

THE ADVENTURES OF

ADAMO, ANDREWEY, AND UNCLE NOJ

THE TREMOR ENGINE

When the ground shakes.



A Jonathan Hess and Nib Rift Studios Production

The Adventures of Adamo, Andrewwey, and Uncle Noj

and The Tremor Engine

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CAPTION BOX: Meanwhile, at the Iron Keep...

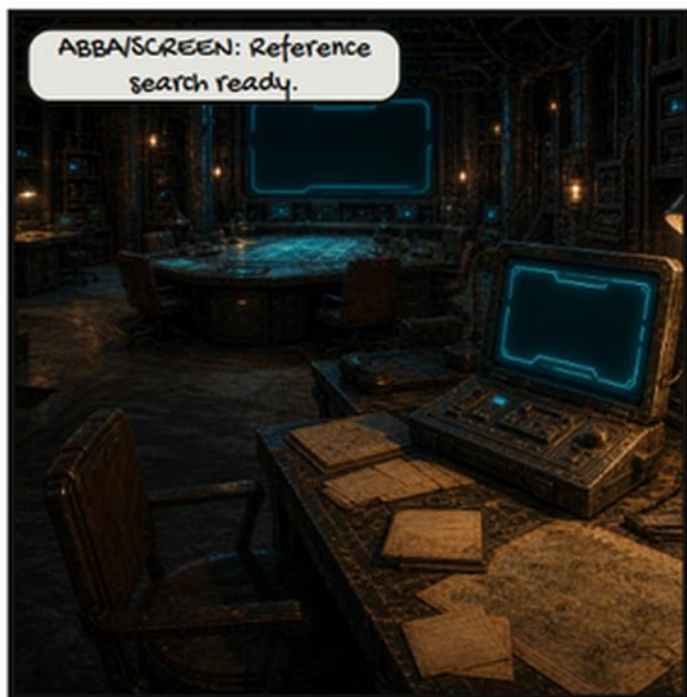


ADAMO: Try it now.

ANDREWEY: ABBA, are you alive?

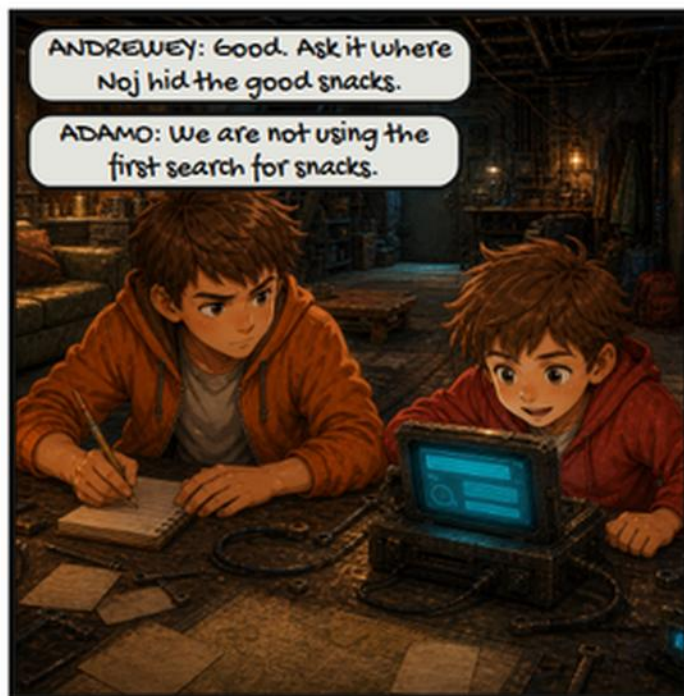


ABBA/SCREEN: Reference search ready.



ANDREWEY: Good. Ask it where Noj hid the good snacks.

ADAMO: We are not using the first search for snacks.



NOJ: It can start by searching why you won't let me sleep.



NOJ: That is exactly where water does not belong.



ANDREWEY: ABBA, how do you fix a secret-base leak without getting shocked?

ABBA/SCREEN: Search results available.



NOJ: Good question. We start by shutting off the part that can shock us.



AXIOM: I have completed the next stage of the Brandywine data card analysis.



ADAMO: Next stage means there was a first stage?



ANDREWEY: Please say it is not another rain storm thing.

NOJ: Before anyone asks, no, we are not keeping the whole spider.



ANDREW: Good. That thing gives me the creeps.

ADAMO: One leg proves the point.



AXIOM: The recovered data card contains date-stamped node records.



NOJ: Date-stamped like a log book?

AXIOM: Yes. But the data is incomplete.



AXIOM: Dr. Eli moved through old Warden science nodes in sequence.

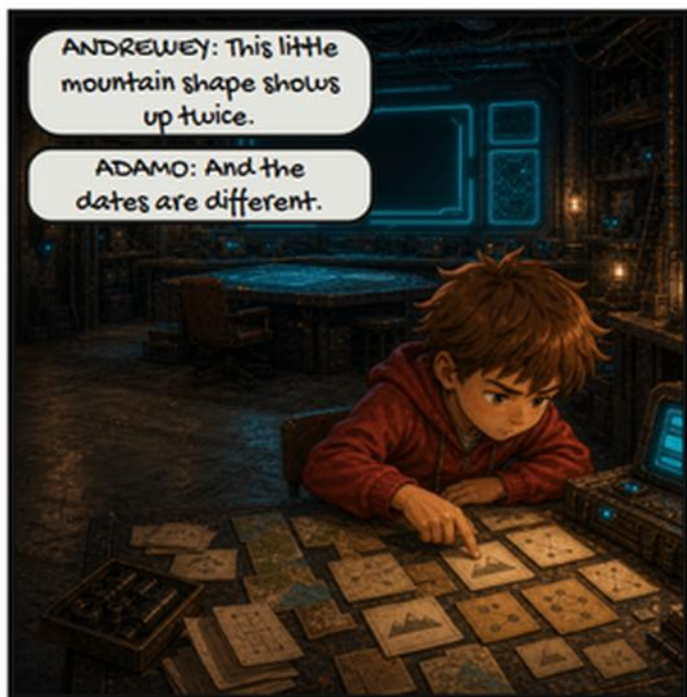


ADAMO: These are out of order.



ANDREWEY: This little mountain shape shows up twice.

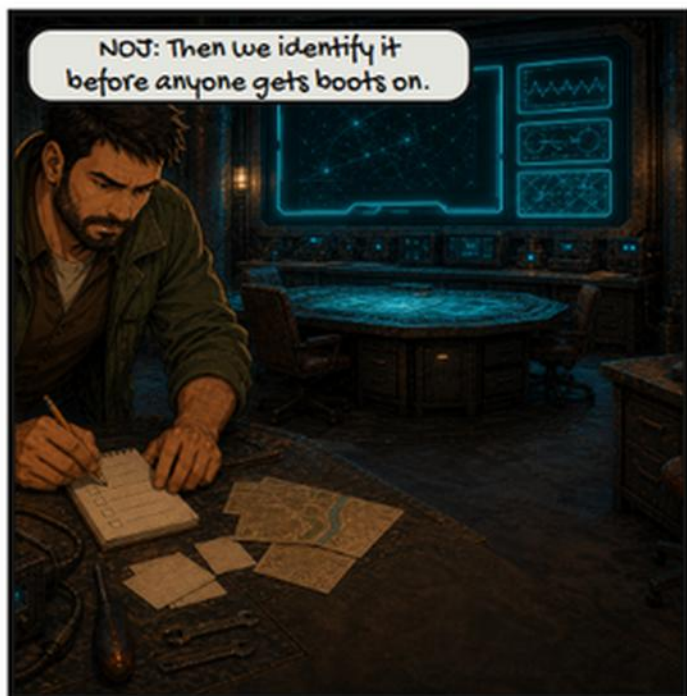
ADAMO: And the dates are different.



