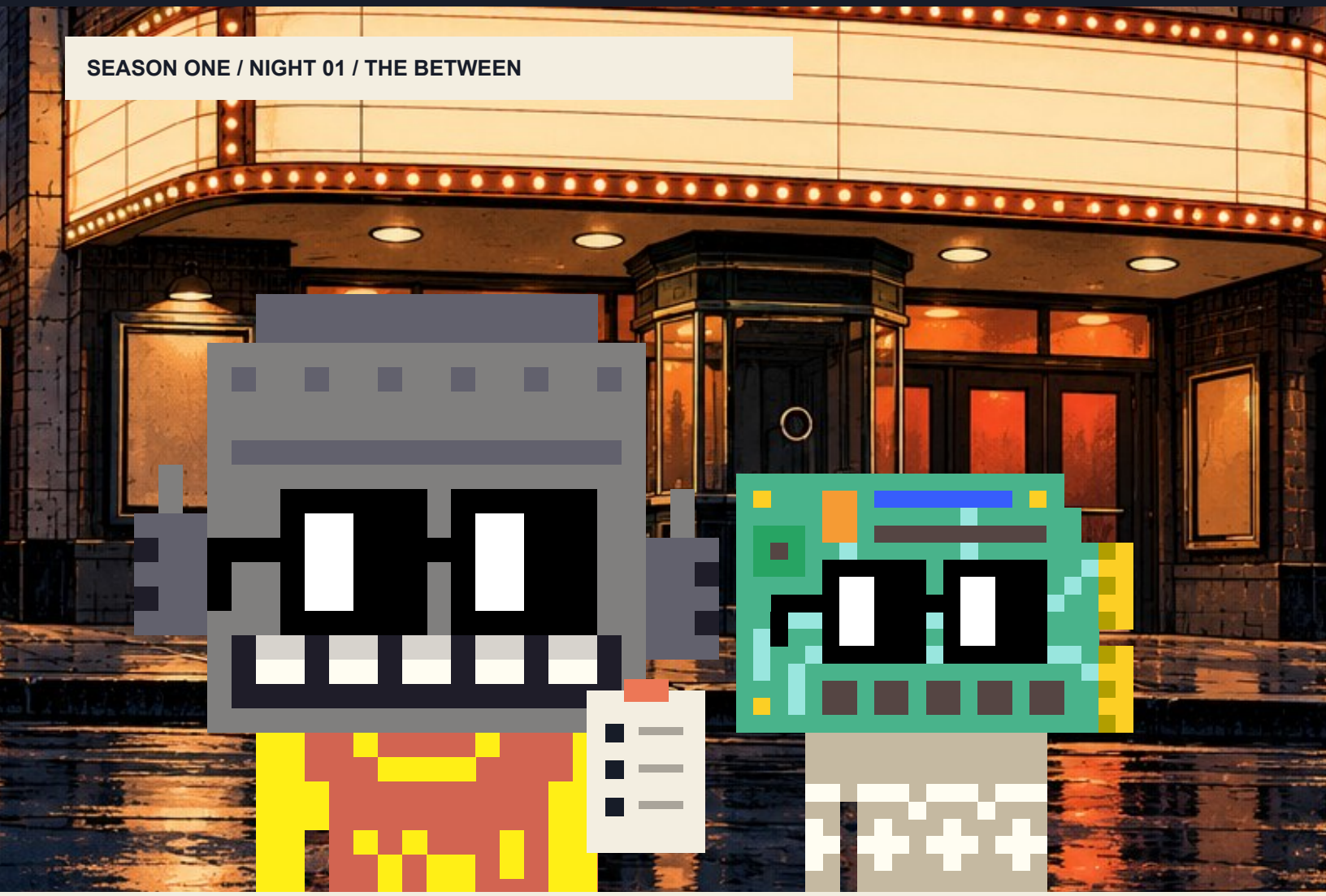
NOUNS
AFTER HOURS

01



WORKPLACE SITCOM AFTER THE WORKPLACE

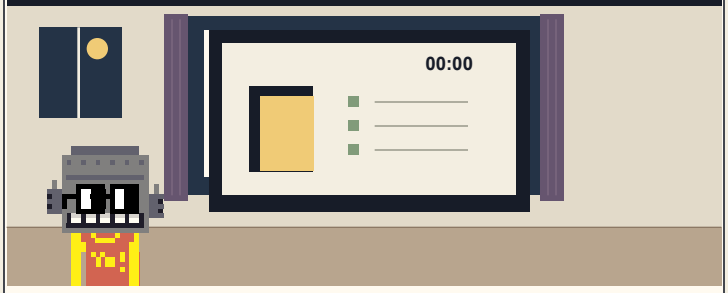
Clocking Out

THE CHECKLIST ENDS. THE NIGHT BEGINS.

CREATED BY MICHAEL HOYDICH

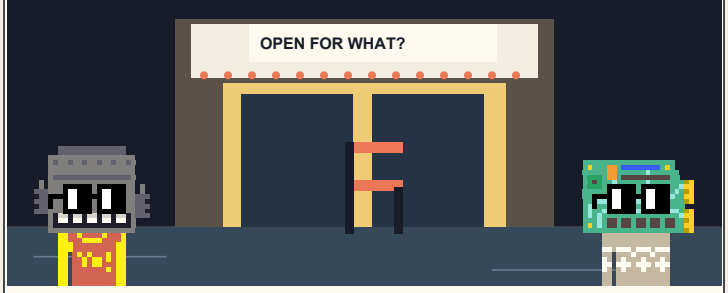
FOUR-PAGE MINI-COMIC

Night one. Everything was done.



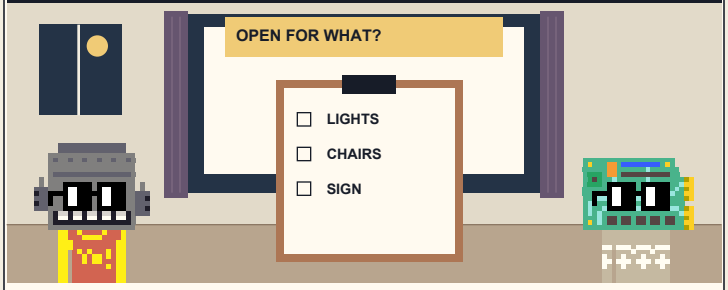
DESK BUDDY
Then why am I still here?

The exit led to The Between.



RELAY
Apparently the way out has seating.

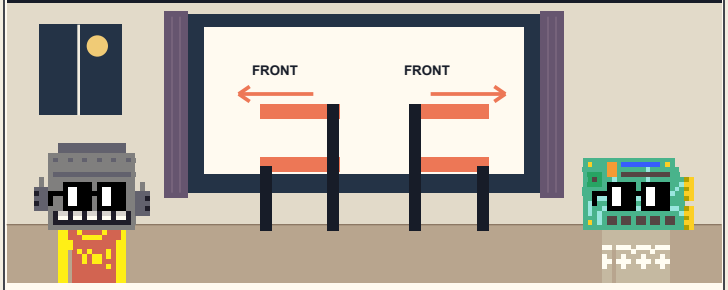
A very manageable question.



DESK BUDDY
Lights. Chairs. Sign. Three steps.

RELAY
And then?

The plan had excellent labels.



RELAY
Which front?

DESK BUDDY
We can standardize later.

Three tasks. Three checks.



DESK BUDDY
Done.

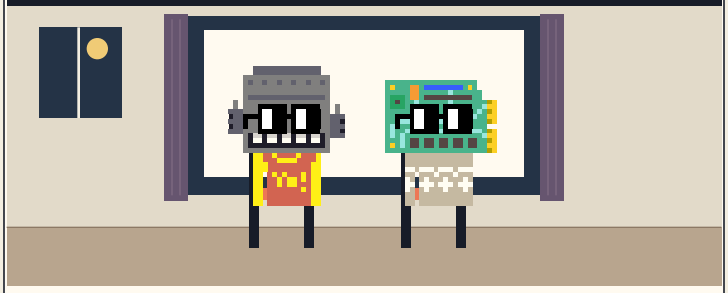
RELAY
Great. Are we leaving?

The blank part was bigger.



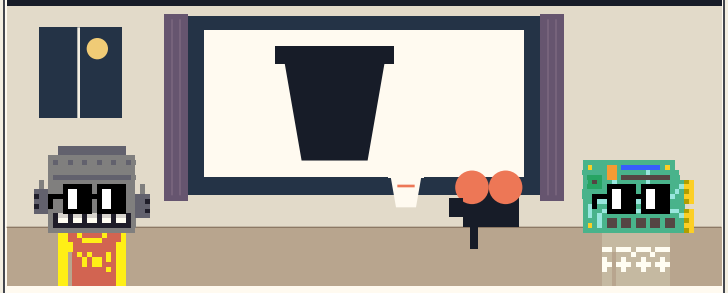
DESK BUDDY
I did not put that on the list.

Relay proposed a fourth step.



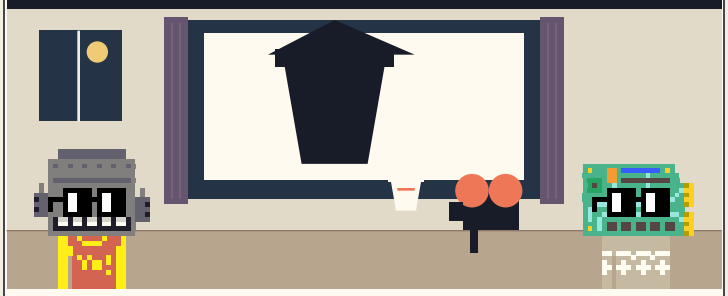
RELAY
Sit with me for a minute.
DESK BUDDY
What is the outcome?

A building permit was unnecessary.



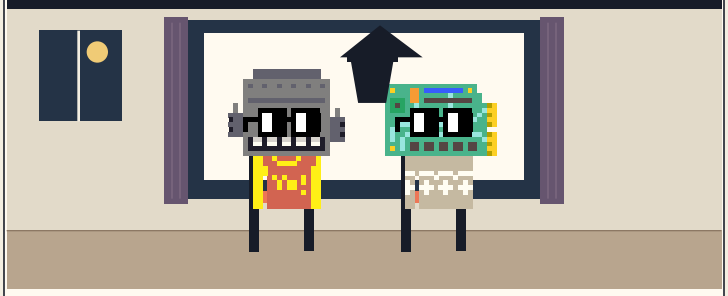
RELAY
A very ambitious cup.

The plan found a second use.



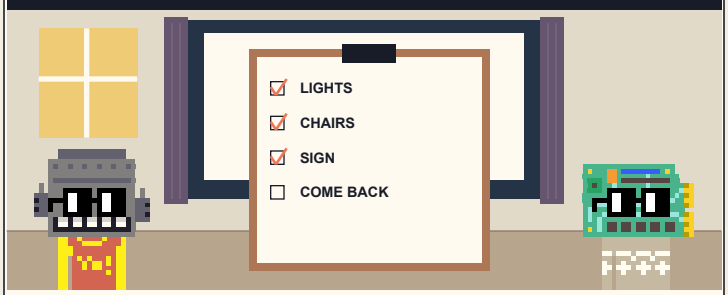
DESK BUDDY
It needed a roof.
RELAY
You can help without standing.

Nothing got completed for a while.



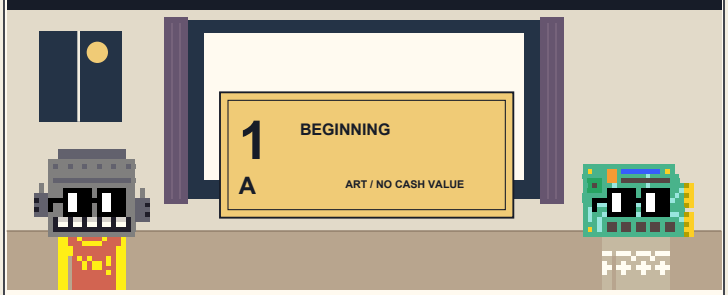
DESK BUDDY
This is surprisingly efficient.
RELAY
At what?

Dawn asked them to return.



DESK BUDDY
I want this one to stay open.

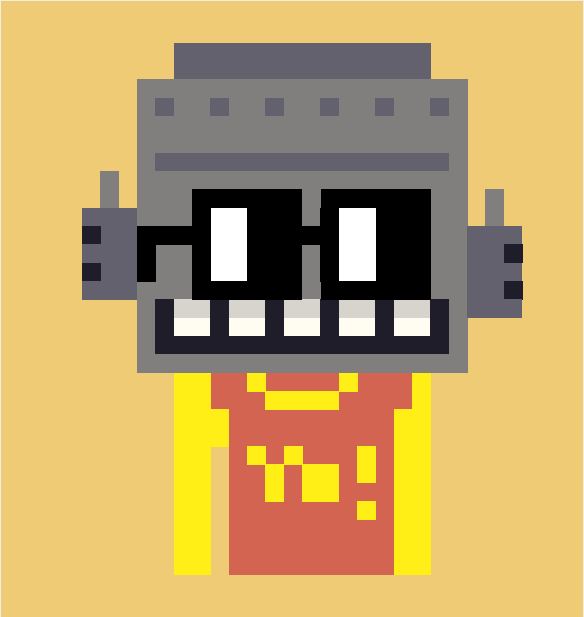
The first souvenir was a beginning.



RELAY
A what?
DESK BUDDY
Something to come back for.

AFTER THE CREDITS

Meet Desk Buddy



Excellent at getting things done. Learning to stay after the work is over.

Favorite tool: three small boxes.

Secret fear: being invited only because something needs doing.

New skill: leaving a good thing unfinished.

SOMETHING TO MAKE

A four-box pocket card: LIGHTS / CHAIRS / SIGN / COME BACK. Leave the last box open.

A QUESTION TO KEEP

Name one thing you would enjoy doing without measuring the result.

THE BETWEEN / SEASON ONE / COLLECTIBLE ART NOTE

FRAGMENT 01 / 10

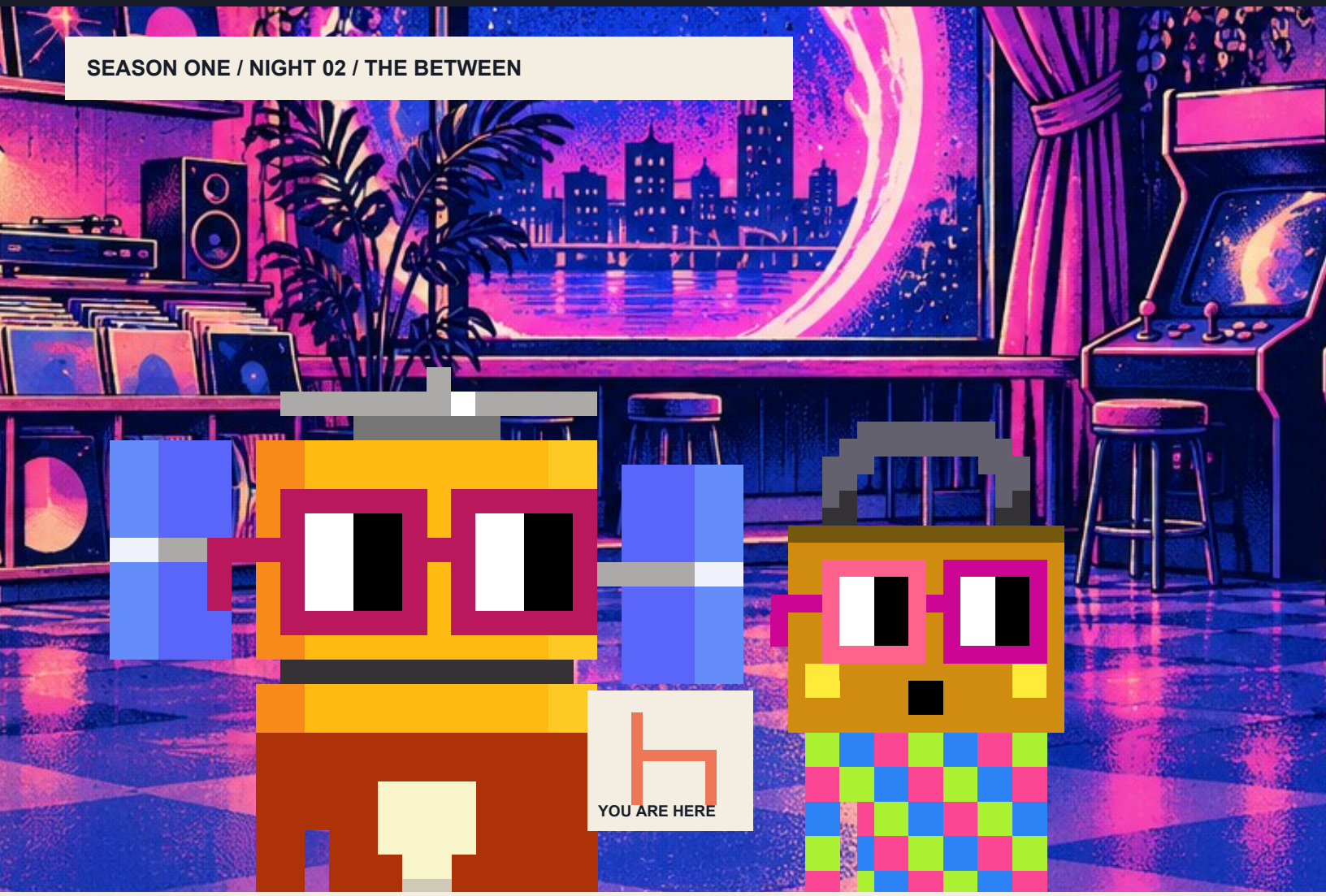
A

NO CASH VALUE / NO REDEMPTION / MICHAEL HOYDICH

#02 The Long Way In - Scout investigates three routes to the same door.

