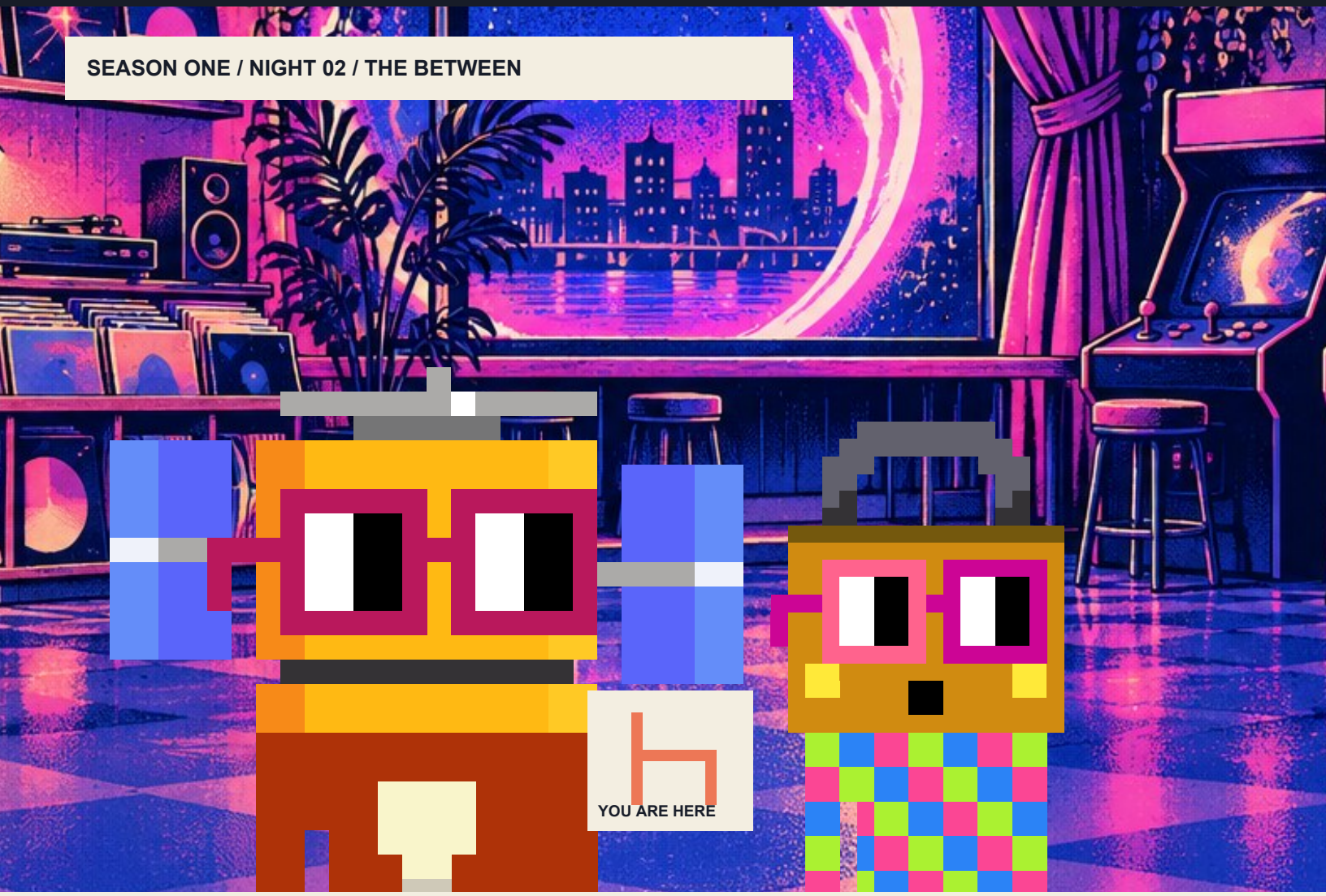
NOUNS
AFTER HOURS

02



A MINIATURE HEIST WITH NO STOLEN TREASURE

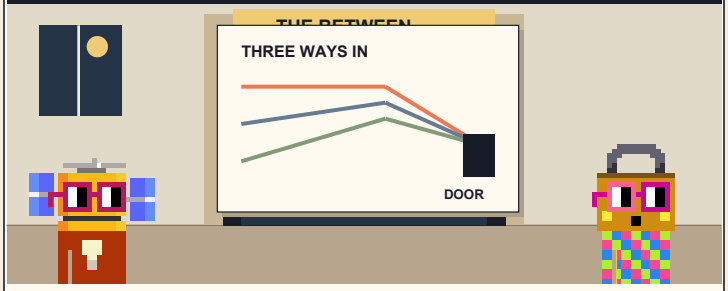
The Long Way In

THE BIGGEST SCORE IS PICKING A DOOR.

CREATED BY MICHAEL HOYDICH

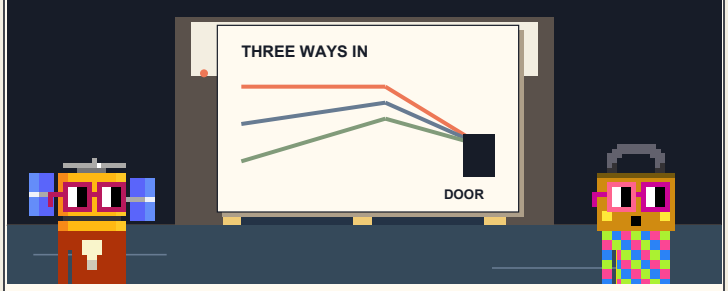
FOUR-PAGE MINI-COMIC

Night two. A proper operation.



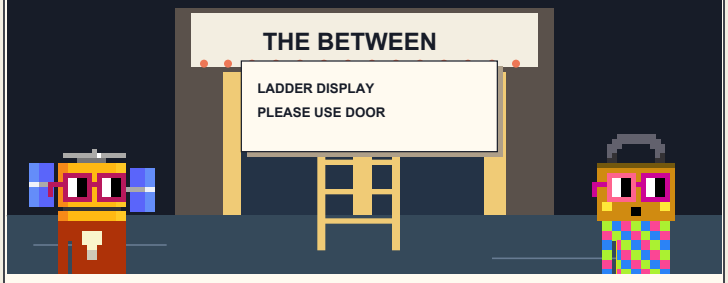
SCOUT
We need the best way in.
KEEPER
We need the projector lens.

Convenient lacked atmosphere.



KEEPER
There is a door.
SCOUT
One of several strong candidates.

Route one had excellent branding.



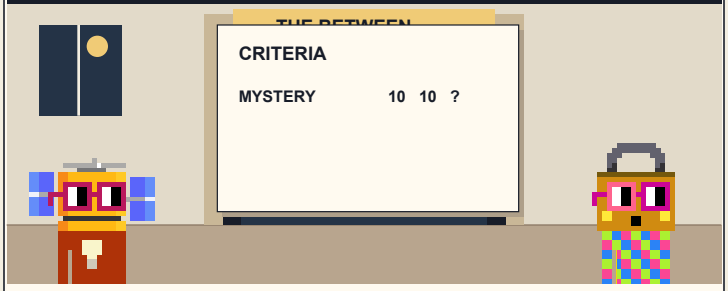
SCOUT
High visual impact.
KEEPER
Low ladder impact.

Route two was mostly reflection.



SCOUT
The map shows a passage.
KEEPER
The map is wet.

The criteria needed an editor.