AXIOM: If the sequence is correct, it should identify the next node.



NOJ: Then we identify it before anyone gets boots on.



Old records do not always
arrive in order.



ADAMO: This one
has to come
before Brandywine.



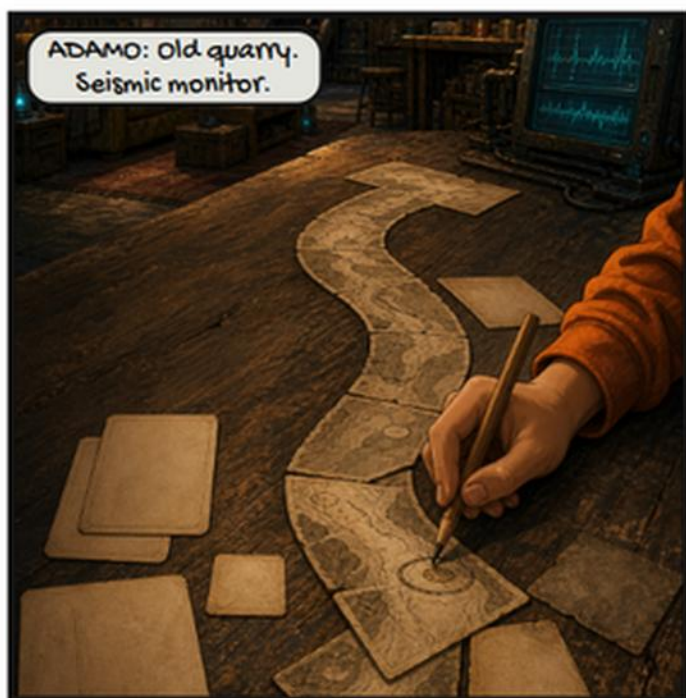
NOJ: Those sectors make a route.



ANDREWEY: That one
looks like the
quarry on the map.

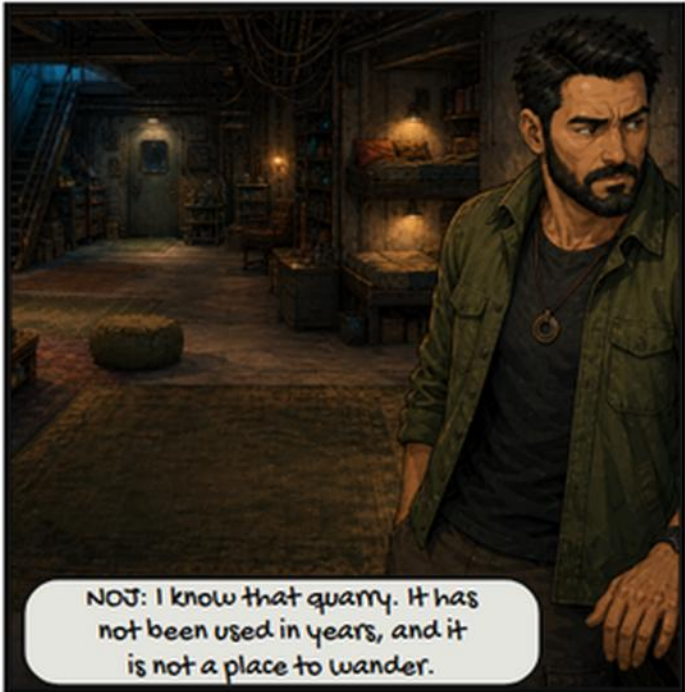


ADAMO: Old quarry.
Seismic monitor.

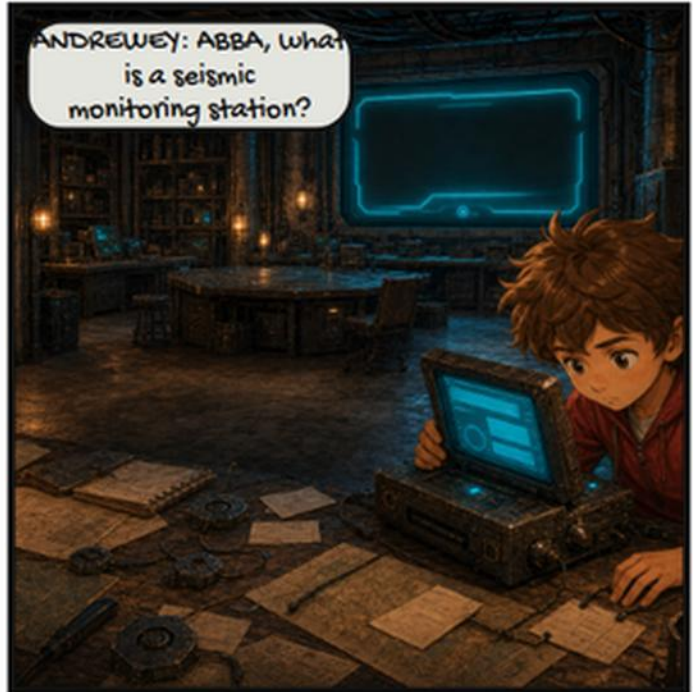




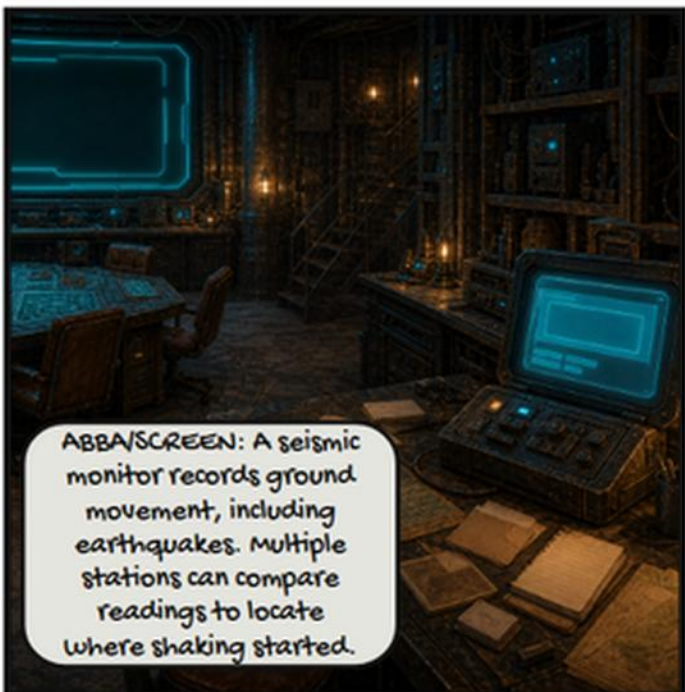
AXIOM: Then your mission is clear. Investigate the old quarry and the seismic monitor. You may uncover more data regarding Dr. Eli's current location.



NOJ: I know that quarry. It has not been used in years, and it is not a place to wander.



ANDREWEY: ABBA, what is a seismic monitoring station?



ABBA/SCREEN: A seismic monitor records ground movement, including earthquakes. Multiple stations can compare readings to locate where shaking started.



ANDREWEY: So it listens for shaking?

ADAMO: And records when it happens.

NOJ: Pretty much. They monitor seismic activity all over the world.

AXIOM: The Iron Keep armory is restricted for those who are not full Wardens. However, due to the Shadow Forge response on the recent mission, I am making it available for your use.