NOUNS
AFTER HOURS

02



A MINIATURE HEIST WITH NO STOLEN TREASURE

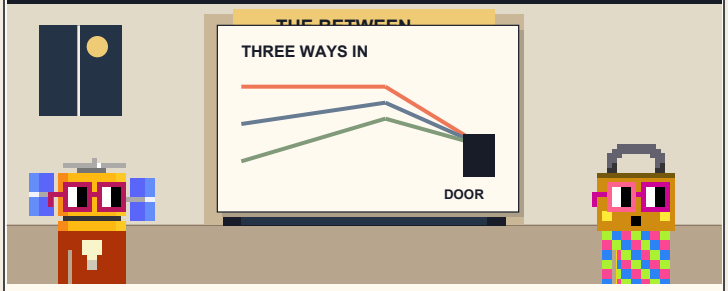
The Long Way In

THE BIGGEST SCORE IS PICKING A DOOR.

CREATED BY MICHAEL HOYDICH

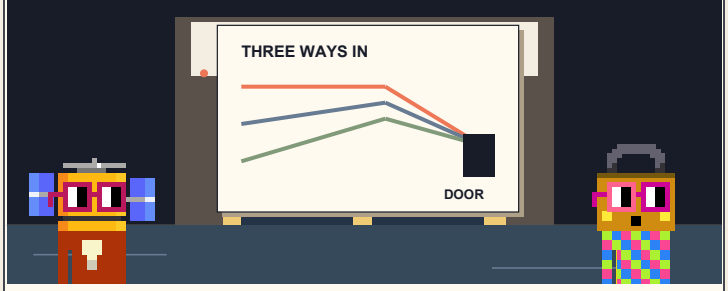
FOUR-PAGE MINI-COMIC

Night two. A proper operation.



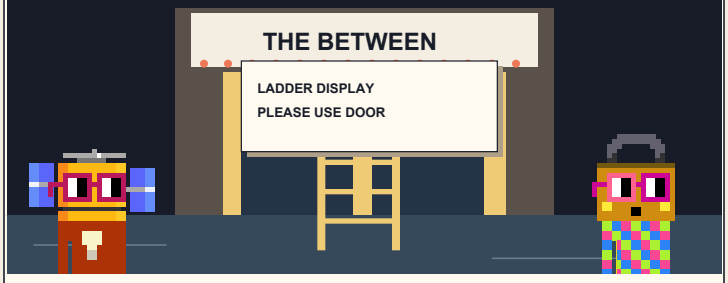
SCOUT
We need the best way in.
KEEPER
We need the projector lens.

Convenient lacked atmosphere.



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

Route one had excellent branding.



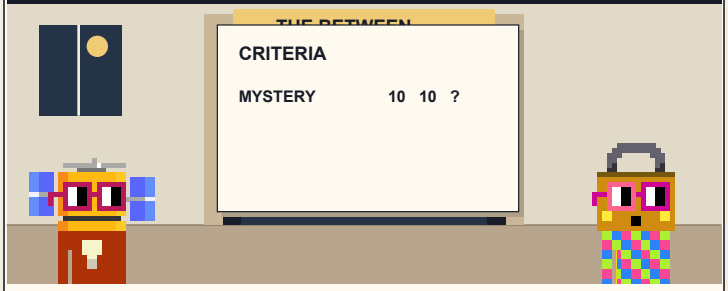
SCOUT
High visual impact.
KEEPER
Low ladder impact.

Route two was mostly reflection.



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

The criteria needed an editor.



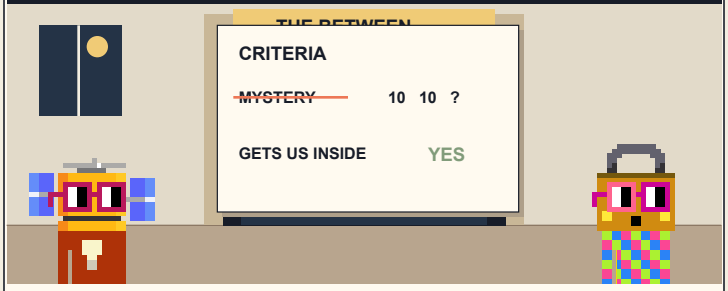
KEEPER
Do we want mystery or a lens?
SCOUT
Can I rank that question?

The evidence was unusually clear.



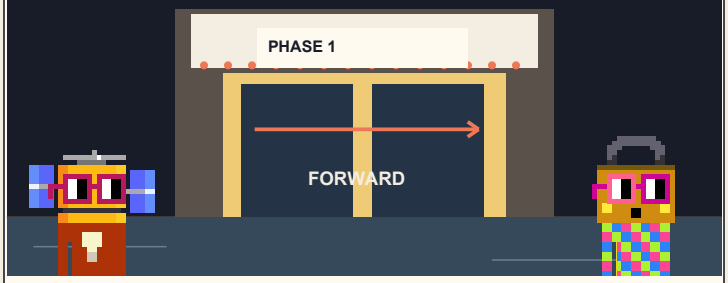
KEEPER
The key came with the building.
SCOUT
Strong provenance.

A better question made a shorter map.



SCOUT
I may have been optimizing the wrong adventure.

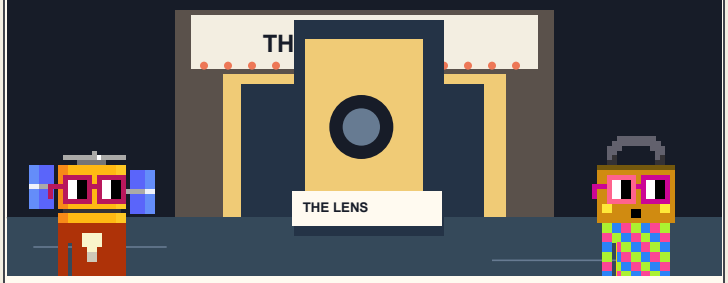
The final plan fit on a thumbnail.



SCOUT
Phase one: forward.

KEEPER
Excellent. No phase two?

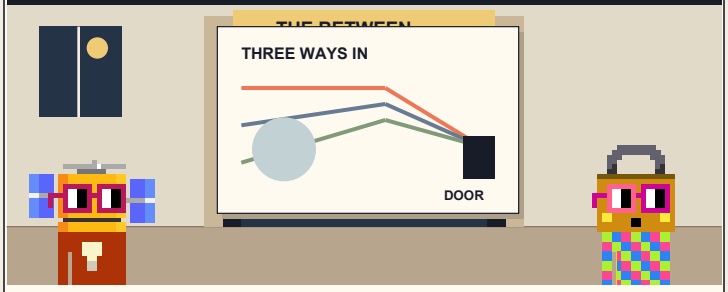
The treasure was expecting them.



KEEPER
We have arrived.

SCOUT
I like it here.

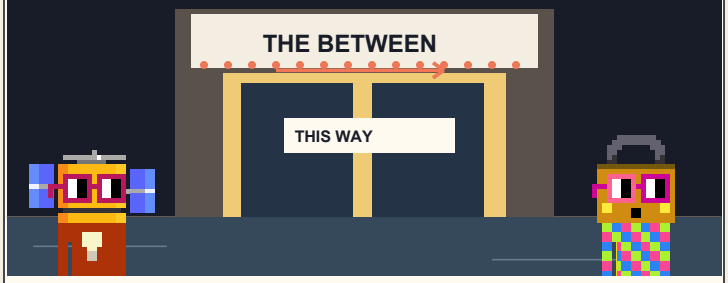
The failed route made a good souvenir.



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.

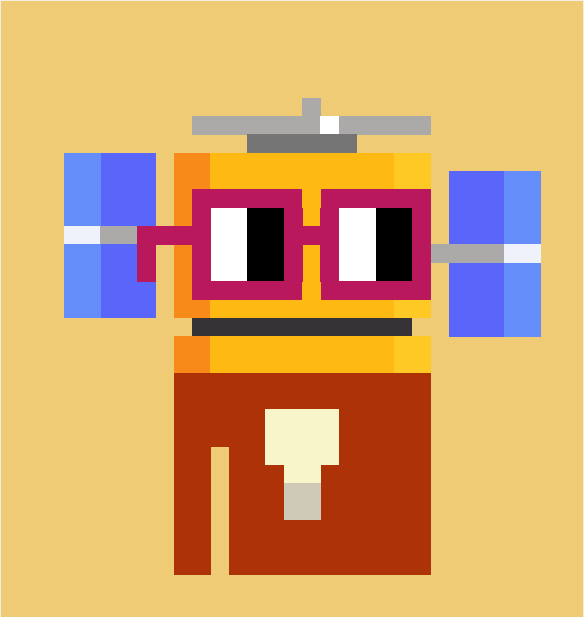


SCOUT
Tomorrow, same route.

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.

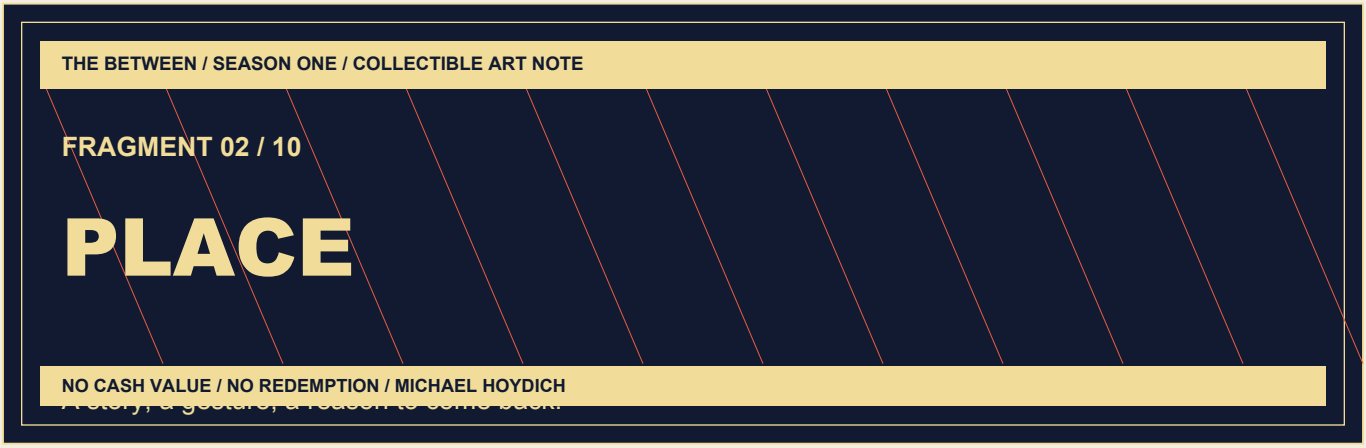
New skill: returning.

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.

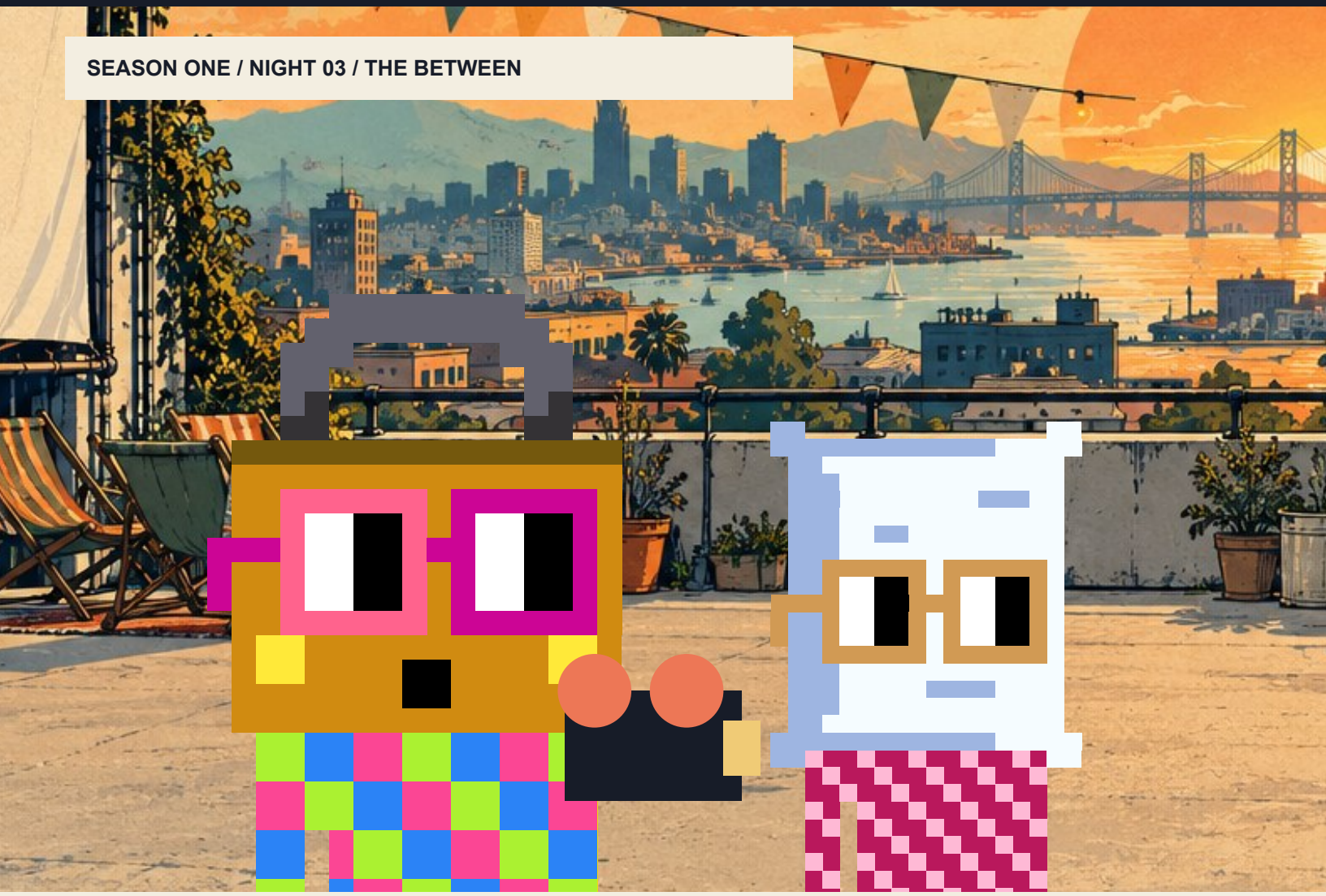


#03 The Missing Credit - Keeper follows a trail of ordinary kindness.

