.**

REFLEX

Do you reckon?

KAMET

Trust me, she'll be as fascinated by the Rez High as you are. And soon enough, she'll forgive you for keeping it hidden.

REFLEX

I know she'll forgive me. I feel pretty bad about it. But I'm not so sure she'll forgive Jo-C and Dogwood - and I feel even worse about that.

12. EXT. RIVER MILL STREET

A street through River Mill's domestic district.

DOGWOOD

I'm not happy about this, Jo-C.

JO-C

About what? The perfect plan to bring down a zootron? Or that Mrs Seven believed every single word I told her? You should be over the moon.

DOGWOOD

What happens when she gets into the memory bank?

JO-C

She needs Reflex for that. And Reflex isn't going to do it.

DOGWOOD

What if me and Reflex don't want to keep on covering things up and lying?

Jo-C ignores him.

DOGWOOD (cont'd)

(persisting)

I mean it. We can't all go around all the time just pretending everything's something that it's not.

JO-C

Whatever that means, Dogwood, that's not what we're doing.

DOGWOOD

You know what you're doing. It's not fair on Reflex. It's not even fair-

JO-C

**Nothing is fair, Dogwood. Nothing.
(storming off)
Fair went down in the floods.**

DOGWOOD

Jo-C. Where are you going?

JO-C

**There are things to do. Important
things. I'm done playing silly
games.**

[Music]

ANNOUNCER

**Rez High is a Neon Inkwell podcast distributed by Rusty Quill and
licensed under a Creative Commons Attribution Non-Commercial
Share-alike 4.0 International License.**

**The series is written and created by Brendon Connelly and directed
by Lucy Wray.**

**This episode was edited with original music by Katharine Seaton and
mastered by Catherine Rinella.**

**It featured Olivia Hirst as Jo-C, George Bunting as Dogwood, Lozza
Gilbert as Reflex, Kazeem Tosin Amore as Head, Beth Alsbury as
Livia, Ryan Hopevere-Anderson as Groan, Christine Walsh as Mrs.
Seven, Shahan Hamza as Kamet, and William Killgore as Quartz. A
full list of cast and credits is available in the shownotes.**

**Neon Inkwell is produced by April Sumner with Executive Producer
Alexander J Newall and Showrunner Elizabeth Moffatt.**

**To subscribe, view associated materials or join our Patreon visit
rustyquill.com. Rate and review us online, tweet us [@therustyquill](https://twitter.com/therustyquill),
visit us on Facebook, or email us at mail@rustyquill.com. Thanks for
listening.**