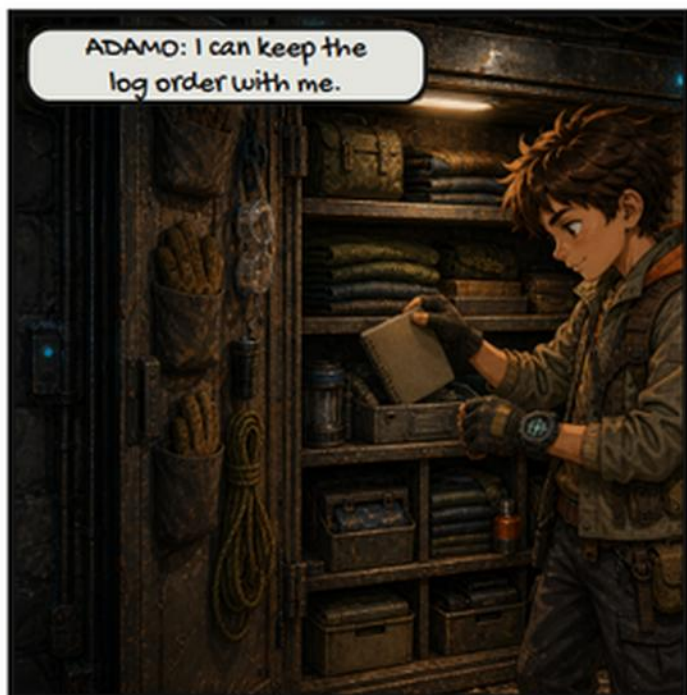


ADAMO: I can keep the log order with me.



NOJ: Everybody loads up. Lights, first aid, water, rope, warmth.

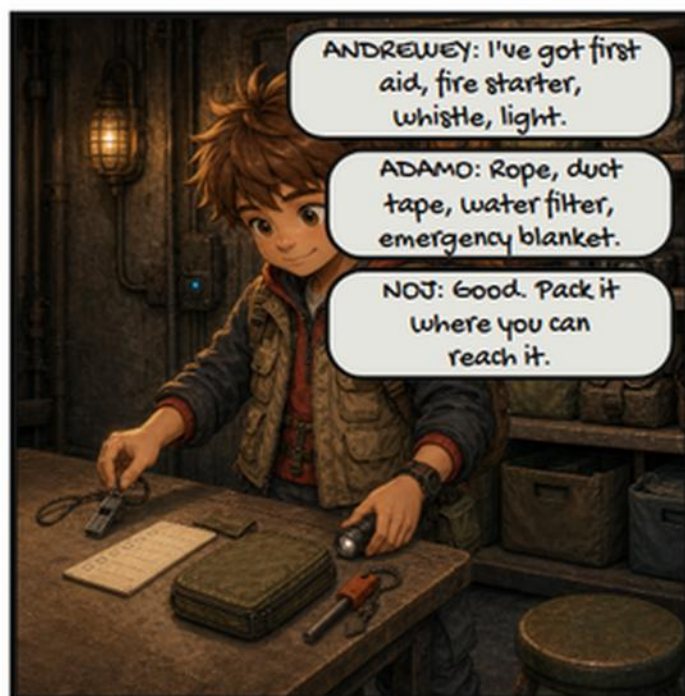
ADAMO: I can keep the log order with me.



ANDREWEY: I've got first aid, fire starter, whistle, light.

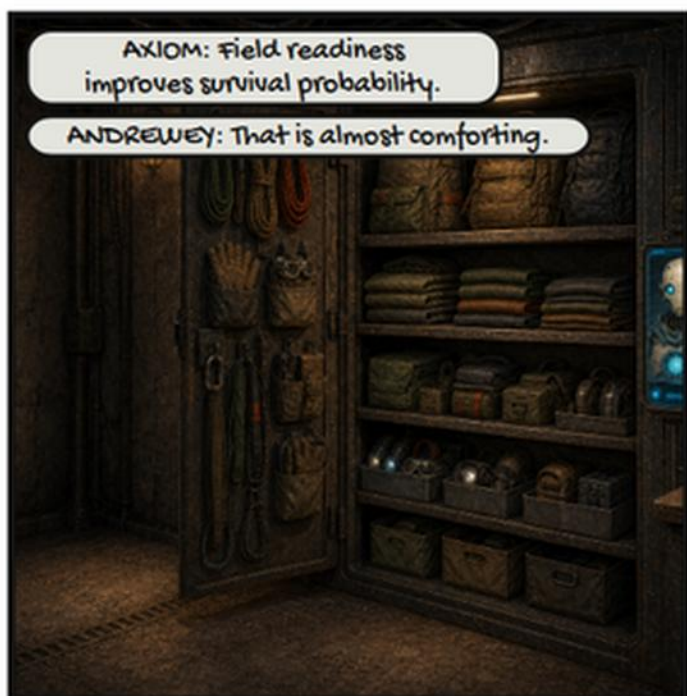
ADAMO: Rope, duct tape, water filter, emergency blanket.

NOJ: Good. Pack it where you can reach it.



AXIOM: Field readiness improves survival probability.

ANDREWEY: That is almost comforting.



NOJ: This is too far to hike today. We better take the field wagon.



ANDREW: You have a secret adventure car?

NOJ: I have a work vehicle.

ADAMO: It has more antennas than the Keep.



NOJ: Water, lights, first aid, map, spare batteries.



ANDREW: Can I be battery captain?

ADAMO: I'll write down what we pack.



NOJ: See those rock cuts?
That is the road telling
us the quarry is close.

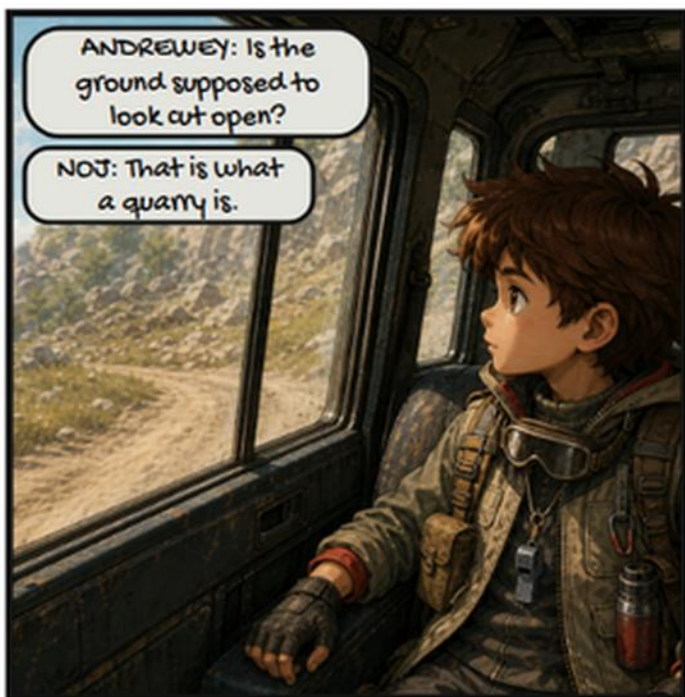


ADAMO: The dates line
up. Brandywine was not
the first stop.



ANDREW: Is the
ground supposed to
look cut open?

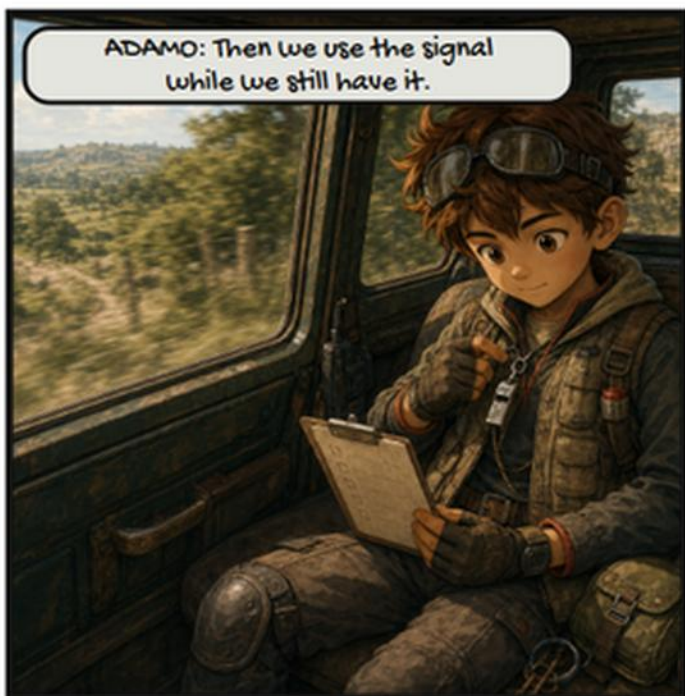
NOJ: That is what
a quarry is.