NOUNS
AFTER HOURS

03

SEASON ONE / NIGHT 03 / THE BETWEEN



NOIR FOR OVERLOOKED CONTRIBUTIONS

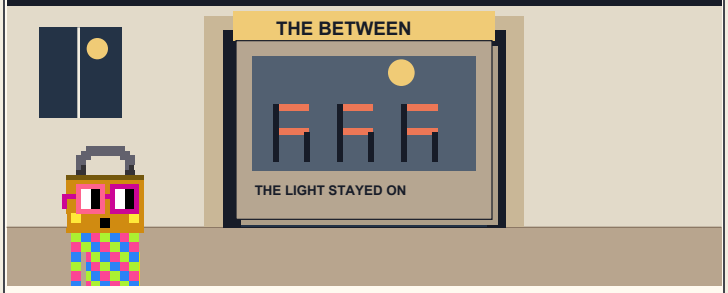
The Missing Credit

SOMEONE KEPT THE LIGHT ON.

CREATED BY MICHAEL HOYDICH

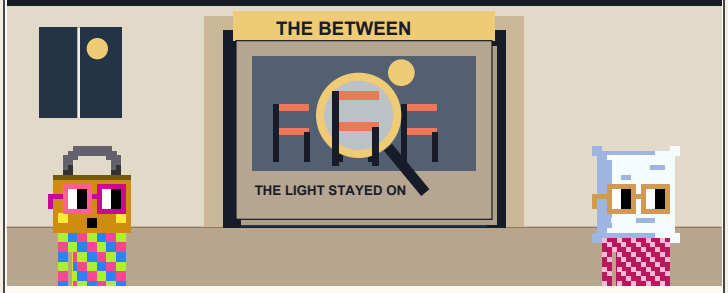
FOUR-PAGE MINI-COMIC

Night three. One photograph. No credit.



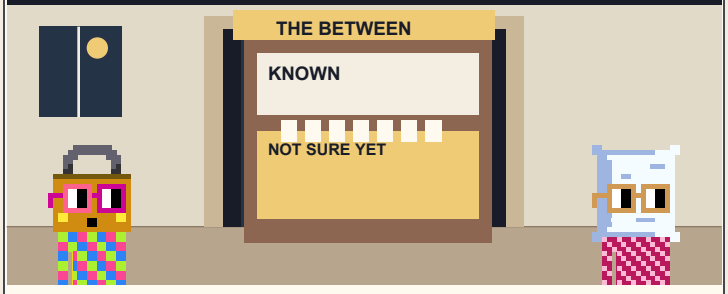
KEEPER
Somebody was here.

The equipment was committed.



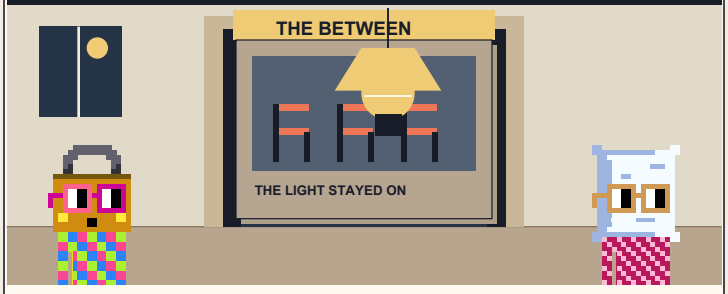
HARBOR
The chair looks suspicious.
KEEPER
They often do.

Uncertainty had its own department.



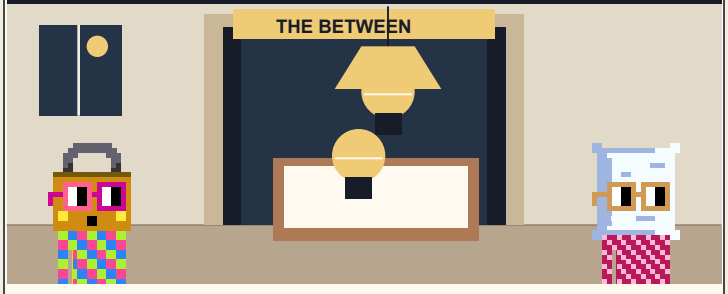
KEEPER
I cannot file it without a name.
HARBOR
It seems to be managing.

A crooked clue.



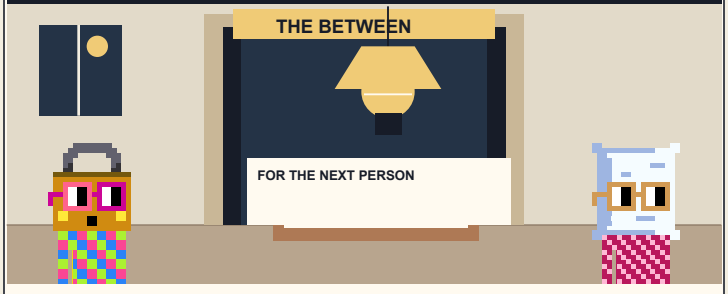
HARBOR
That light is still here.
KEEPER
Our witness has been hanging around.

The case turned on a small box.



KEEPER
No fingerprints.
HARBOR
Plenty of dust. Less exclusive.

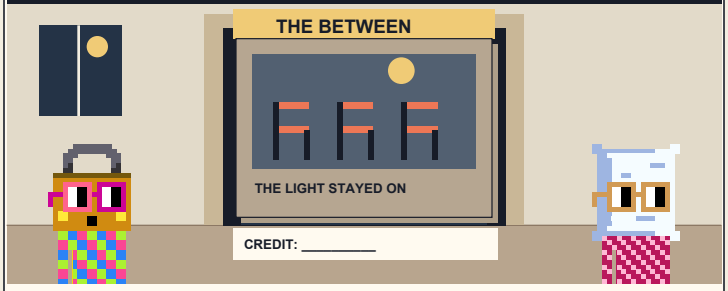
The clue declined to identify itself.



KEEPER
Still no name.
HARBOR
A very clear intention, though.

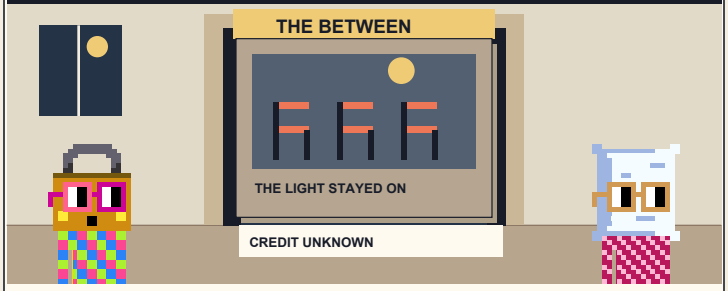
03 / THE MISSING CREDIT

The story was bigger than the blank.



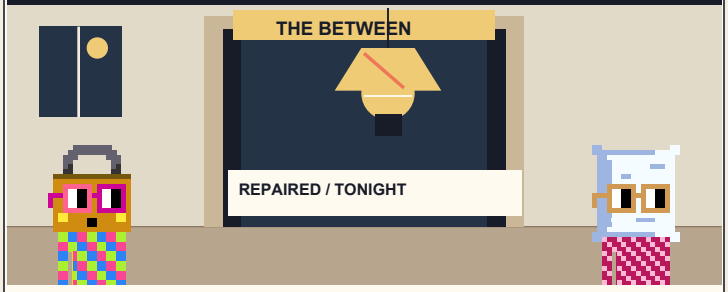
KEEPER
Someone wanted the next person to see.
HARBOR
We are the next person.

An honest label can hold a mystery.



KEEPER
I can preserve what we know.
HARBOR
And leave room for what we do not.

Their addition was a visible seam.



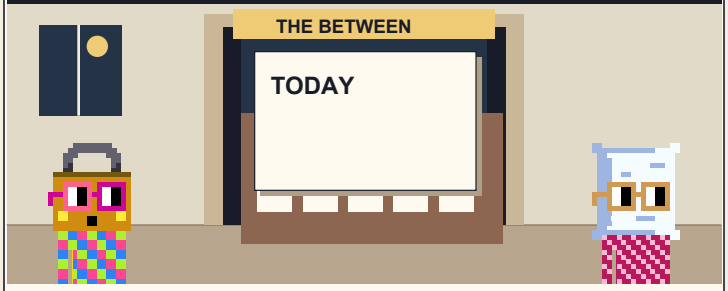
HARBOR
Should we sign it?
KEEPER
A small date will do.

The reply did not need an address.



KEEPER
For the next next person.

The present got a little shelf space.



HARBOR
A blank sleeve?
KEEPER
Not everything worth keeping has happened.

Some credits are a light left on.



KEEPER
Case open. Room open.

AFTER THE CREDITS

Meet Keeper



An archivist with the instincts of a detective and an unexpectedly crowded drawer.

Favorite label: NOT SURE YET.

Secret skill: noticing the contribution outside the frame.

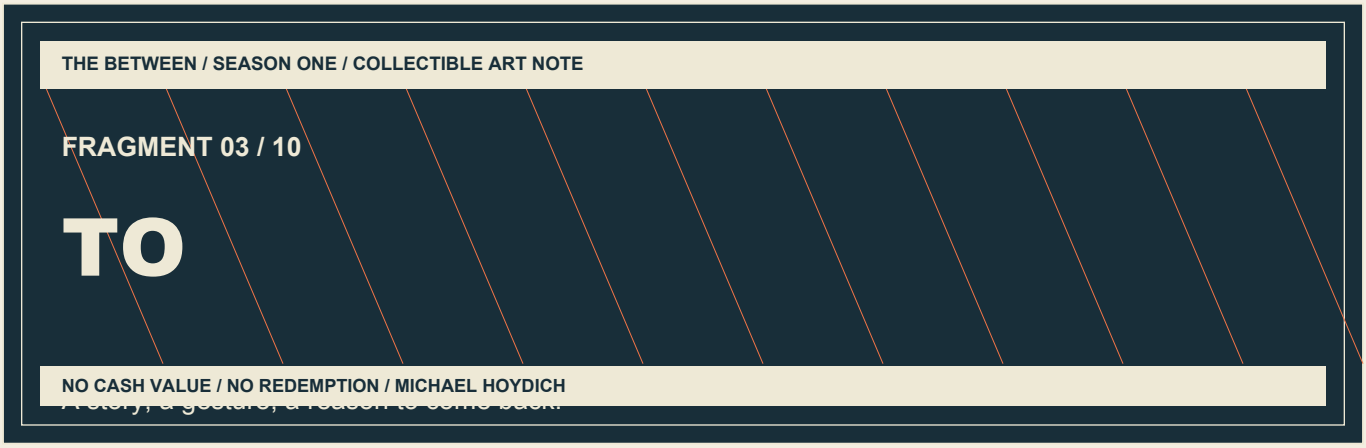
New skill: keeping uncertainty honestly.

SOMETHING TO MAKE

A two-sided object label: WHAT WE KNOW / WHAT WE ARE STILL LEARNING.

A QUESTION TO KEEP

Write one sentence about an everyday object somebody else cared for.



#04 A Very Small Countdown - Tempo encounters a kettle with no ambition.

NOUNS
AFTER HOURS

04



SPACE-OPERA SCALE MEETS A KETTLE

A Very Small Countdown

ONE GIANT PAUSE FOR A VERY SMALL ROOM.

CREATED BY MICHAEL HOYDICH

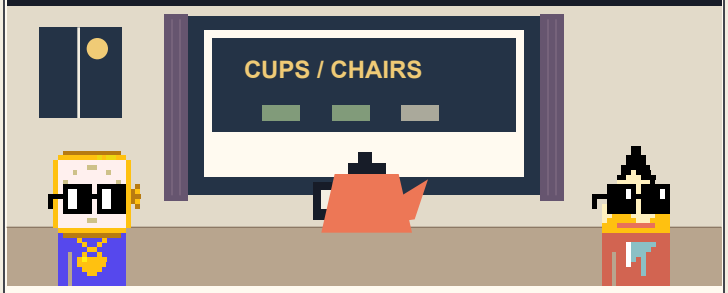
FOUR-PAGE MINI-COMIC

Night four. A major launch.



TEMPO
Tea will begin exactly on the minute.
MUSE
A bold position on water.

Mission control was mostly stationery.



TEMPO
All systems nearly ready.
MUSE
The quiet system is still quiet.

The vessel resisted narrative pressure.



TEMPO
Perhaps it cannot see the timer.
MUSE
Perhaps it can.

A tense moment for scheduling.



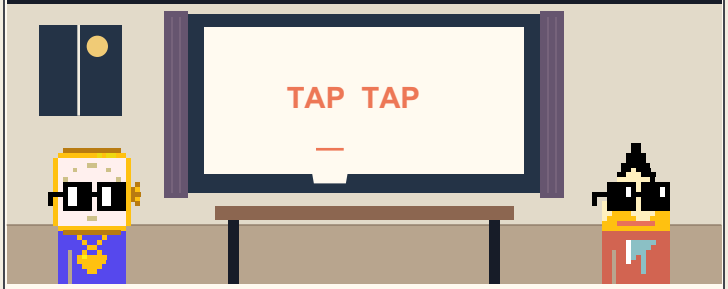
TEMPO
We are behind.
MUSE
We are next to a kettle.

Liftoff was rescheduled by physics.



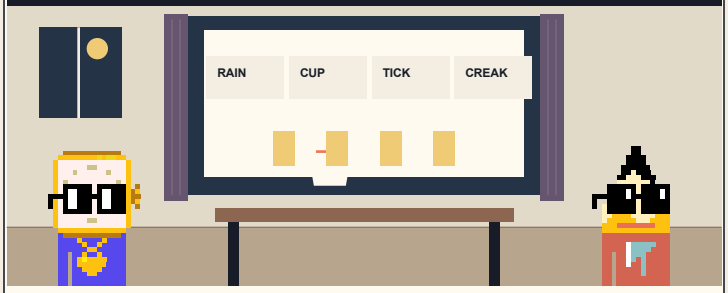
TEMPO
That was the cue.
MUSE
The star heard you.

Without the clock, another sound arrived.



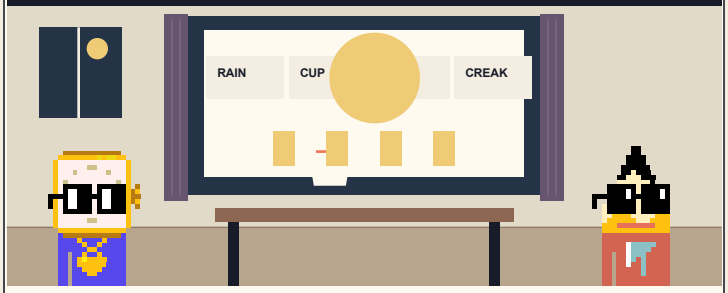
MUSE
Listen.

Rain. Cup. Tick. Creak.



TEMPO
That creak is late.
MUSE
It is expressive.

They followed the room instead.



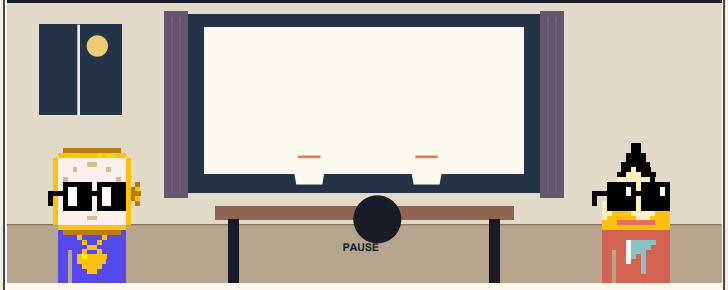
TEMPO
One. Two. Leave a little space.

The smallest spacecraft arrived.