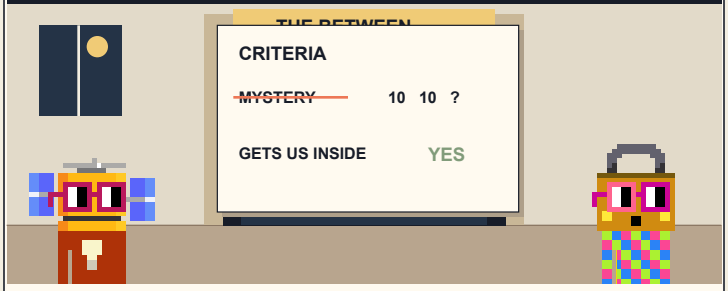
KEEPER
Do we want mystery or a lens?
SCOUT
Can I rank that question?

The evidence was unusually clear.



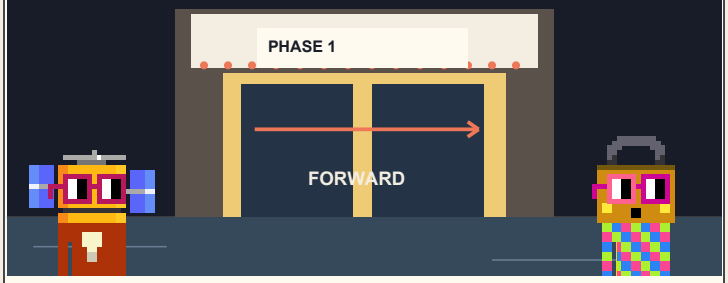
KEEPER
The key came with the building.
SCOUT
Strong provenance.

A better question made a shorter map.



SCOUT
I may have been optimizing the wrong adventure.

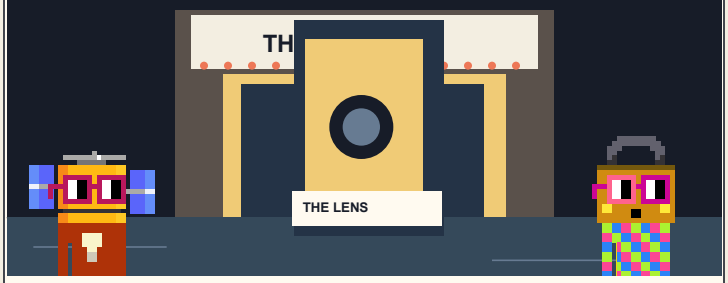
The final plan fit on a thumbnail.



SCOUT
Phase one: forward.

KEEPER
Excellent. No phase two?

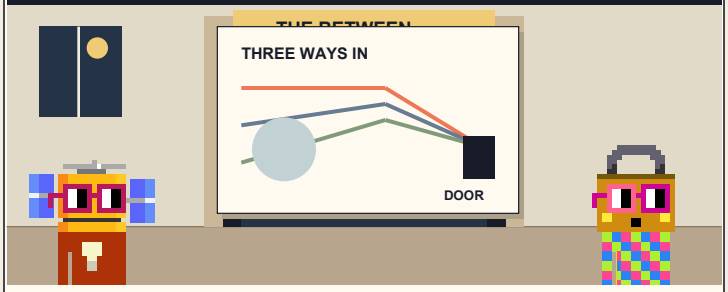
The treasure was expecting them.



KEEPER
We have arrived.

SCOUT
I like it here.

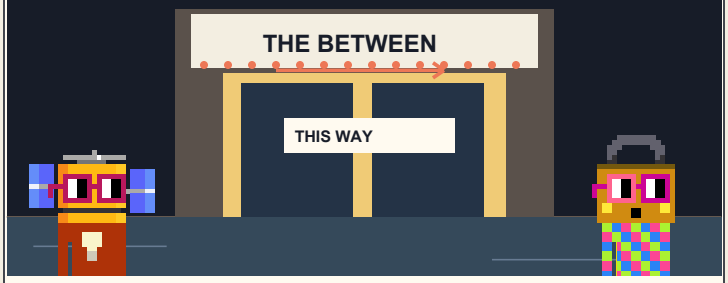
The failed route made a good souvenir.



KEEPER
Keep the map?

SCOUT
Yes. It has the way back.