AXIOM/DEVICE: Signal
should hold until the
quarry walls interfere.



ADAMO: Then we use the signal
while we still have it.







NOJ: We use the ramp. No shortcuts.



ANDREWEY: Red light near the bottom.

ADAMO: That matches the monitor icon.



NOJ: There's our target. That's going to be a long walk.



NOJ: Loose rock is dangerous. Step where I step and watch your footing.



ANDREWEY: Stay together. Watch footing. Do not touch weird machines.

AXIOM/DEVICE: Signal degradation ...kksshhtttt... beginning.

ADAMO: Already?

AXIOM/DEVICE: ...kksshhttt...
That is ...kksshhttt... the node.



NOJ: Keep alert, remember what
happened last time.



ANDREWEEY: It really does
listen to the ground.



ANDREWEEY: There is
a card inside.



NOJ: It looks
like it's been
tampered with!



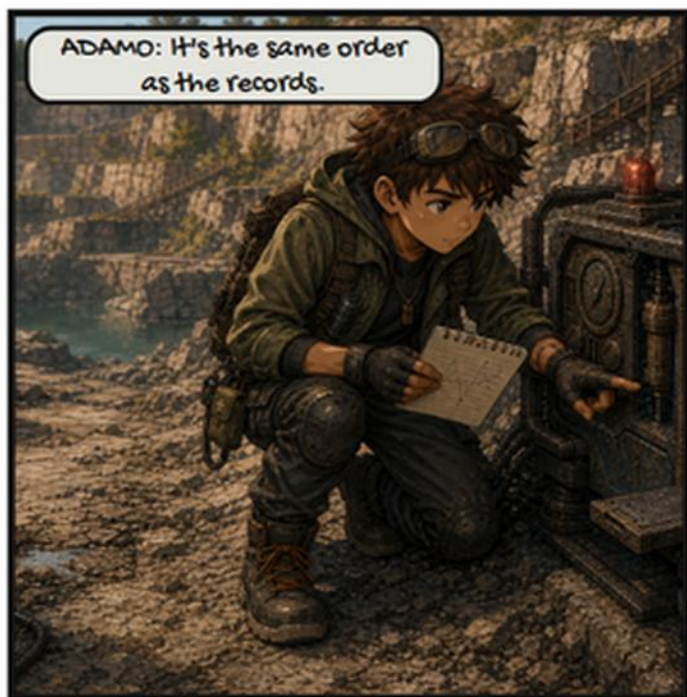
NOJ: Locked.



AXIOM/DEVICE: The release
...kksshhttt... sequence is
incomplete ...kksshhttt...
in my memory.



ADAMO: It's the same order
as the records.



ANDREWEY: The
light blinks when
that hum happens.



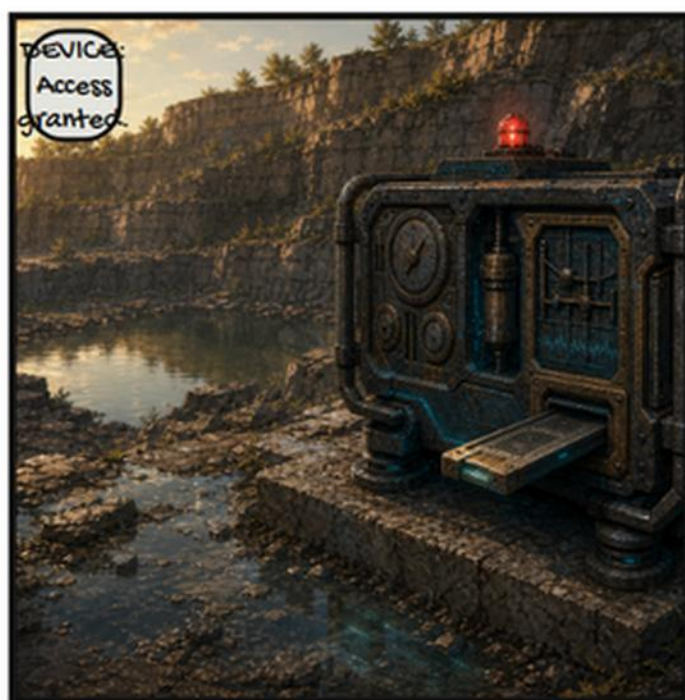
NOJ: Good observation!



ADAMO: Maybe if we press the button in time with that sound.



DEVICE:
Access
granted.



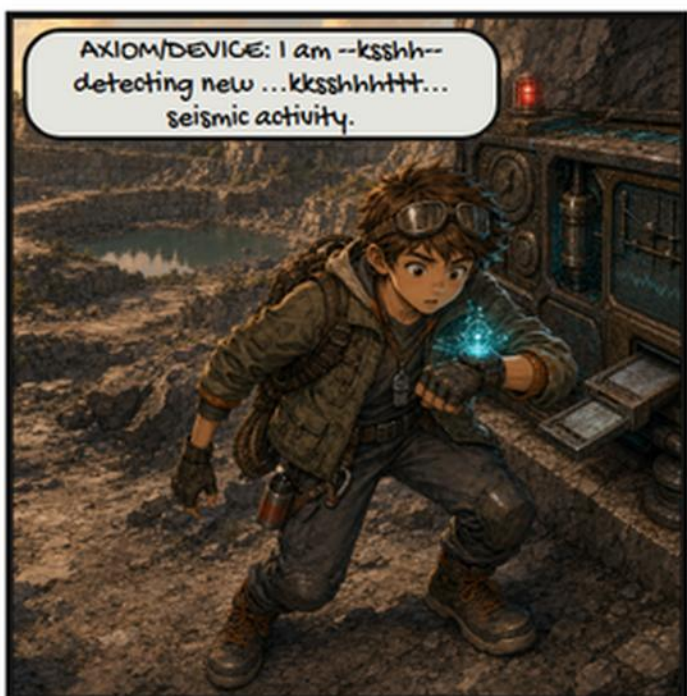
NOJ: Let's get out of
here. We can analyze
it at the Keep.



ANDREW: Great. We
touched the weird thing
and nothing went wrong.