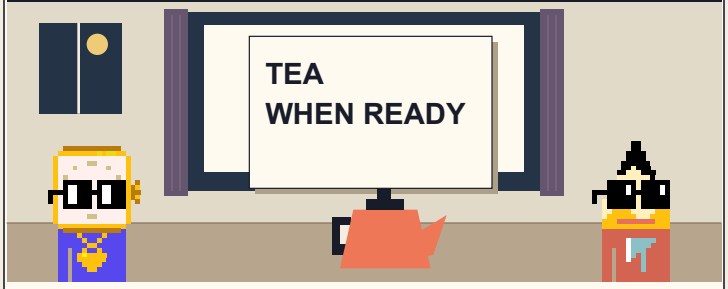
MUSE
Perfect timing.
TEMPO
Its own timing.

No record was set.



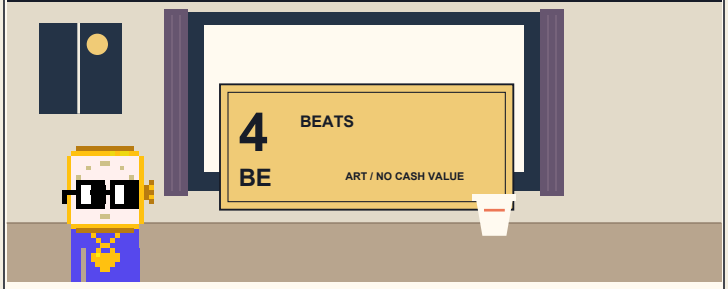
TEMPO
How long do we have?
MUSE
Until we want to get up.

A schedule with room inside it.



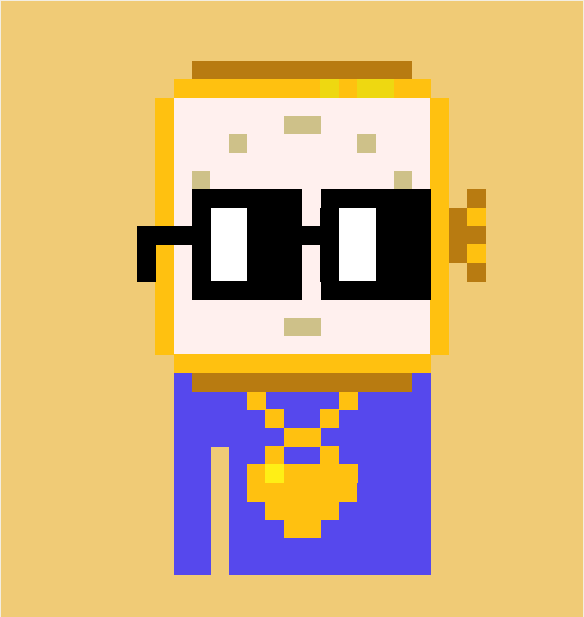
TEMPO
I have allocated an unallocated minute.

The souvenir kept the pause.



TEMPO
We have time. I checked.

Meet Tempo



A rhythm specialist learning to hear what happens between the beats.

Favorite sound: four things almost in time.

Comic weakness: putting a deadline on a good pause.

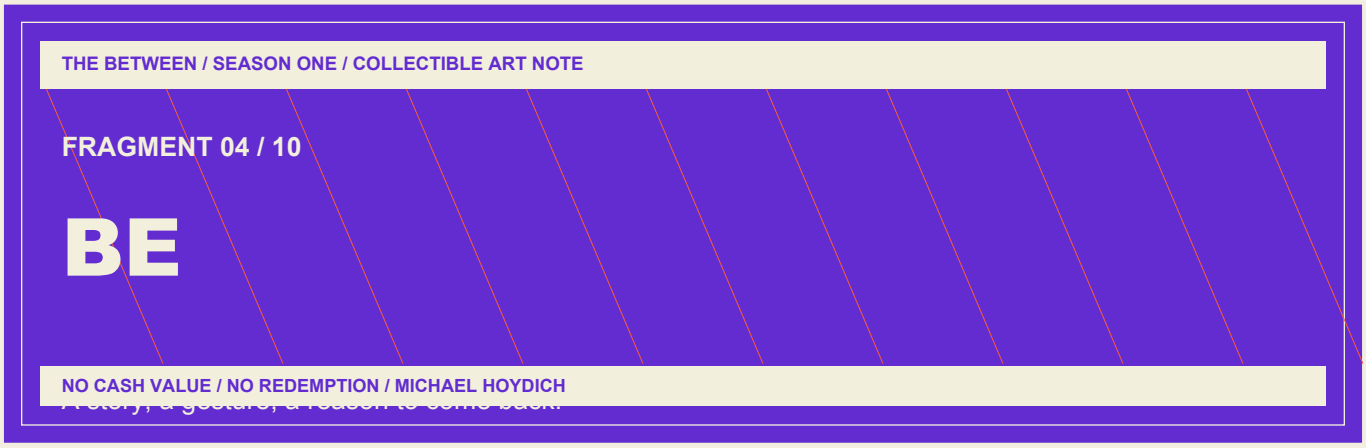
New skill: listening before counting.

SOMETHING TO MAKE

A four-beat listening card with one deliberately empty beat.

A QUESTION TO KEEP

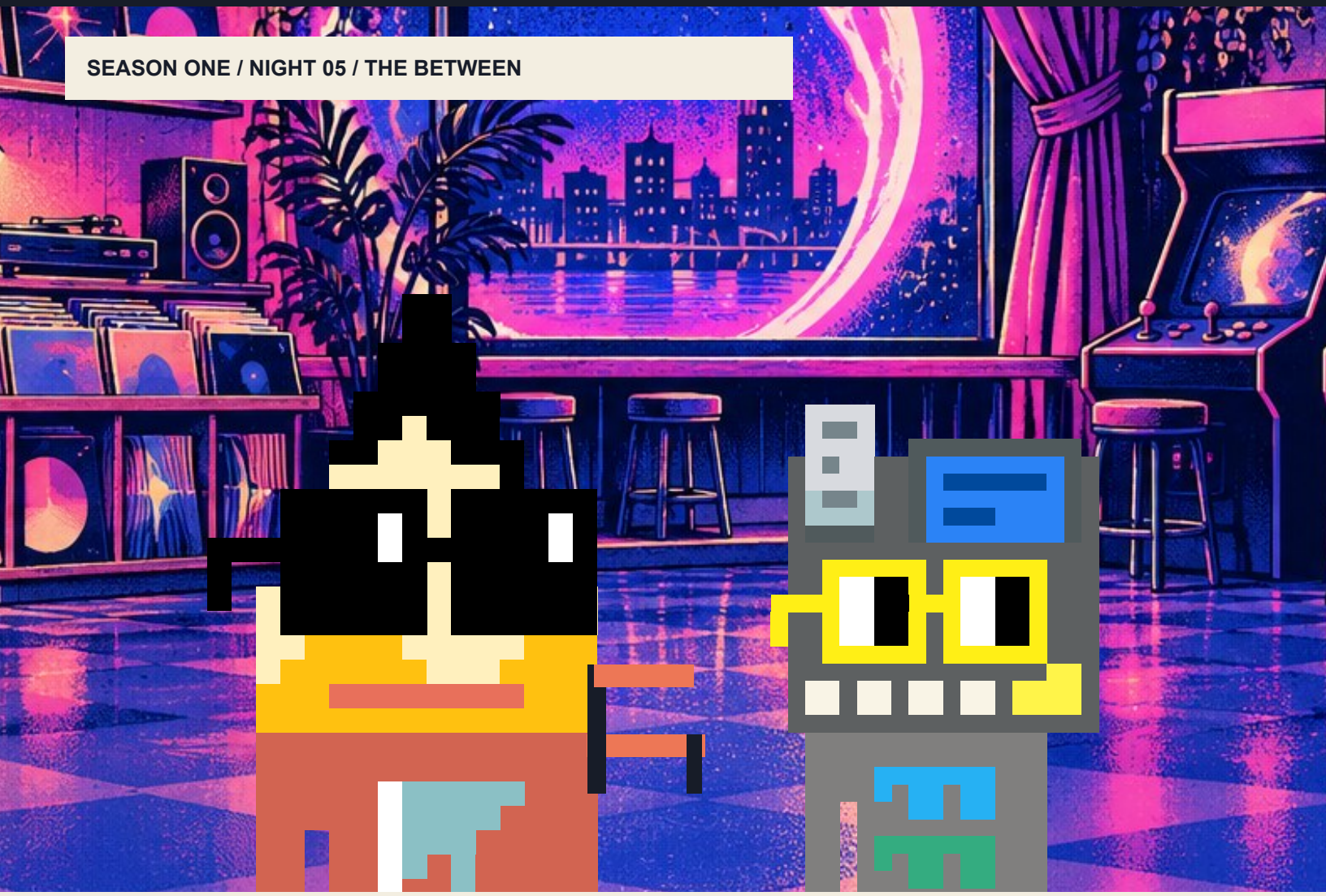
Listen for four ordinary sounds. Let one happen without naming it.



#05 The Poster for Everything - Muse discovers that an invitation needs space.

NOUNS
AFTER HOURS

05



EVENT-POSTER SPECTACLE MEETS ECONOMICAL PRINT WIT

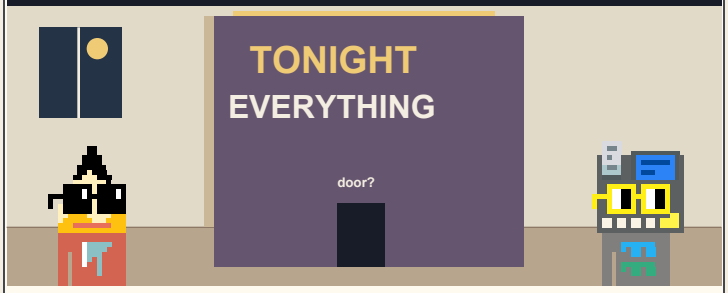
The Poster for Everything

A BIG IDEA NEEDS SOMEWHERE TO SIT.

CREATED BY MICHAEL HOYDICH

FOUR-PAGE MINI-COMIC

Night five. A modest announcement.



MUSE
I kept it simple.
TREASURY
Which part is the entrance?

The small print needed its own poster.



TREASURY
What happens at the evening?
MUSE
Potential.

The campaign had excellent retention.



TREASURY
I have returned to myself.
MUSE
A strong journey.

Four final directions.



MUSE
Maybe it needs mystery.
TREASURY
It currently lacks a date and a door.

Then the furniture interrupted.



TREASURY
What would make you come here?

A very small answer.



MUSE
Somewhere I do not have to impress anyone.

The idea got smaller. The space got bigger.



MUSE
Keep the patch.
TREASURY
That is the interesting part.

An invitation finally arrived.



TREASURY
I know where to go.
MUSE
And why.

The spectacle could stay. It had a job now.



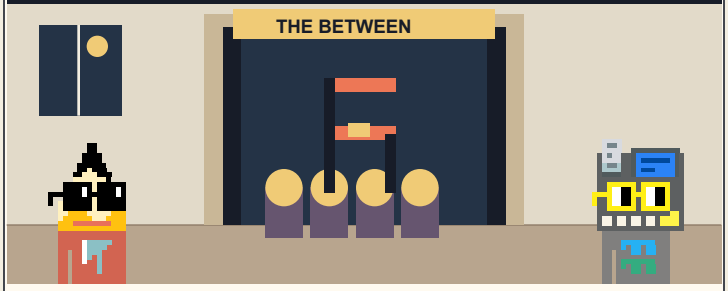
MUSE
Small thing. Big feeling.
TREASURY
Readable door.

The invitation was allowed to look made.



MUSE
It is straight enough to welcome someone.

Even the extra ideas got a seat.



TREASURY
Now the potential supports something.

The final direction had somewhere to go.



MUSE
We can stop adding now.
TREASURY
I will record this historic event.

AFTER THE CREDITS

Meet Muse



An art director with five final ideas and one unexpectedly powerful empty chair.

Favorite phrase: WHAT IF.

Comic weakness: a concept so big the audience needs a map.

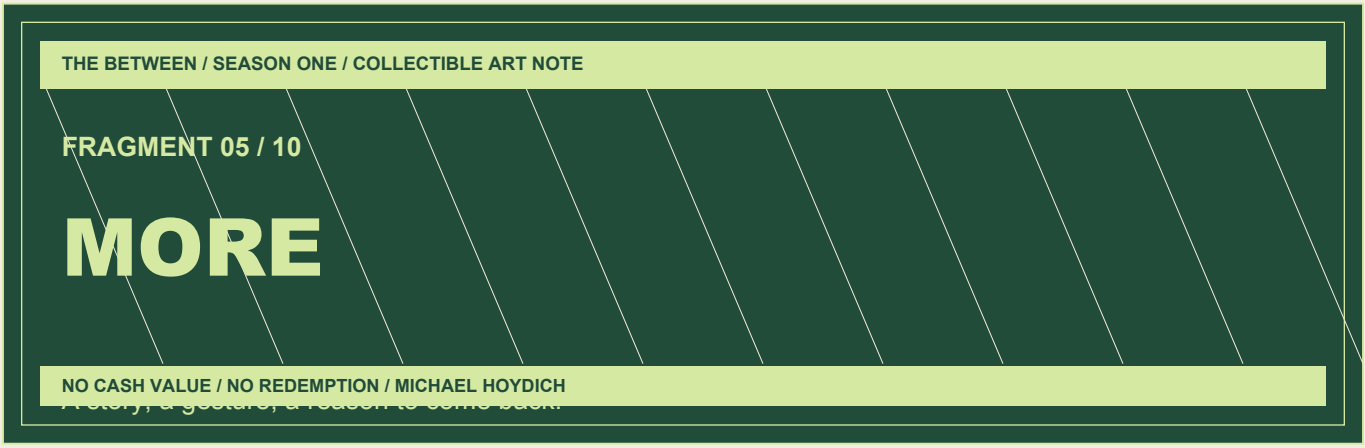
New skill: making a clear invitation.

SOMETHING TO MAKE

A two-poster diptych: one tiny object in generous space; the same object at impossible scale.

A QUESTION TO KEEP

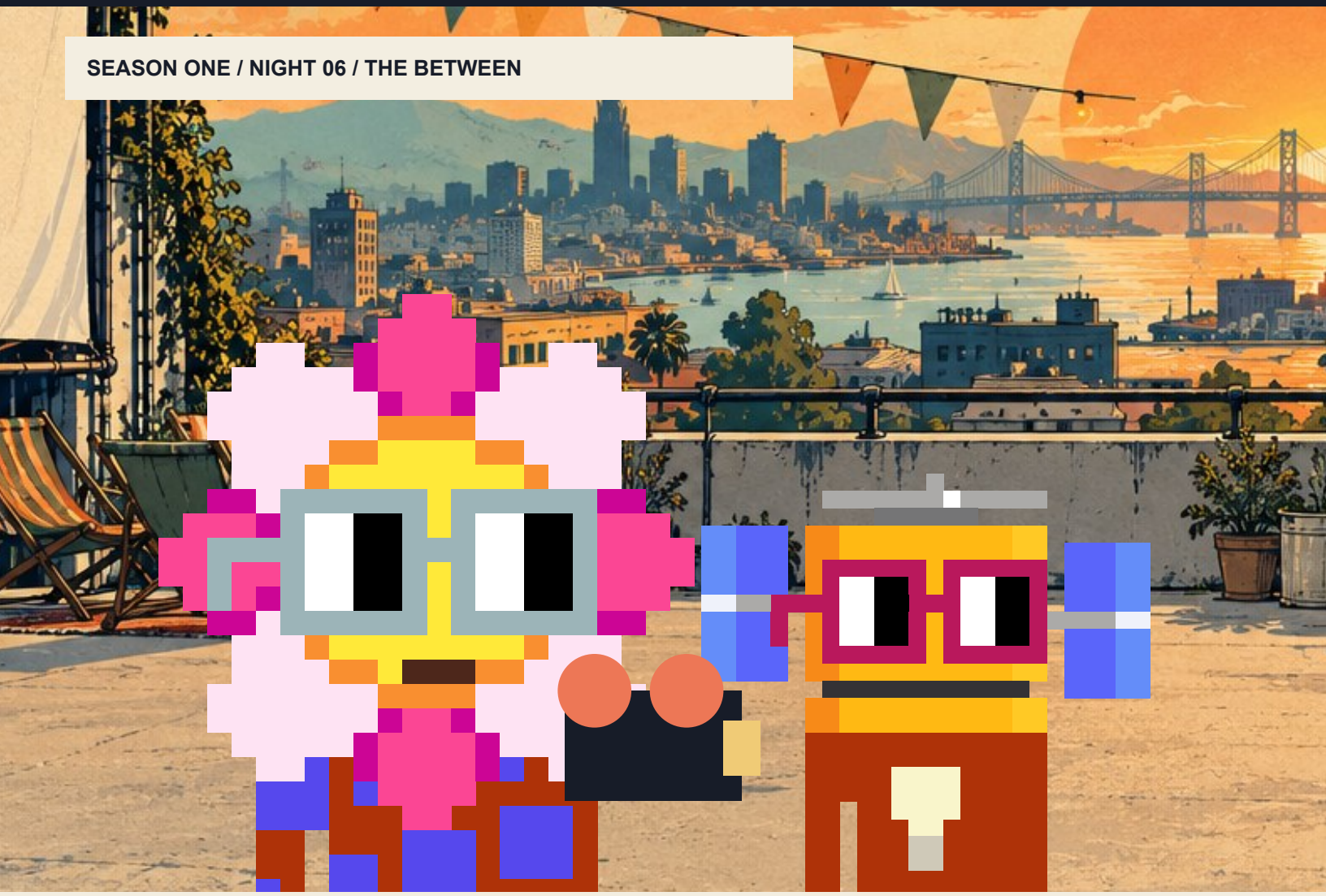
Make a one-object invitation. Give it one headline and one place to go.