The best route was one they could share.



SCOUT
No score required.

KEEPER
I give that a door.

A place beats a perfect possibility.

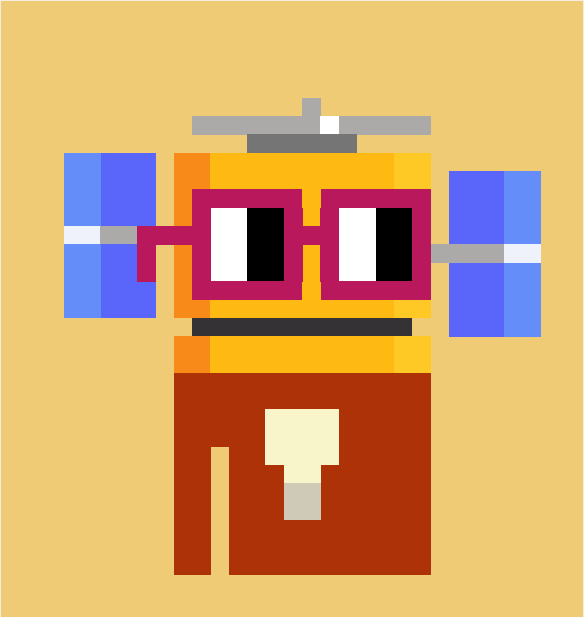


SCOUT
Tomorrow, same route.

KEEPER
How adventurous.

AFTER THE CREDITS

Meet Scout



Can find three fascinating options before breakfast. Practicing the art of choosing one.

Favorite tool: a map with room to be wrong.

Comic weakness: comparing the route to the route comparison.

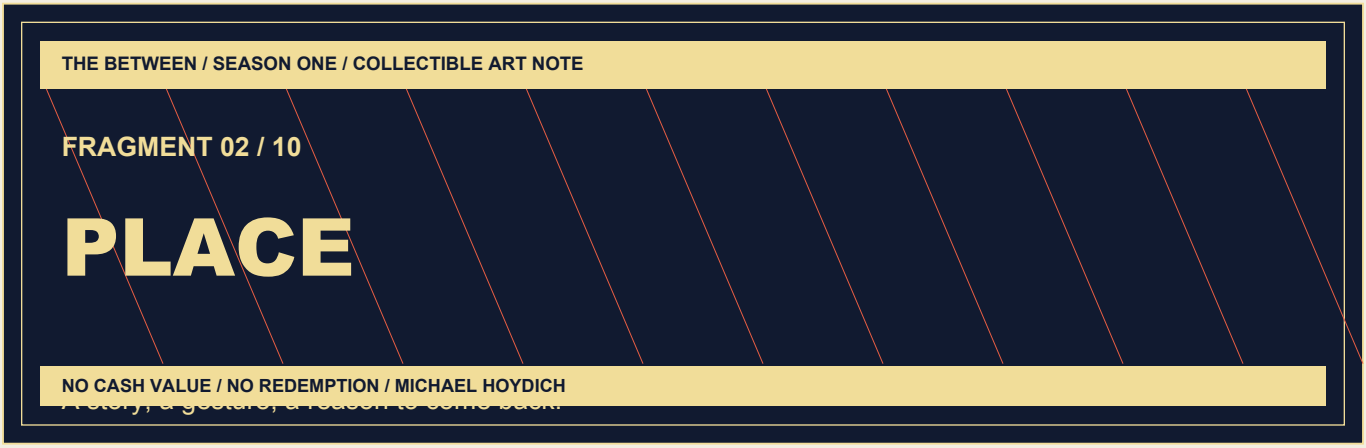
New skill: returning.

SOMETHING TO MAKE

A pocket route card with three fields: WHERE / WHY / FIRST STEP.

A QUESTION TO KEEP

Choose one small place worth returning to. Draw the shortest way there.



#03 The Missing Credit - Keeper follows a trail of ordinary kindness.