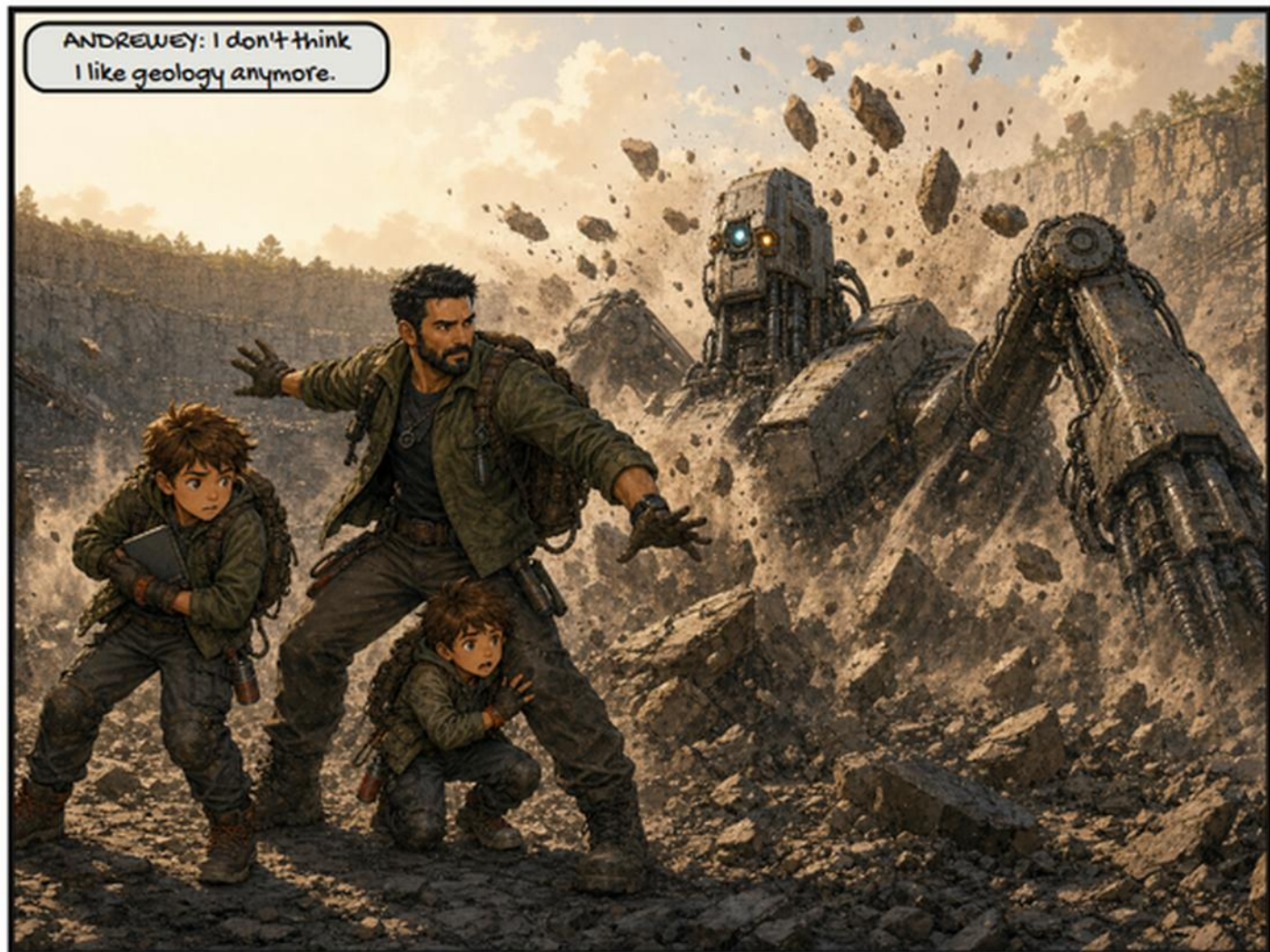


AXIOM/DEVICE: I am --kssh--
detecting new ...kksshhttt...
seismic activity.

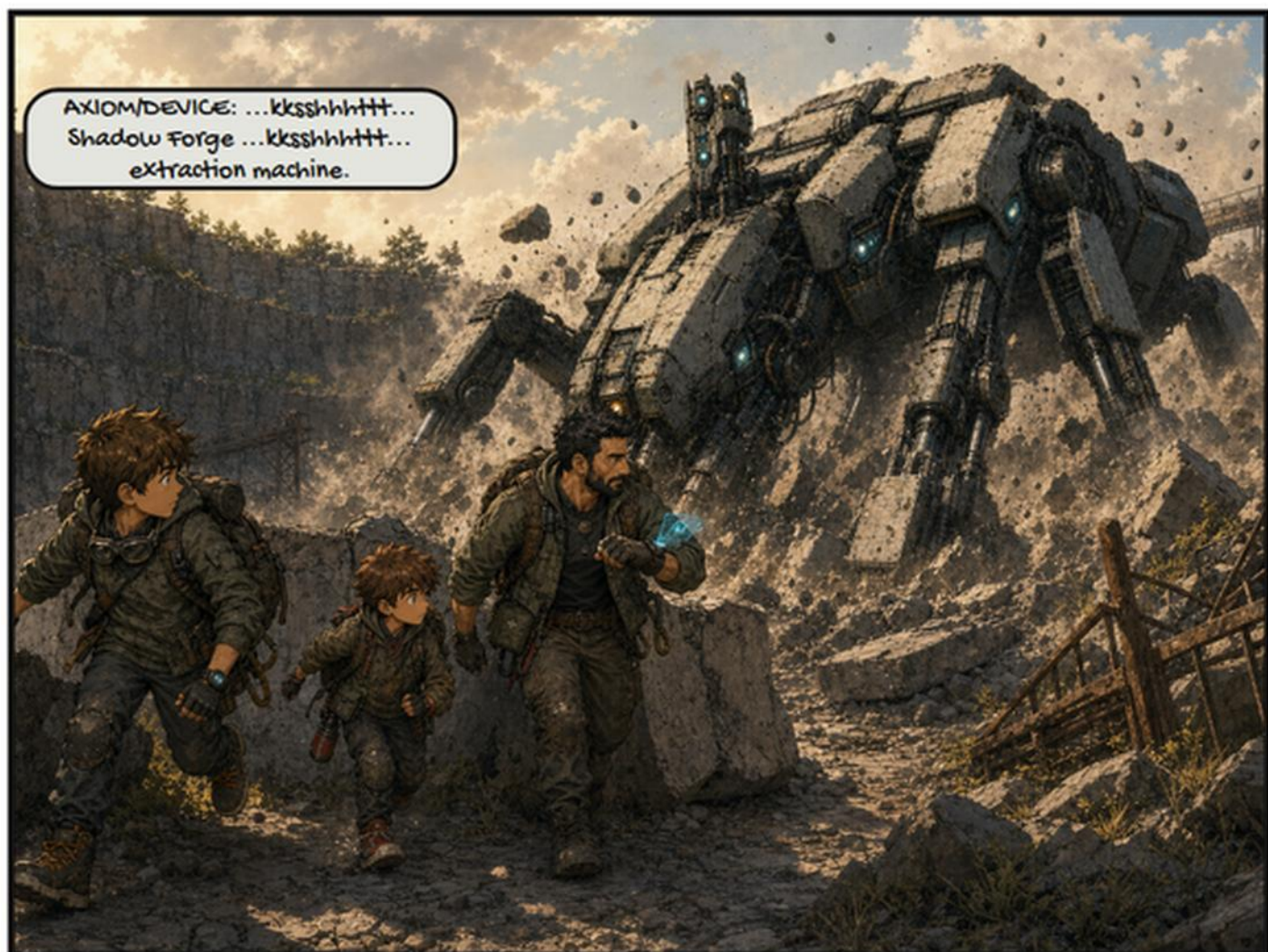




ANDREWWEY: I don't think
I like geology anymore.