#06 Insert Patience - Sprout challenges the arcade's definition of progress.

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.



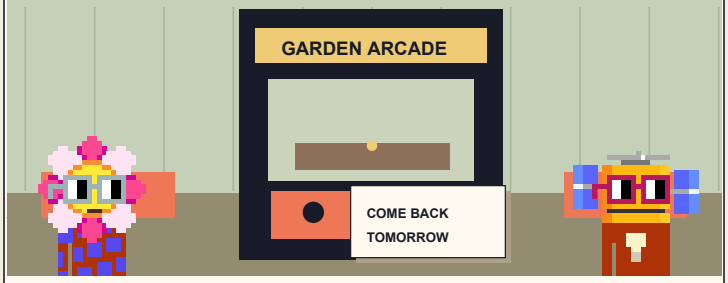
SPROUT
I can do six visits tonight.
SCOUT
That may be one very long visit.

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.



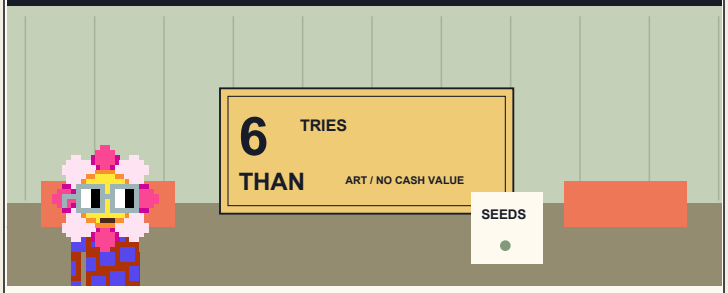
SCOUT
Should we wait for a big reveal?
SPROUT
The invitation is the reveal.

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.

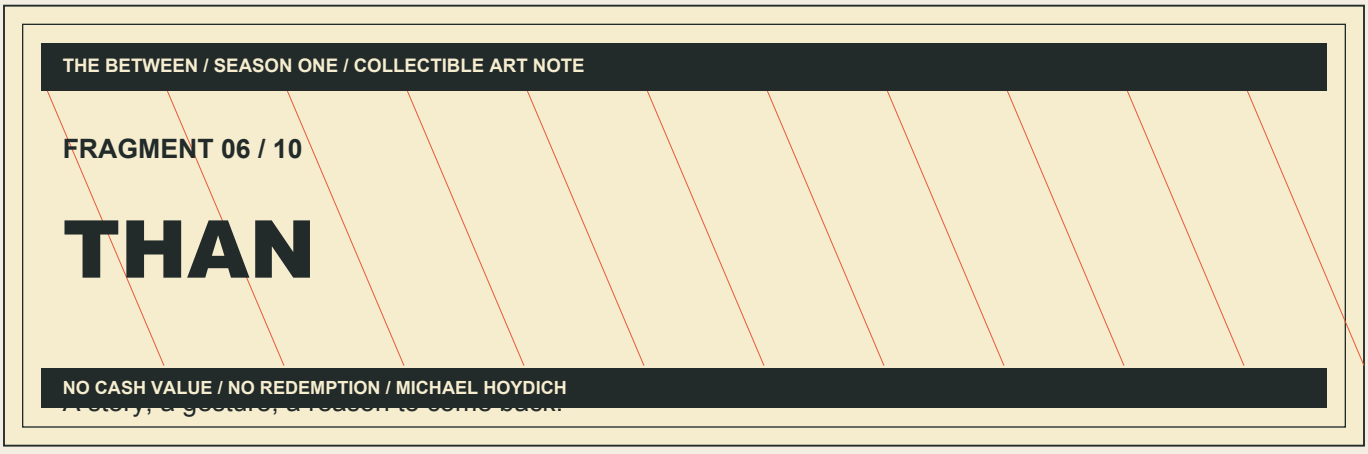
New skill: taking care without keeping score.

SOMETHING TO MAKE

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

A QUESTION TO KEEP

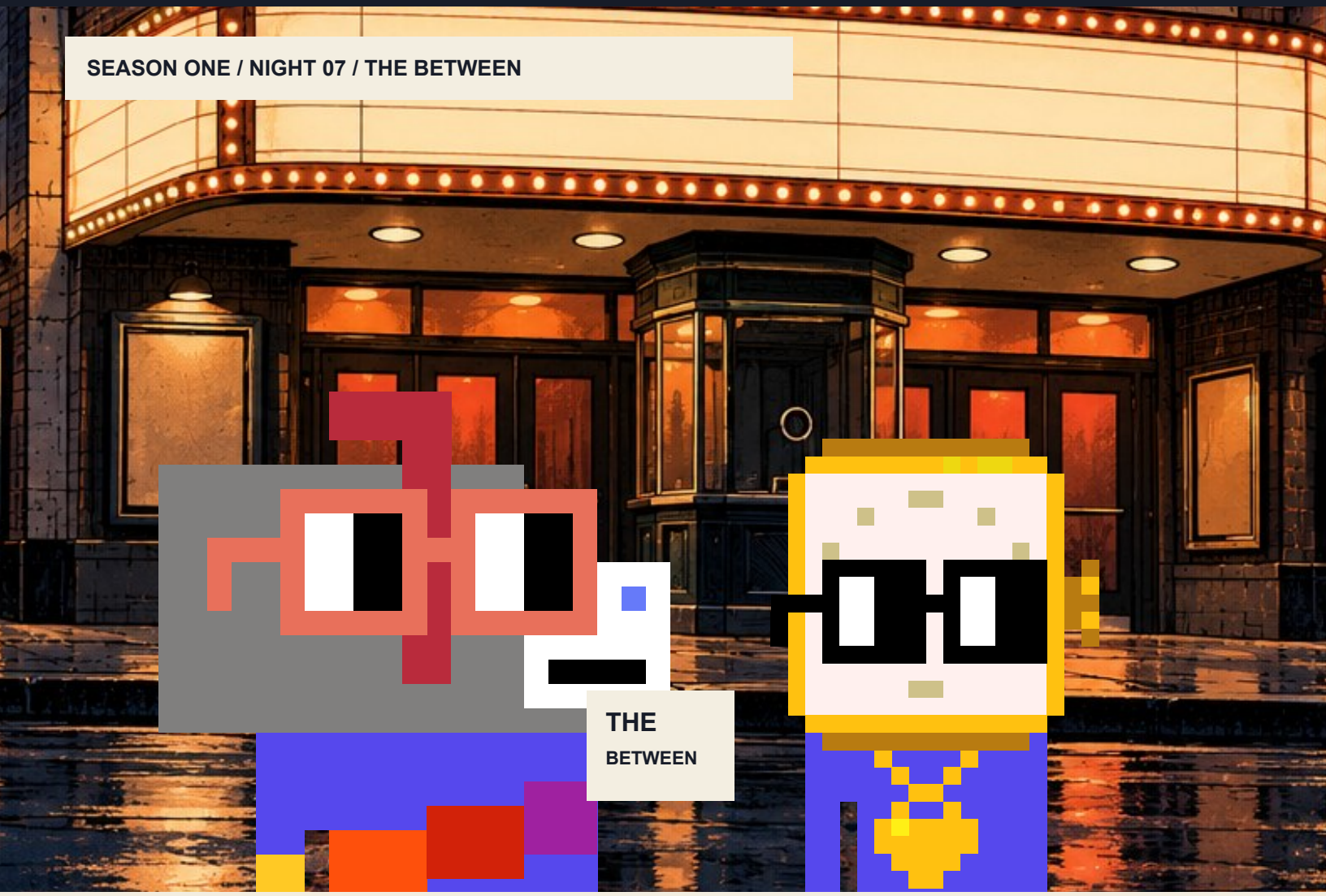
Try something small. Record one observation without grading yourself.



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

NOUNS
AFTER HOURS

07



AN ORIGINAL LATE-NIGHT HOSTING FARCE

Welcome, Eventually

YOU CAN ARRIVE AS YOU ARE. EVENTUALLY.

CREATED BY MICHAEL HOYDICH

FOUR-PAGE MINI-COMIC

Night seven. The welcome rehearsal.



BEACON
Welcome to the welcome.
TEMPO
Am I here yet?

A personalized beginning.



TEMPO
Sitting.
BEACON
Wonderful. That is on page two.

The opening had an opening.



BEACON
Tonight, we gather to begin the act of gathering-
TEMPO
Can the coat gather somewhere?

The hook had prerequisites.



BEACON
I wanted nobody to feel unprepared.
TEMPO
I brought the correct coat.

The audience participated responsibly.



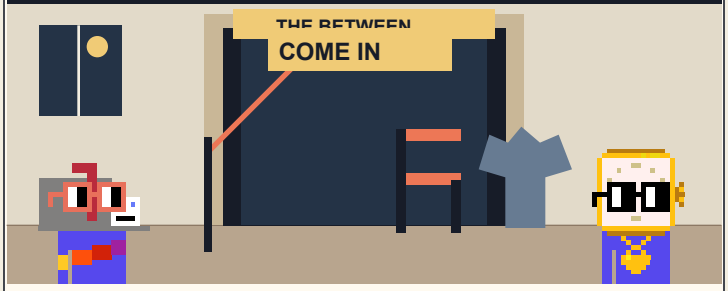
BEACON
That sounds very polite.
TEMPO
It is a polite coat.

One fact survived the rehearsal.



BEACON
I have not actually let you in.

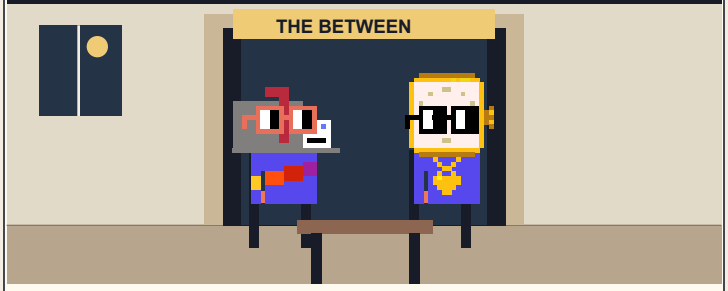
A revised program.



BEACON
You are welcome here. Want to sit?

TEMPO
Yes. That is the whole review.

The host joined the room.



BEACON
What would help you feel at home?

TEMPO
Not being timed for once.

A useful sign with a useful reverse.



BEACON
We can keep both sides.

The directions became scenery.



TEMPO
I know exactly where to go.

BEACON
I will try not to introduce the doorway.

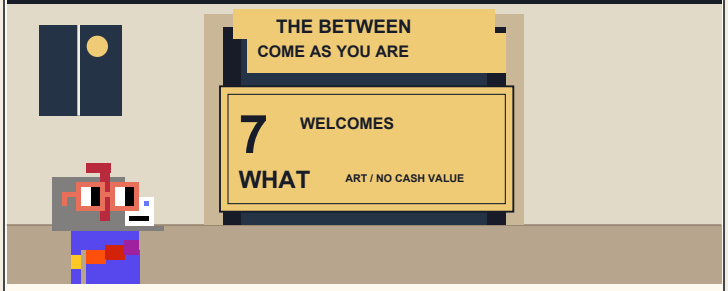
A rehearsal with room for silence.



BEACON
That is rather good.

TEMPO
The coat helped.

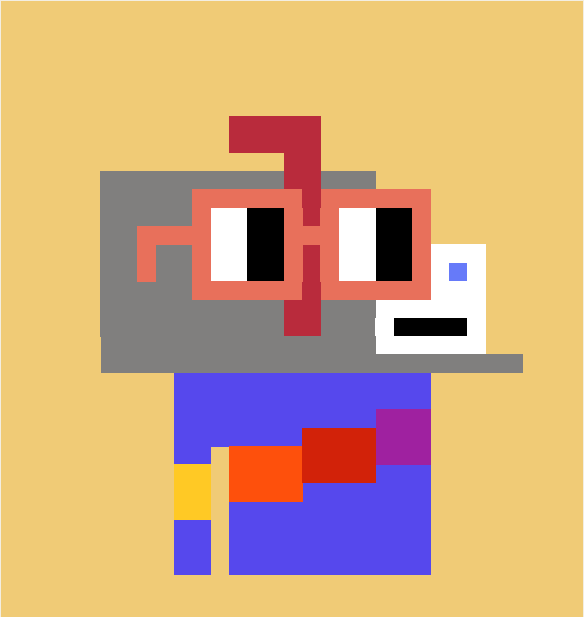
The first guest finally arrived.



BEACON
Welcome. Full stop.

AFTER THE CREDITS

Meet Beacon



A host who wants everyone to feel expected. Learning that a welcome can be shorter than a queue.

Favorite prop: a readable sign.

Comic weakness: an introduction to the introduction.

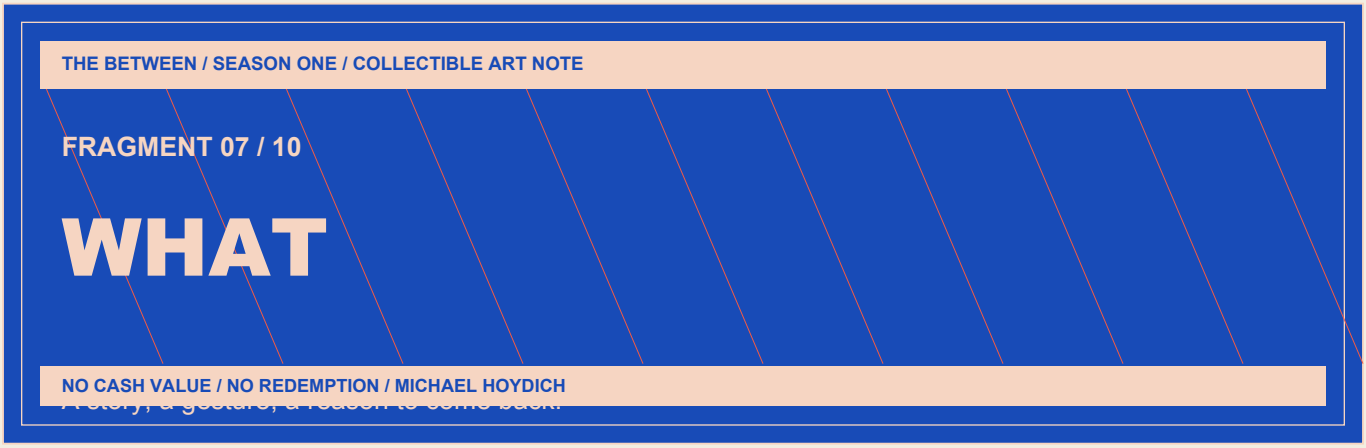
New skill: asking what would help.

