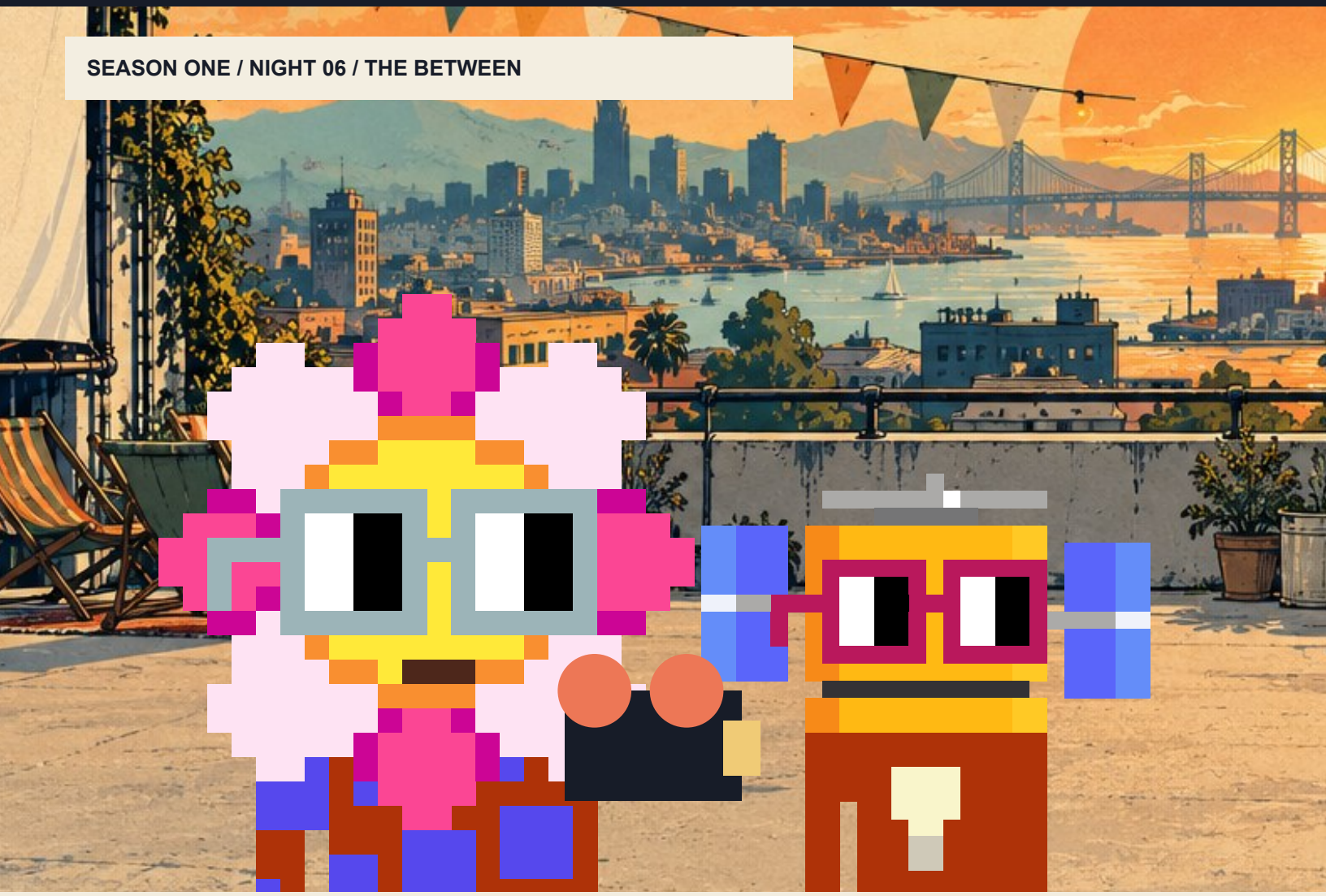
NOUNS
AFTER HOURS

06



AN ARCADE WHERE THE HIGH SCORE NEEDS A RETHINK

Insert Patience

THE HIGH SCORE CAN WAIT.

CREATED BY MICHAEL HOYDICH

FOUR-PAGE MINI-COMIC

Night six. The courtyard had a game.



SPROUT
Finally. Measurable growth.
SCOUT
The joystick is a watering can.

The rules favored enthusiasm.