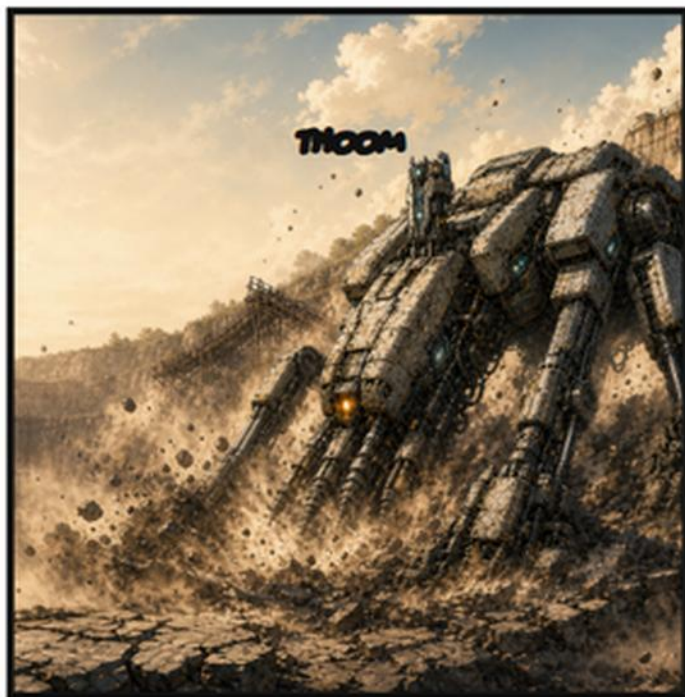
AXIOM/DEVICE: ...kksshhttt...
Shadow Forge ...kksshhttt...
extraction machine.



NOJ: Adamo, Andrewwey,
behind that loader bucket.



THOOM



ANDREWWEY: Feet moving. Eyes
open. There, behind the loader.



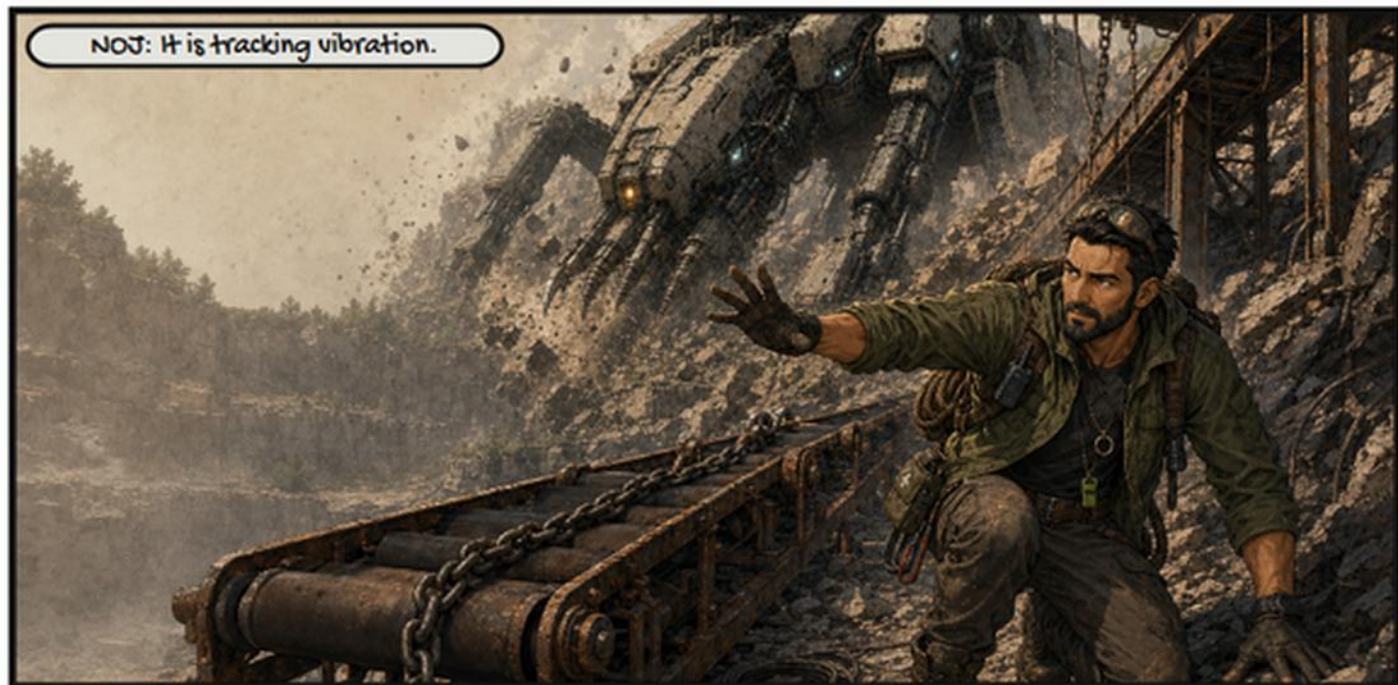
ADAMO:
This
way!



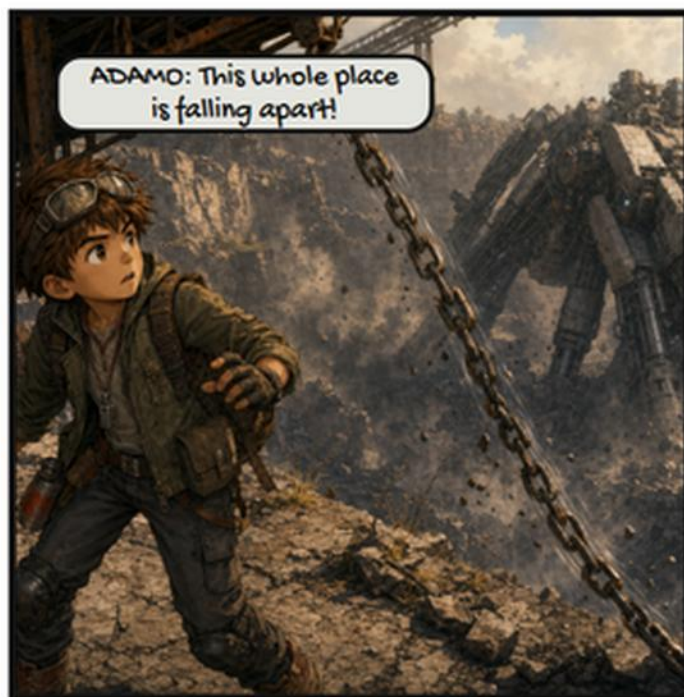
NOJ: Nope. Not the kids.



NOJ: It is tracking vibration.

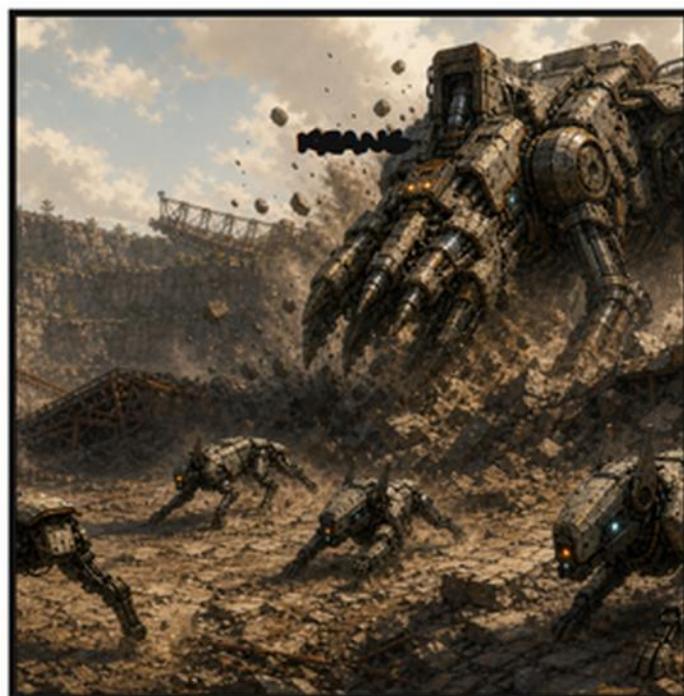


ADAMO: This whole place
is falling apart!



ADAMO: It looks
like it's charging.