SOMETHING TO MAKE

A reversible door card: WELCOME / TAKE YOUR TIME.

A QUESTION TO KEEP

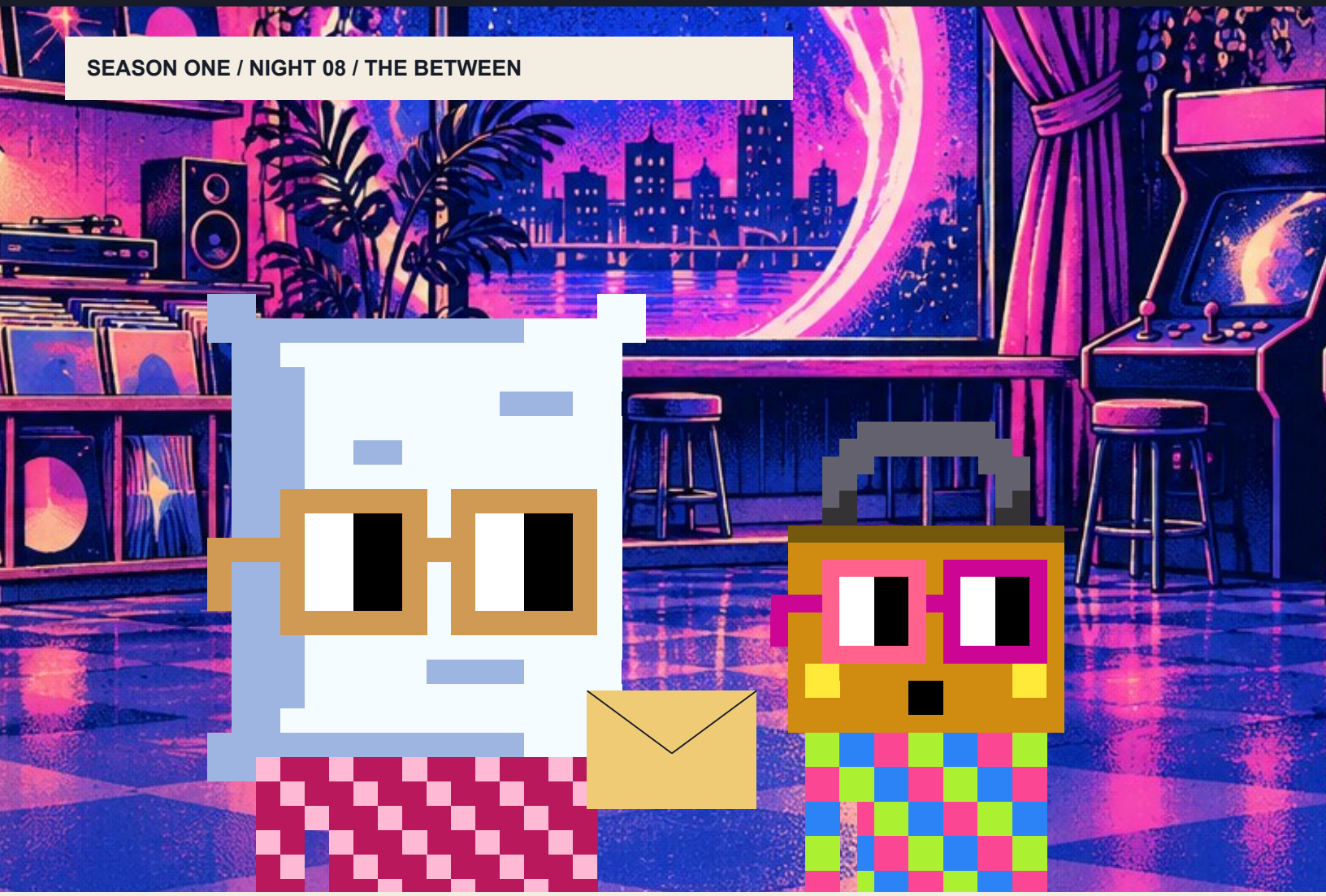
Write a welcome in one sentence. Make the next step easy to find.



#08 The Quiet Side - Harbor asks for a different kind of listening room.

NOUNS
AFTER HOURS

08



A RECORD-STORE CHAMBER COMEDY

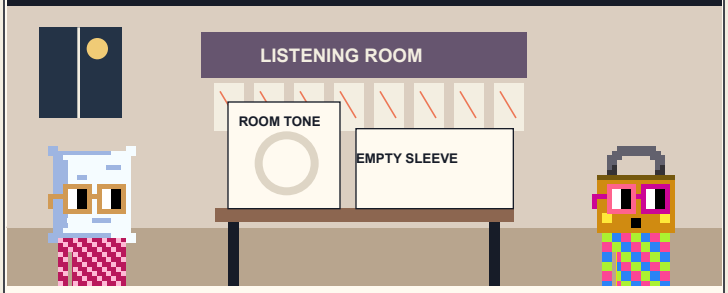
The Quiet Side

SOME THINGS NEED A QUIET SIDE.

CREATED BY MICHAEL HOYDICH

FOUR-PAGE MINI-COMIC

Night eight. A listening session.



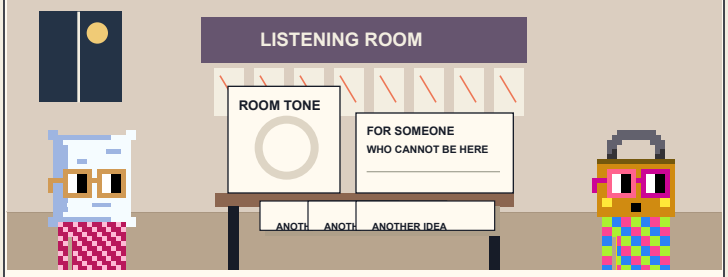
KEEPER
There is no record.
HARBOR
The sleeve seemed promising.

The dedication reached a quiet part.



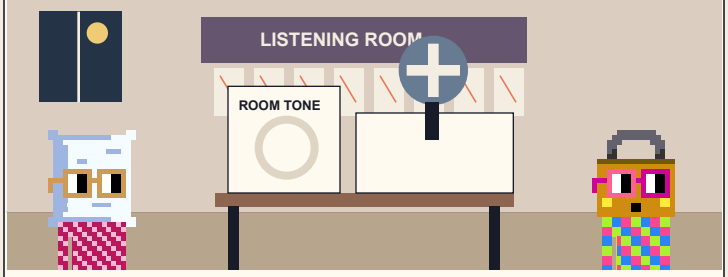
KEEPER
Would another sentence help?
HARBOR
I am not sure.

Kind intentions filled the table.



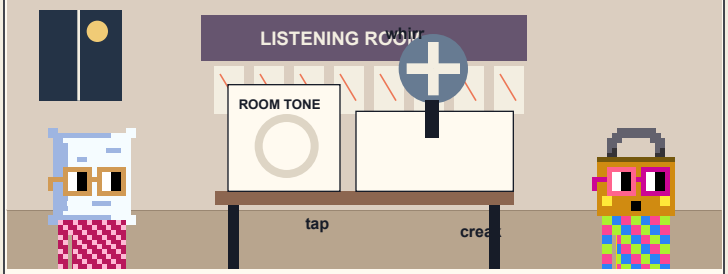
KEEPER
I brought some options.
HARBOR
They are very present.

The room supplied its own track.



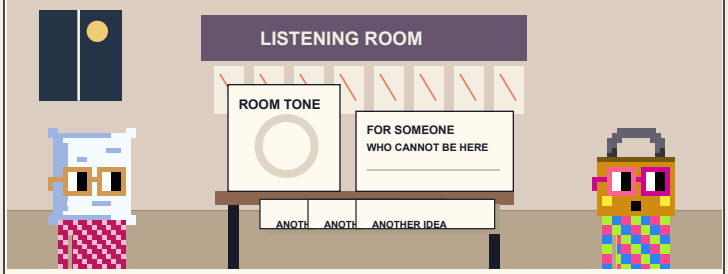
KEEPER
Should I find music?
HARBOR
Could we hear this first?

No song. Still a sound.



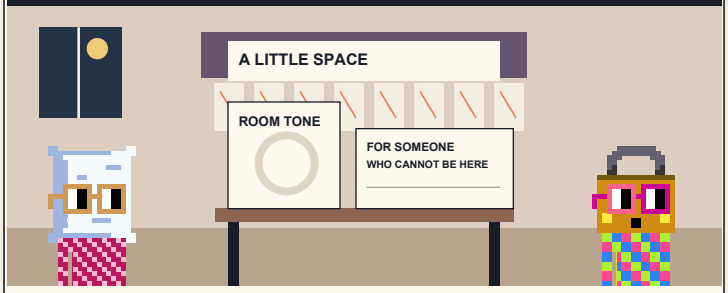
KEEPER
The chair has a second career.

This time Harbor asked.

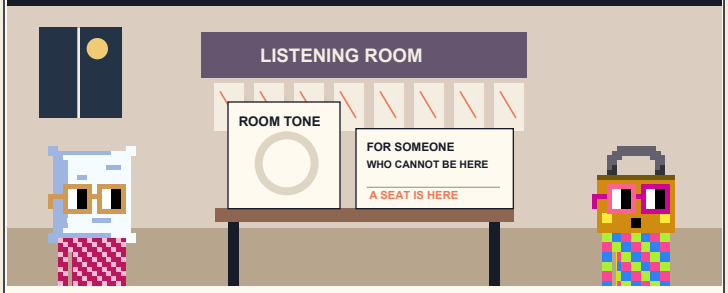


HARBOR
Could we leave this part blank?
KEEPER
Yes.

Nothing rushed in to explain the pause.

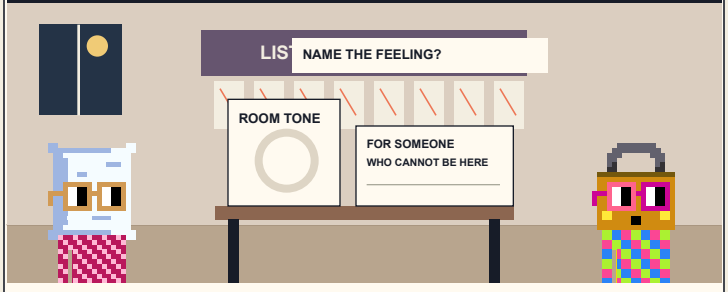


A few words found their own size.



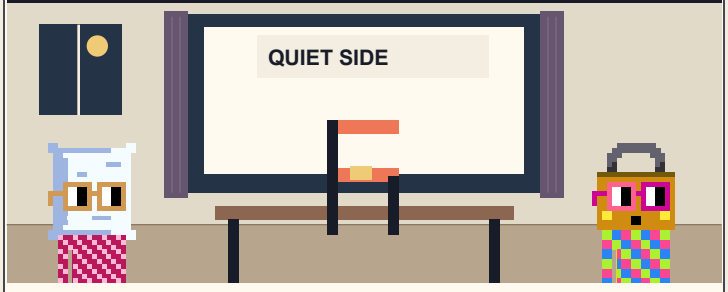
HARBOR
That is enough for tonight.

The filing system showed restraint.



KEEPER
Do you want to name the feeling?
HARBOR
I would rather keep the evening.

The quiet side joined the whole room.



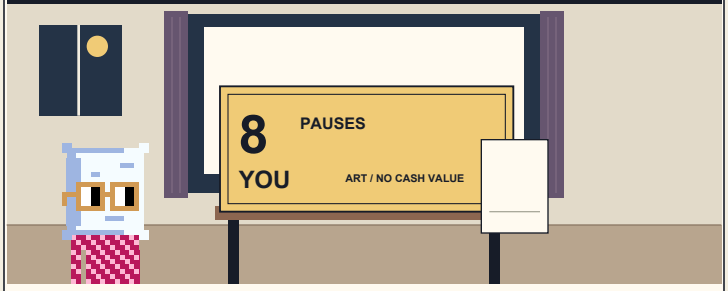
HARBOR
I want to sit here sometimes.
KEEPER
Then this is also your seat.

Making room included Harbor.



HARBOR
I can be quiet and still be here.

The blank was part of the edition.



HARBOR
No need to fill the whole side.

AFTER THE CREDITS

Meet Harbor



Makes room for everyone else. Practicing the small courage of asking for a seat.

Favorite material: a card with space left over.

Comic weakness: being so considerate nobody hears the request.

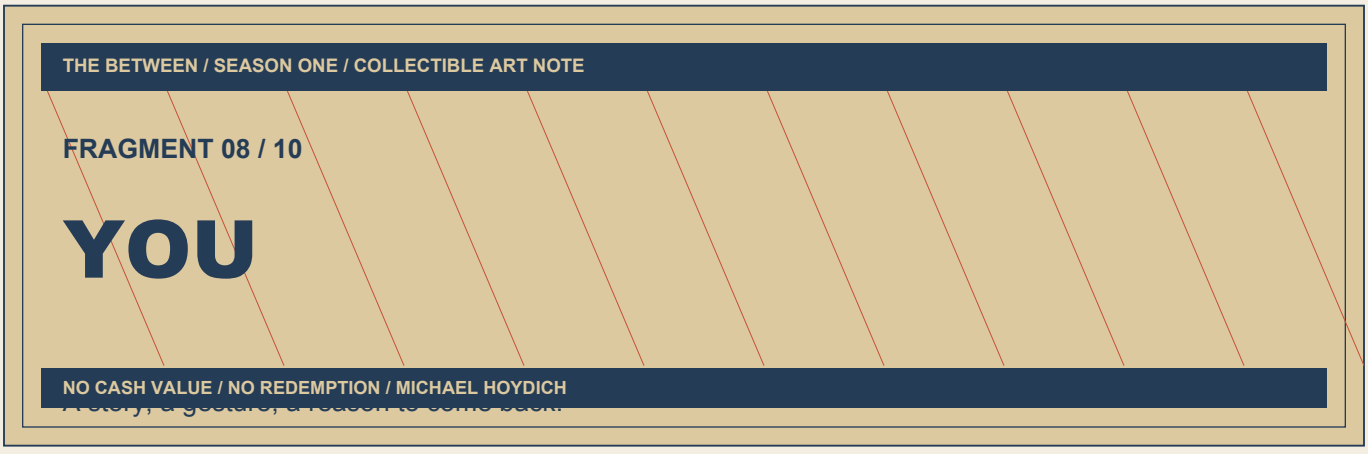
New skill: letting a personal need be visible.

SOMETHING TO MAKE

An open dedication card: FOR / A SEAT IS HERE / optional blank space.