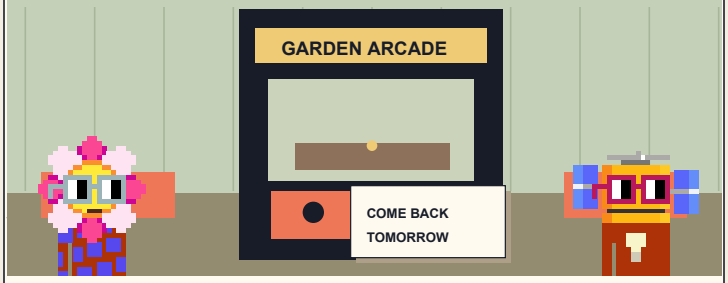
SPROUT
I can do six visits tonight.
SCOUT
That may be one very long visit.

Progress did not perform for the lens.



SPROUT
Did it register my turn?
SCOUT
The soil did.

A surprisingly consistent reward.



SPROUT
It only has one level.
SCOUT
The long one.

The streak made a threat of tomorrow.



SPROUT
What if someone cannot come back?
SCOUT
Then the plant still deserves water.

The better game was outside the cabinet.



SPROUT
Can trying count as a turn?

New rules. No losing streak.



SCOUT
How do you win?
SPROUT
You have already started.

The prize compartment became a beginning.



SCOUT
No high score?
SPROUT
A high shelf. Different challenge.

Sometimes a good move is not another move.



SPROUT
My best turn was leaving it alone.

Nothing sprouted on cue.



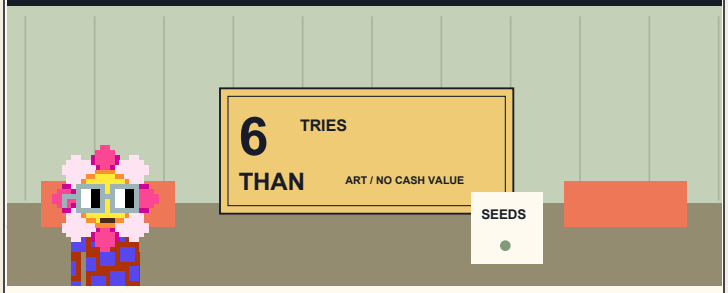
SCOUT
Should we wait for a big reveal?
SPROUT
The invitation is the reveal.

The stickers found less stressful work.



SPROUT
Decoration has excellent attendance.

Growth could happen after the panel ended.



SPROUT
See you when you can.

AFTER THE CREDITS

Meet Sprout



A patient learner with an impatient sticker collection. Making room for progress that is hard to count.

Favorite question: CAN TRYING COUNT?

Comic weakness: asking a seed for a progress report.

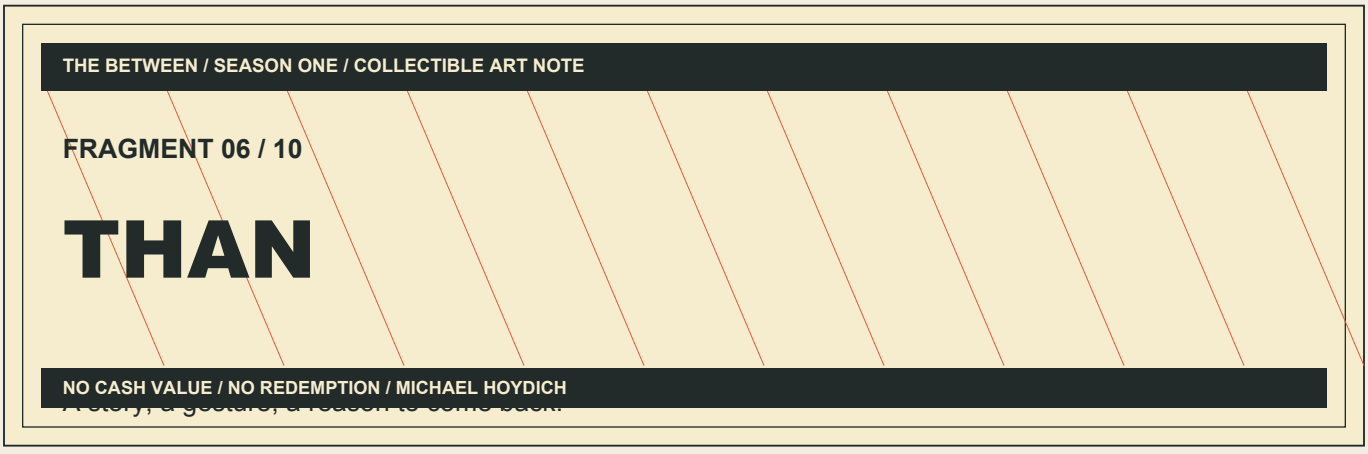
New skill: taking care without keeping score.

SOMETHING TO MAKE

A garden-arcade card with three optional turns: NOTICE / CARE / SHARE.

A QUESTION TO KEEP

Try something small. Record one observation without grading yourself.



#07 Welcome, Eventually - Beacon’s greeting becomes the whole event.