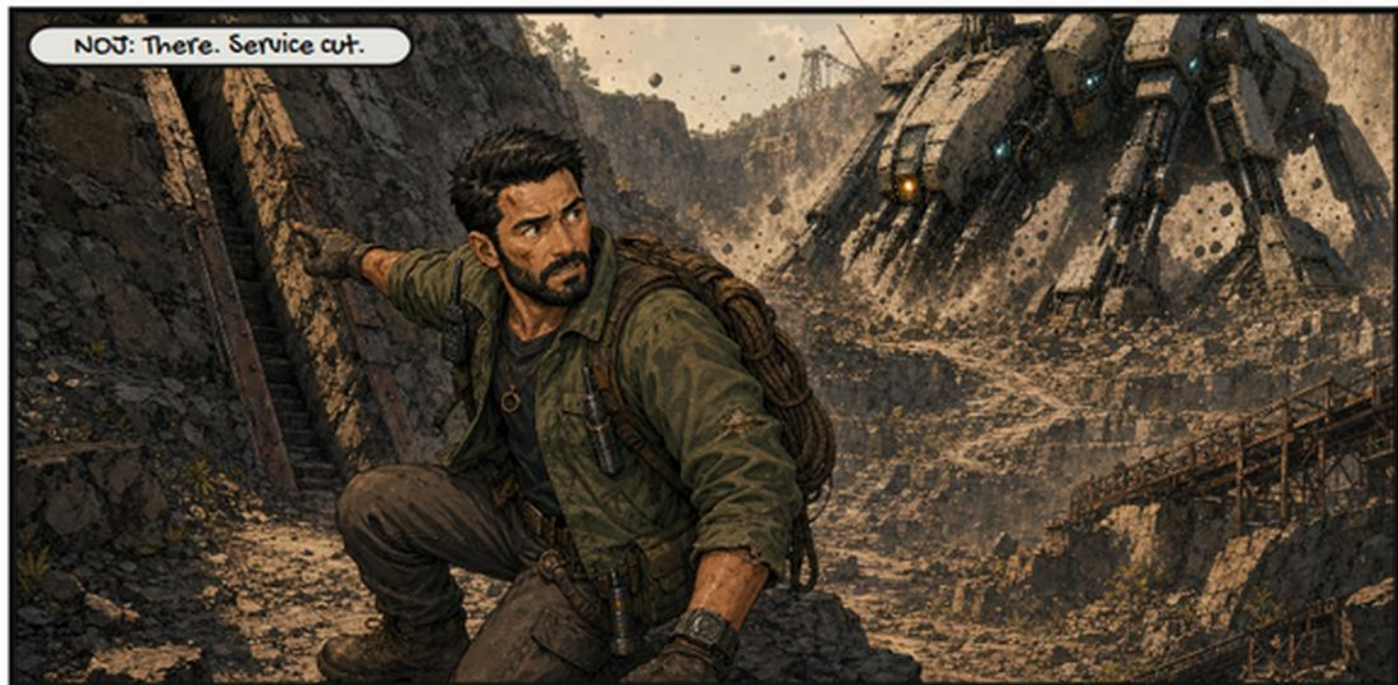
NOJ: Look
out!



ANDREWEY: Noj!



NOJ: There. Service cut.



ANDREWWEY: Can you fit?

ADAMO: I think
so, let's go!



NOJ: Take this. Follow the
cut uphill. Do not stop in
the low ground.



ADAMO: We are
not leaving you.



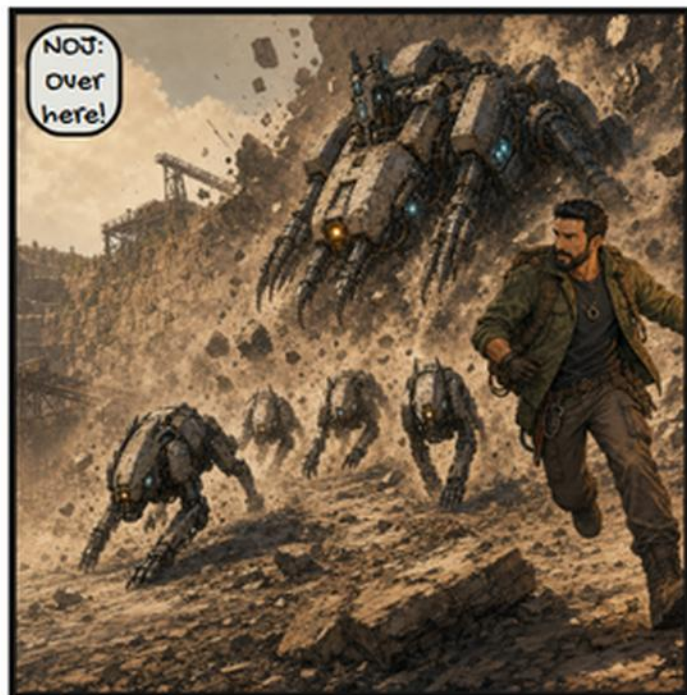
NOJ: I know. Today we have
to pick the best bad option.



ADAMO: One hand on the wall.



NOJ:
Over
here!

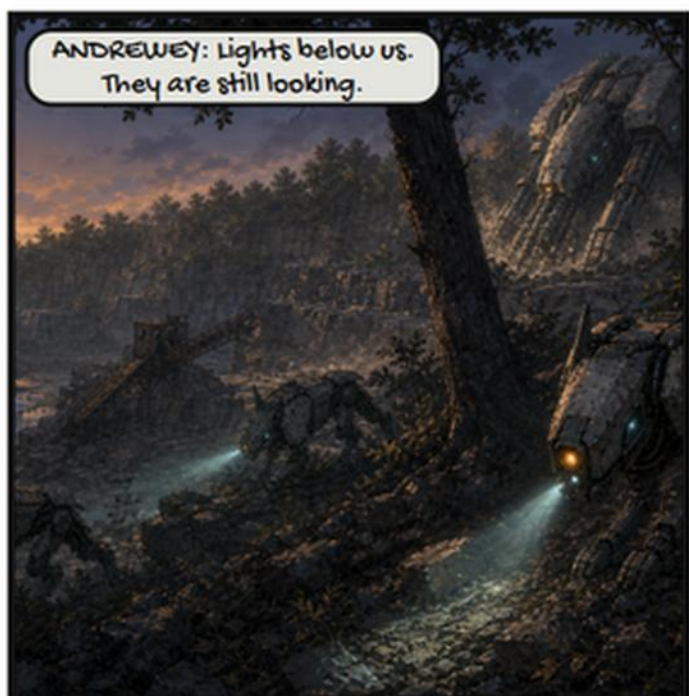


NOJ: Run and keep going,
I'll make my own way out!



DEVICE: No signal.







IRON KEEP TROPHIES



• WARDEN NECKLACE •



• ROBOT DOG HEAD •



• SPIDER LEG •



01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16

A

SURFACE ACCESS / DISH FIELD

DWG 1K-002

REV 003

BY ADAMO



B

C

D

E

F

G

H

I

J

K

L

M

N

O

P

Q

R

S

ENTRY TUNNEL

A1

A2

L1

S1

A3

L2

L3

STRANGE ARCH
INACTIVE

LEGEND

- WALL
- OPEN DOOR
- LOCKED DOOR
- KNOWN PATH

NOTES

- ☐
- ☐
- ☐
- ☐
- ☐
- ☐



SCALE: N.T.S.

100-1001

1175

1002

SHEET

1/1

ADAMO'S
KEEP
MAP

Satellite
Field

secret
TUNNEL

Common
Room

ops

NOT
NOOK

Locked

Command
Center

Locked

Armory

strange
Humming
Sound?

strange
Arch

WARDEN TERMINAL

EQUIPMENT RECORD // FIELD WAGON // ISSUE 004 FIELD FILE

FILE ID
AHA-EQP-FIELD-WAGON-004



VISUAL FEED: FIELD WAGON / ADVENTURE WAGON

ROLE

Mobile base for quarry travel and field supplies.