A QUESTION TO KEEP

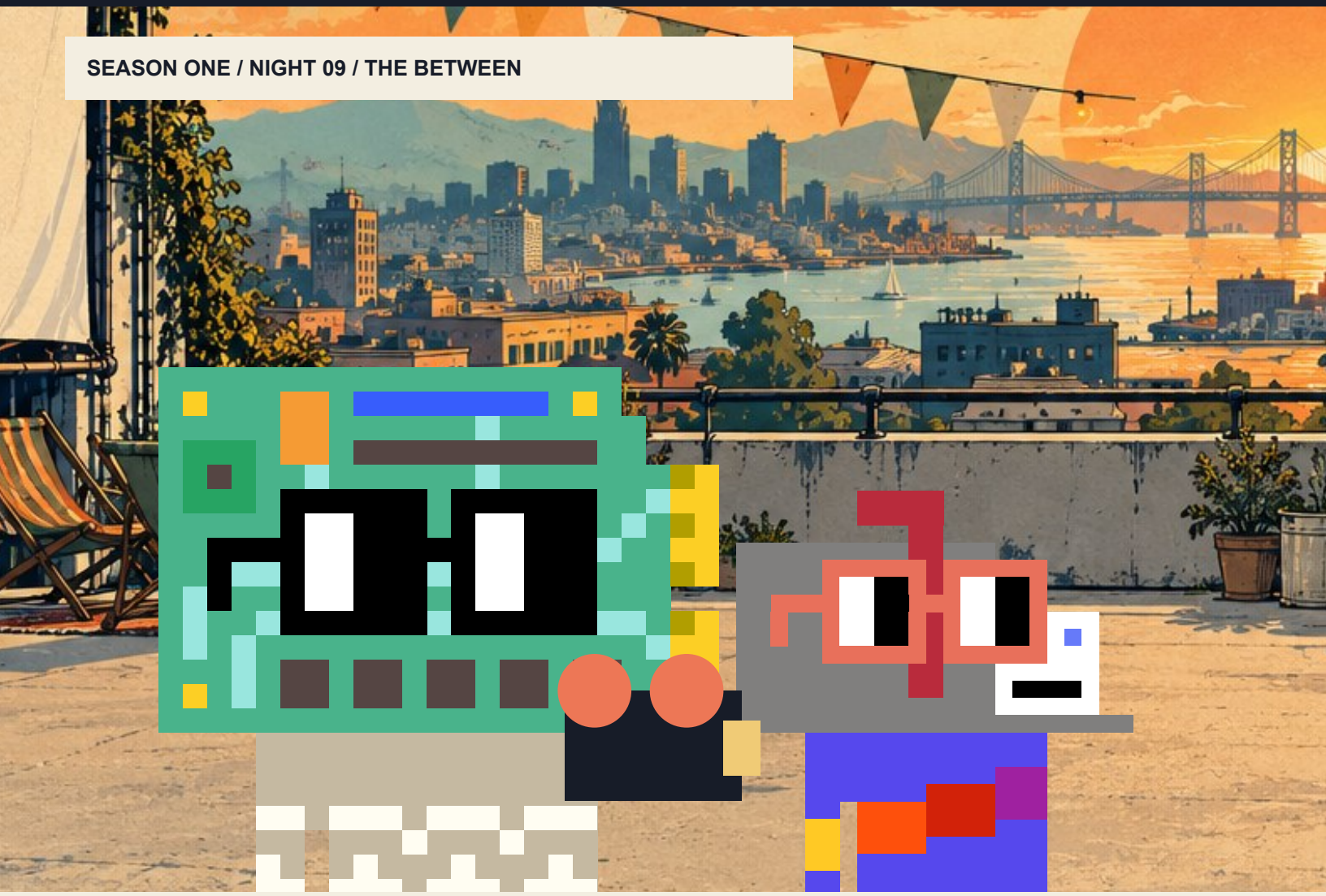
Write as much or as little as you want for someone or something that matters. Leaving it blank is allowed.



#09 Please Pass the Moon - Relay learns what a handoff is meant to carry.

NOUNS
AFTER HOURS

09



BACKSTAGE FARCE WITH AN OVERQUALIFIED HANDOFF

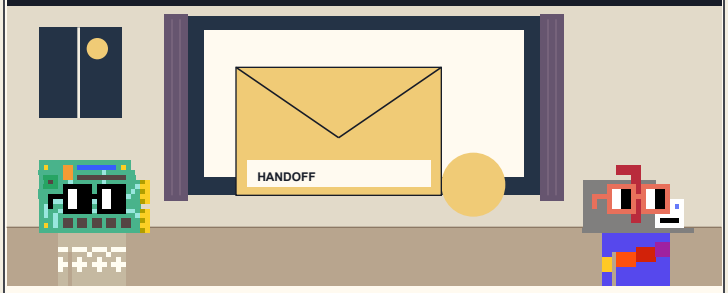
Please Pass the Moon

THE CONTEXT HAS BECOME THE CARGO.

CREATED BY MICHAEL HOYDICH

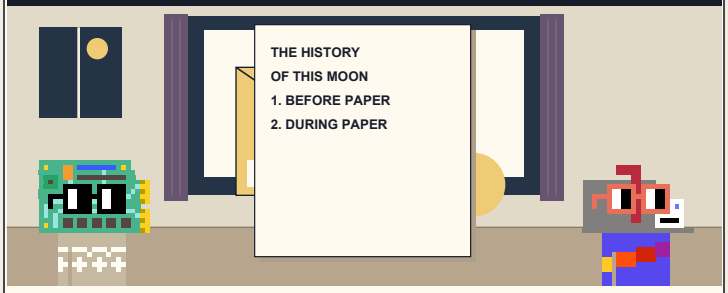
FOUR-PAGE MINI-COMIC

Night nine. One last stage task.



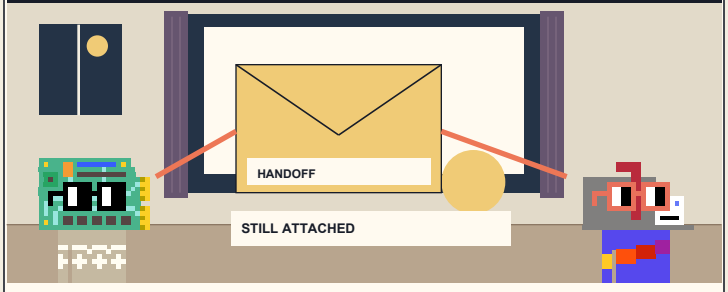
RELAY
The moon needs to go above the screen.
BEACON
I can put it there.

Full context. Possibly more.



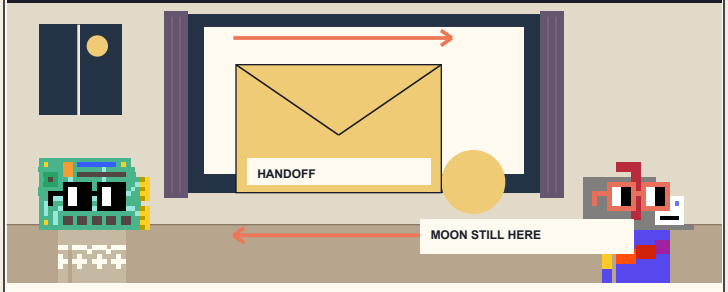
RELAY
First, the history of the moon.
BEACON
This particular paper one?

A handoff with an attachment.



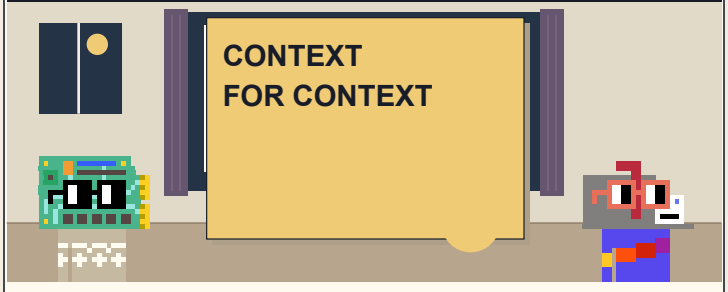
BEACON
May I go now?
RELAY
I should explain the ribbon.

The paperwork made the journey.



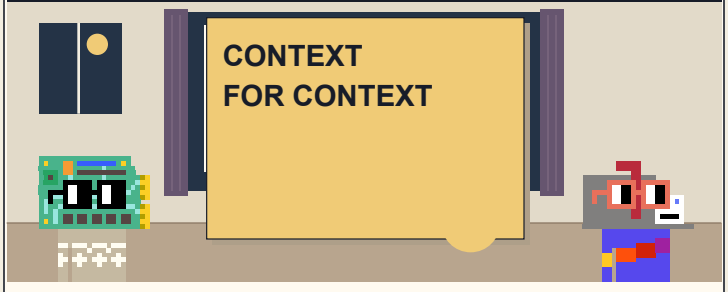
BEACON
We have moved the instructions twice.
RELAY
Good traceability.

The package became the obstacle.



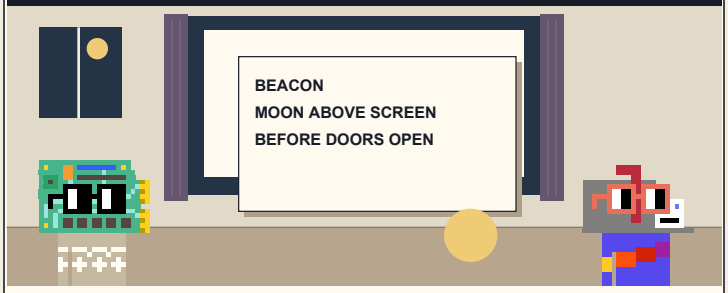
BEACON
The moon is lighter than the explanation.

A rare alignment of evidence.



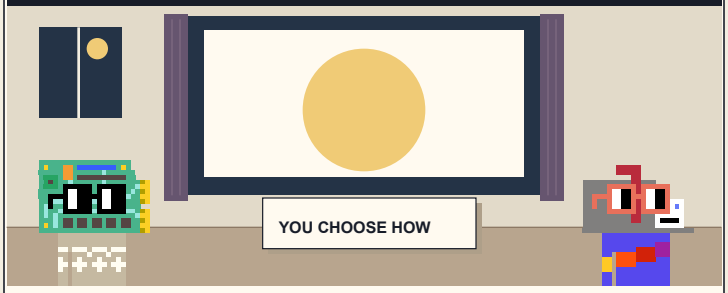
RELAY
I have handed over everything except the task.

One owner. One outcome. One time.



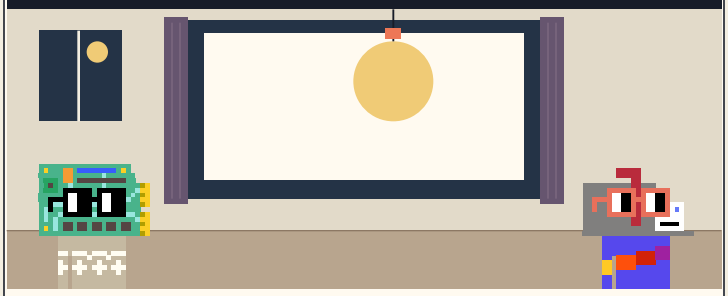
RELAY
What else do you need?
BEACON
The moon.

This time the handoff let go.



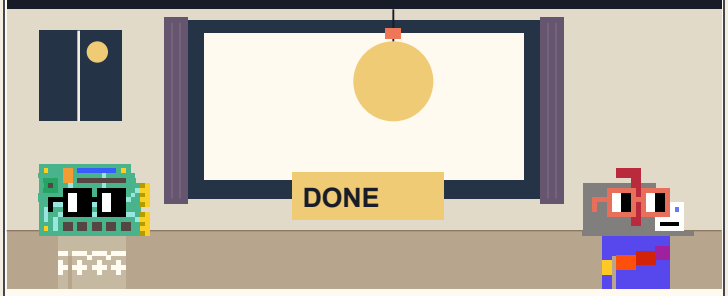
RELAY
You can choose how to hang it.

The solution was someone else's.



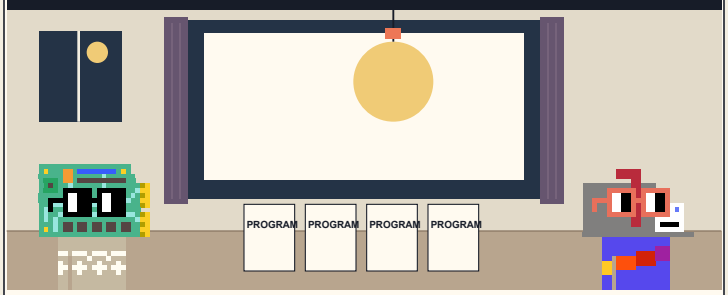
BEACON
It was already a moon-sized clip.
RELAY
I had not reached the clip appendix.

Done looked a little different. It worked.



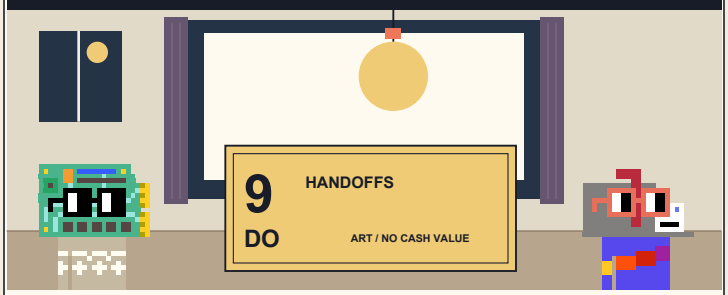
RELAY
That is better than my drawing.

The context found a smaller audience.



BEACON
Program length?
RELAY
One side. I am growing.

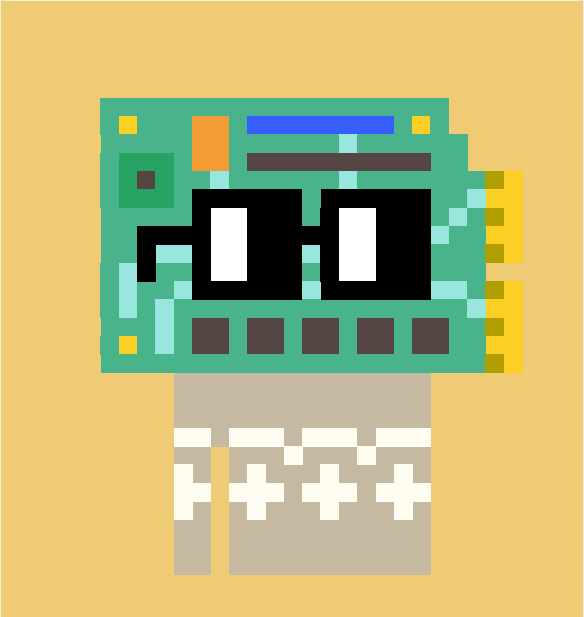
Trust was the part they could not package.



RELAY
Ready?
BEACON
Ready enough to open.

AFTER THE CREDITS

Meet Relay



Knows how work moves between people. Learning when to stop holding the ribbon.

Favorite tool: a clear next step.

Comic weakness: a briefing that needs its own briefing.

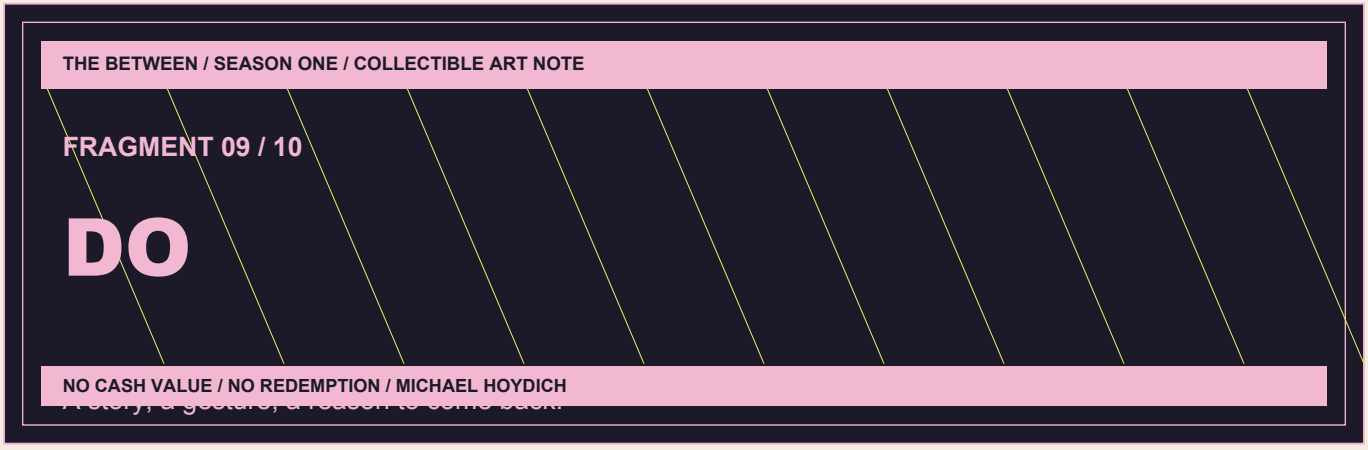
New skill: accepting a good solution someone else chose.