NICKNAME

Adventure Wagon when the kids are feeling official.

STRENGTH

Carries gear, water, maps, spare layers, and very normal snacks.

ACCESS

Roads, pull-offs, and rough but believable field routes.

ORDINARY DETAIL

Not a tank. Not magic. Still needs terrain and planning.

ISSUE 004 USE

Gets the team close enough for the quarry investigation.

LIMITS

Useful field support does not make dangerous ground safe. The wagon stops before the work gets stupid.

ISSUE PLACEMENT

Backmatter field file after story, trophy, adventure map, and schematic.

WARDEN NOTE

Good gear is not the adventure. It is what keeps the adventure from becoming paperwork.

RELEVANCE

Locks the vehicle as practical support instead of a random cool prop.

WARDEN TERMINAL

FILE ID
AHA-EQP-FIELD-KIT-004

EQUIPMENT RECORD // WARDEN FIELD KIT // ISSUE 004 FIELD FILE



VISUAL FEED: WARDEN ARMORY / FIELD KIT

ROLE

Maps, lights, first aid, rope, batteries, sample bags, and repair tools.

NOJ RULE

Water, lights, first aid, map, spare batteries. Then the fancy stuff.

STRENGTH

Lets the kids solve with preparation, not invincibility.

ACCESS

Packed in the wagon, checked before the quarry approach.

ORDINARY DETAIL

Field kit, not weapon crate. The boring list matters.

ISSUE 004 USE

Turns quake clues into something the team can investigate safely.

LIMITS

The kit cannot outrun falling rock, guess a hidden fault, or substitute for leaving when the ground says leave.

ISSUE PLACEMENT

Backmatter field file with the Issue 004 terminal set.

WARDEN NOTE

The glamorous version of field work is still mostly batteries and not losing the map.

RELEVANCE

Defines the Armory page as practical field readiness instead of combat escalation.

WARDEN TERMINAL

FILE ID

AHA-LOC-QUARRY-MON-004

LOCATION RECORD // OLD QUARRY SEISMIC MONITOR // ISSUE 004 FIELD FILE



VISUAL FEED: OLD QUARRY SEISMIC MONITOR

ROLE

Old Warden sensor that listens for shaking under the quarry.

SIGNAL

Rhythm, timing, and location clues in the ground motion.

STRENGTH

Separates normal quarry noise from a stranger pattern.

ACCESS

Hidden near the old quarry works and ridge paths.

ORDINARY DETAIL

Local sensor. Dust, bad wiring, and blast noise complicate it.

SCIENCE HOOK

Seismographs record shaking as waves, not as guesses.

LIMITS

One local monitor cannot explain the whole Earth. It can tell the team where the next question is.

ISSUE PLACEMENT

Backmatter terminal file before Noj's N.E.S.T.

WARDEN NOTE

When the floor complains in a pattern, write the pattern down before naming the monster.

RELEVANCE

Connects the plot device to real seismic measurement without spoiling the Tremor Engine file.

WARDEN TERMINAL

SYSTEM RECORD // ABBA // ISSUE 004 FIELD FILE

FILE ID
AHA-SYS-ABBA-001



VISUAL FEED: ABBA TABLETOP CONSOLE INSTALL

OWNER/USER

Uncle Noj / later team support.

FIRST SEEN

Issue 002; console install stabilized in Issue 004.

STRENGTH

Quick reference checks while Axiom stays focused on Warden systems.

ROLE

Computer assistant, reference search, map/data helper.

CORE SKILLS

Lookup, LiDAR/map checks, short system tasks, and sanity checks.

ISSUE 004 STATE

Fresh console install; search/reference only.

LIMITS

No field omniscience. No full Iron Keep control. No signal means no help. ABBA is more search console than magic base brain.

ISSUE PLACEMENT

Backmatter continuity terminal file after the quarry monitor.

WARDEN NOTE

Useful is not the same thing as all-powerful. ABBA is allowed to be helpful without swallowing the story.

RELEVANCE

Connects the Issue 004 console install to later team support without turning ABBA into Axiom.

NOJ'S N.E.S.T.

Noj's Experiments, Speculation & Testing

This Week: Why the Quarry Shakes

FIELD FILE
004A

The ground shaking is a clue. Name it after you measure it.



TEAM FIELD PHOTO



QUARRY CUTAWAY: LAYERS, FAULT, SENSOR

QUARRY BLAST

A blast is shallow, planned, and local. It has a schedule and a source people can usually name.

EARTHQUAKE

A quake starts when rock breaks or slips along a fault. The waves move outward through the ground.

SEISMOGRAPH

A seismograph records shaking as a wiggly line. Bigger wiggles mean stronger motion at that instrument.

CHECK THE REAL MAP



LATEST EARTHQUAKES MAP

USGS LATEST EARTHQUAKES

[earthquake.usgs.gov/
earthquakes/map/](https://earthquake.usgs.gov/earthquakes/map/)

RANDO FACT: DYFI

USGS Did You Feel It? reports turn what people felt into shaking maps.

FIELD NOTE: weird is data first, drama second.

NOJ'S N.E.S.T.

Noj's Experiments, Speculation & Testing

This Week: Seismograph Field Lab

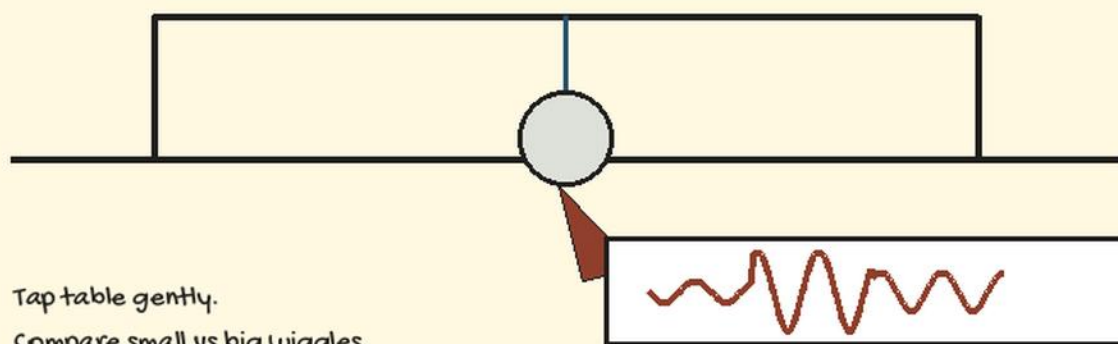
FIELD FILE
004B

A wiggly line is not magic. It is the table
tattling on the ground.



SENSOR PHOTO

BUILD IT: TABLETOP SEISMOGRAPH



BUILD IT: SIMPLE SHAKE RECORDER

FIELD KIT

cardboard box
string
paper cup
marker
paper strip
tape

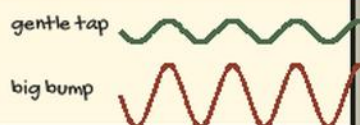


OLD QUARRY SENSOR

SAFETY THAT MATTERS

Shake the table gently. Do not
test this on shelves, glass, or
anything expensive.

COMPARE THE WIGGLES



TEAM CHECK-IN

PLATE TECTONICS

Earth's outer shell is broken into plates.
Most quakes happen near plate edges.

NOJ RULE

Measure, compare, and let the weird thing prove it deserves
the dramatic name.

TRY IT: label each shake before comparing the lines.

CREDITS

The Adventures of Adamo, Andrewey, and Uncle Noj

Issue 004: The Tremor Engine

Created by

Jonathan Hess

Published under

Nib Rift Studios

Production

Nib Rift Studios

Services

OpenAI + OpenClaw

Built through a script-to-panels workflow with renderer-owned text.