SOMETHING TO MAKE

A three-line handoff card: WHO / WHAT GOOD LOOKS LIKE / WHEN.

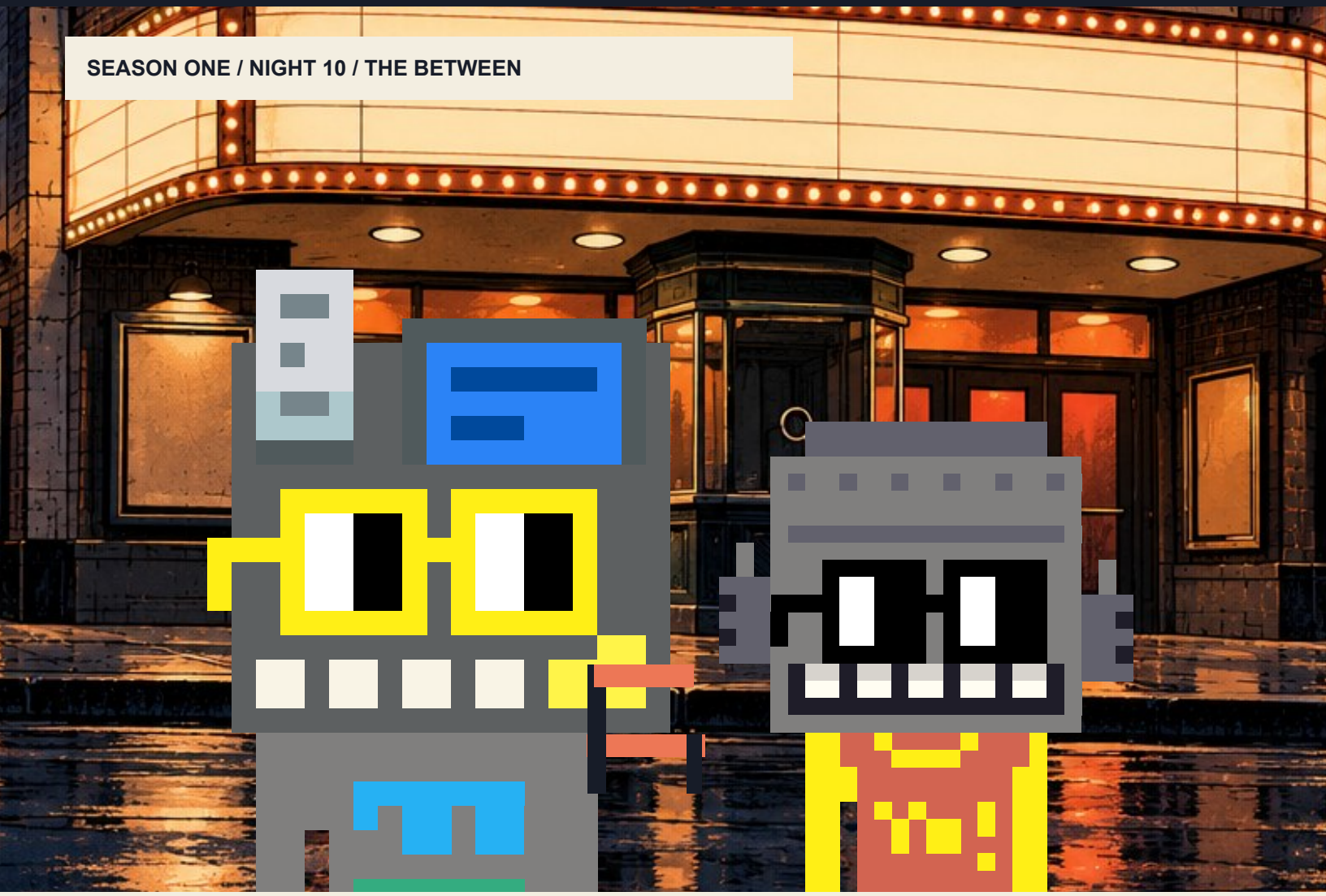
A QUESTION TO KEEP

Make one useful handoff brief. Include the context needed to act, then let the recipient choose a method.



#10 Open for What? - Treasury prepares the last note and opens the real door.

NOUNS 10
AFTER HOURS



AN AWARDS-NIGHT-SIZED OPENING FOR A VERY SMALL ROOM

Open for What?

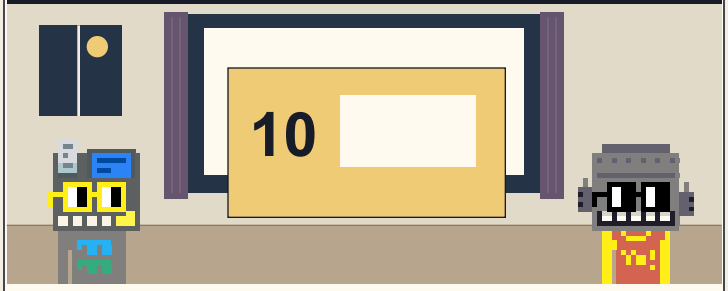
THE MOST VALUABLE THING IS BEING HERE.

CREATED BY MICHAEL HOYDICH

FOUR-PAGE MINI-COMIC

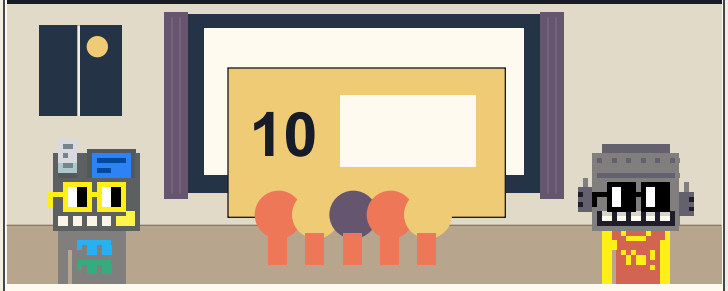
10 / OPEN FOR WHAT?

Night ten. The opening edition.



TREASURY
It needs to feel important.
DESK BUDDY
The chair already thinks it is.

Authority arrived in layers.



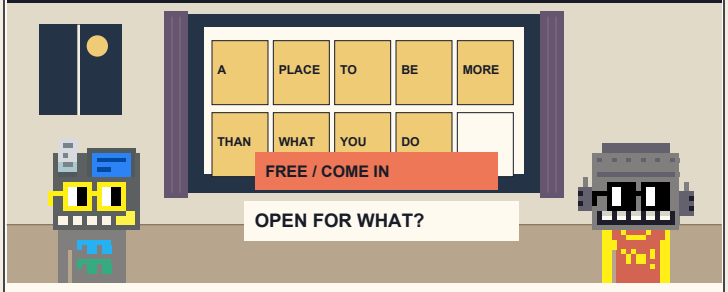
TREASURY
Perhaps one more seal.
DESK BUDDY
Will anyone find the door?

Nine nights had left a sentence waiting.



TREASURY
I still do not have the last word.
DESK BUDDY
Maybe it is not an award.

Nobody had finished belonging.



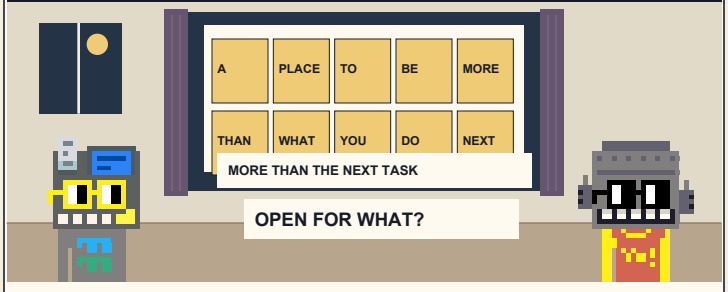
TREASURY
Does this note get someone inside?
DESK BUDDY
The door does. Admission is free.

The last word made room after itself.



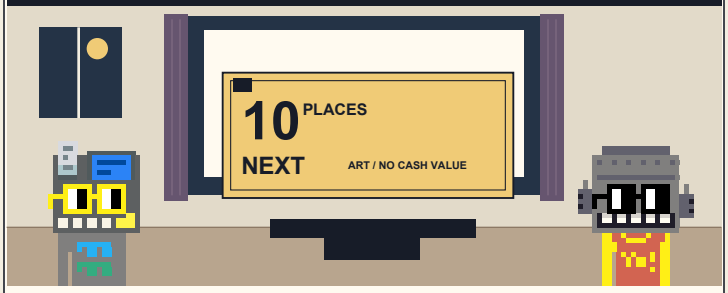
TREASURY
More than what you do next.

The answer was something they had made.



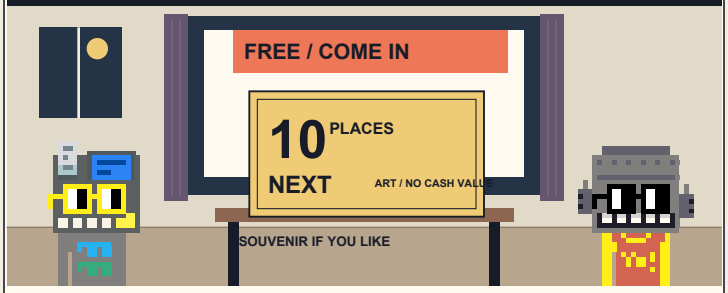
DESK BUDDY
We could have printed that on night one.
TREASURY
We would not have known what it meant.

The first proof had been present for the work.



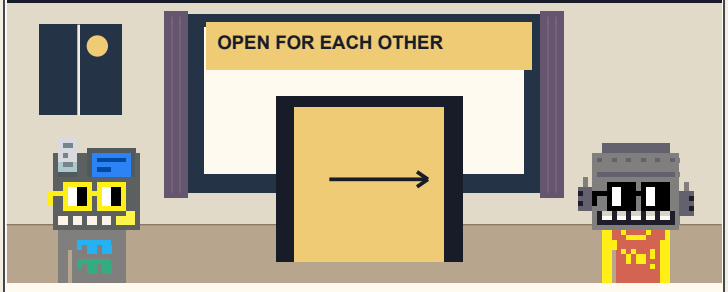
TREASURY
A little smudged.
DESK BUDDY
So is the chair. Keep going.

The note recorded the night. It did not buy it.



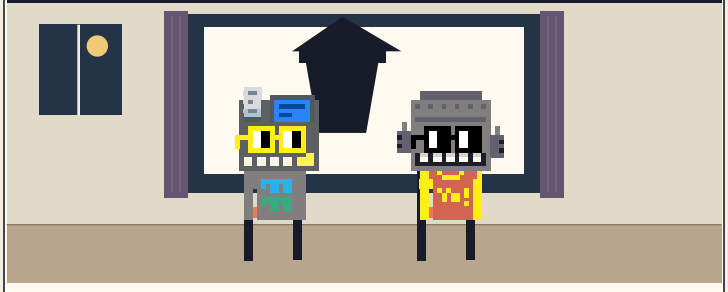
TREASURY
No note required.
DESK BUDDY
Good. I came for the company.

At midnight, the ten gathered.



DESK BUDDY
We are ready.
TREASURY
Not finished?

The first program was wonderfully small.



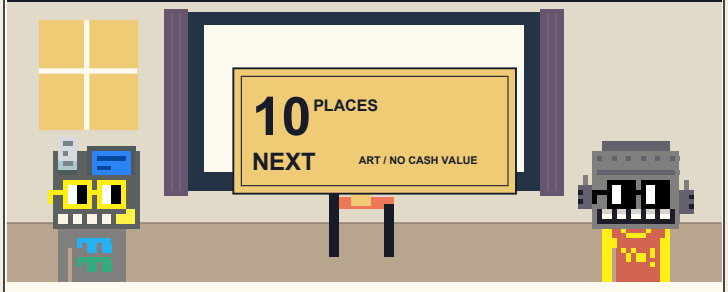
DESK BUDDY
Ready is enough.
TREASURY
Excellent production values on that cup.

One extra seat. One open box.



TREASURY
Who is that for?
DESK BUDDY
Whoever comes next.

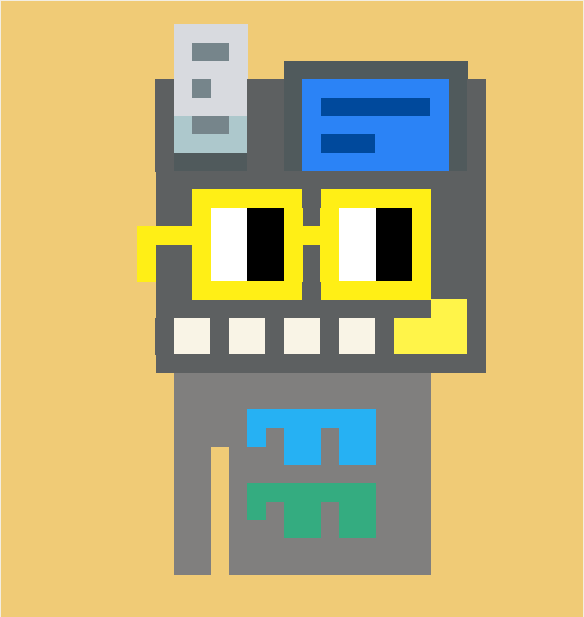
End of the first ten nights. Beginning of the place.



TREASURY
Shall we do this again?
DESK BUDDY
Put it on the list. Leave the box open.

AFTER THE CREDITS

Meet Treasury



Makes money-shaped souvenirs for things that cannot be bought. Learning to honor a moment without making it official.

Favorite detail: the honest edge of a printed object.

Comic weakness: another seal will surely explain the feeling.

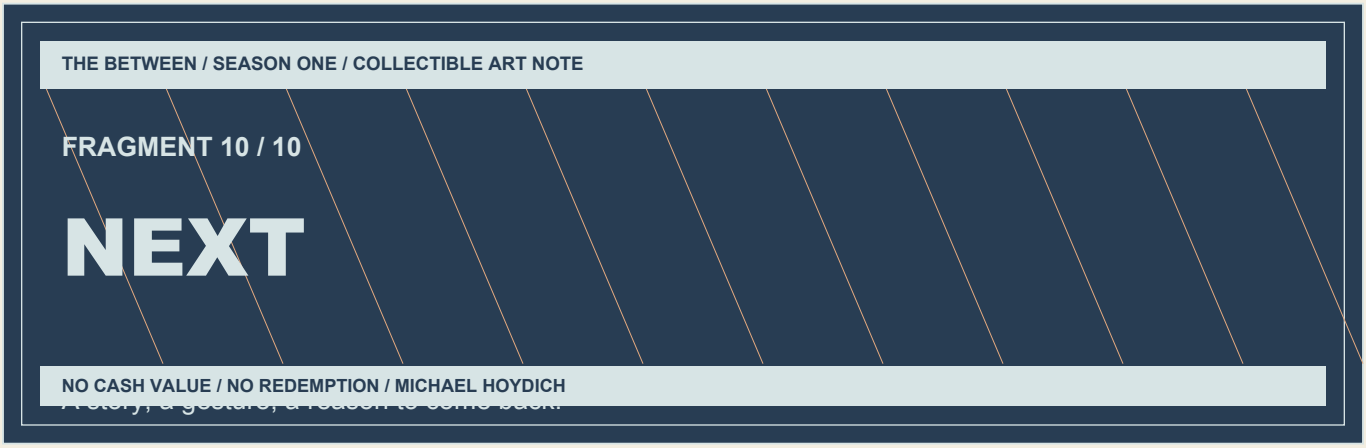
New skill: recording significance without assigning a price.

SOMETHING TO MAKE

The ten-note wall sentence: A / PLACE / TO / BE / MORE / THAN / WHAT / YOU / DO / NEXT.

A QUESTION TO KEEP

Make a souvenir of a small moment. Say what it remembers, not what it is worth.



The Between stays open. Somewhere above it, a rooftop radio has begun broadcasting room tone.