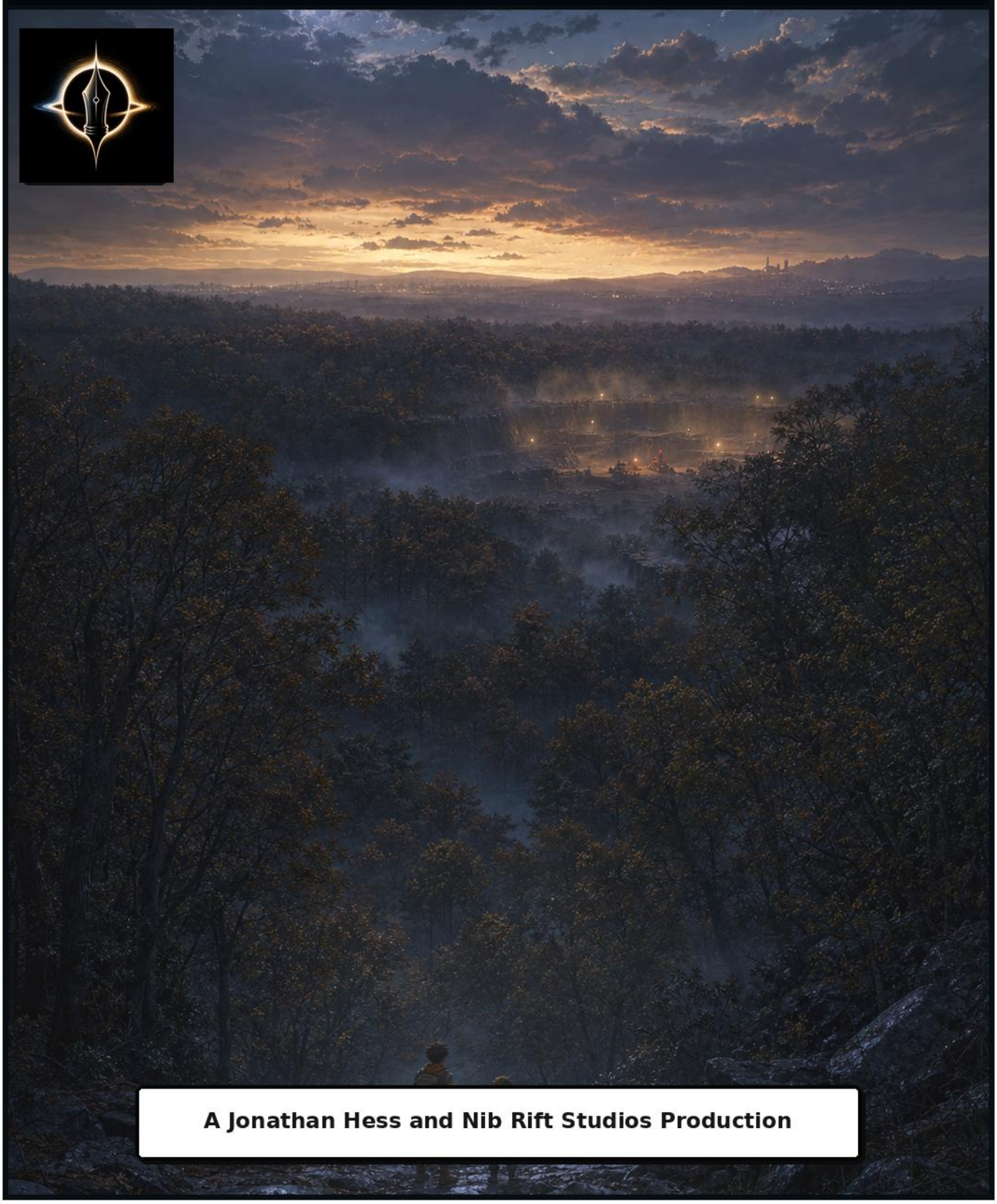
THE ADVENTURES OF

ADAMO, ANDREWEY, AND UNCLE NOJ

SEPARATED

Lost in the woods. Found by thinking clearly.



A Jonathan Hess and Nib Rift Studios Production

The Adventures of Adamo, Andrewey, and Uncle Noj

and Separated

Lost in the Woods. Found by thinking clearly.

A Jonathan Hess and Nib Rift Studios Production

Minutes later...

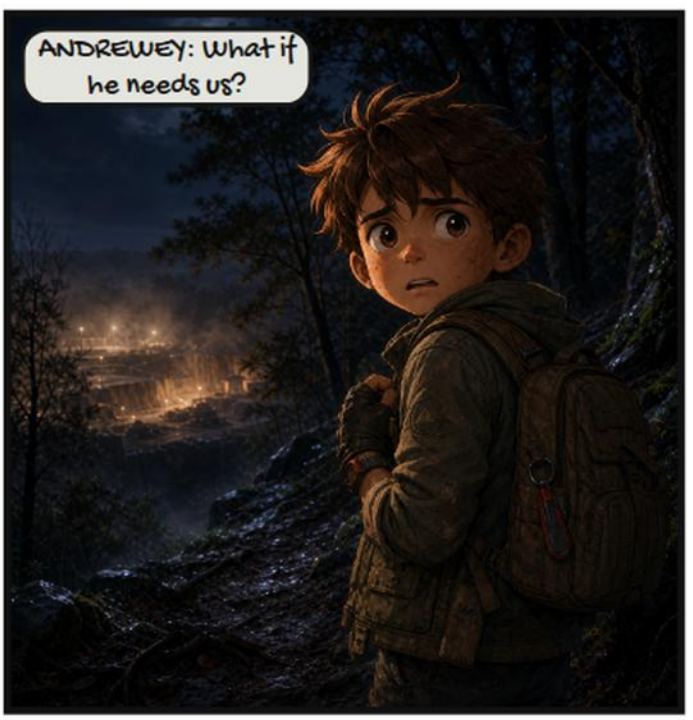
ANDREWEY: We have to go back.

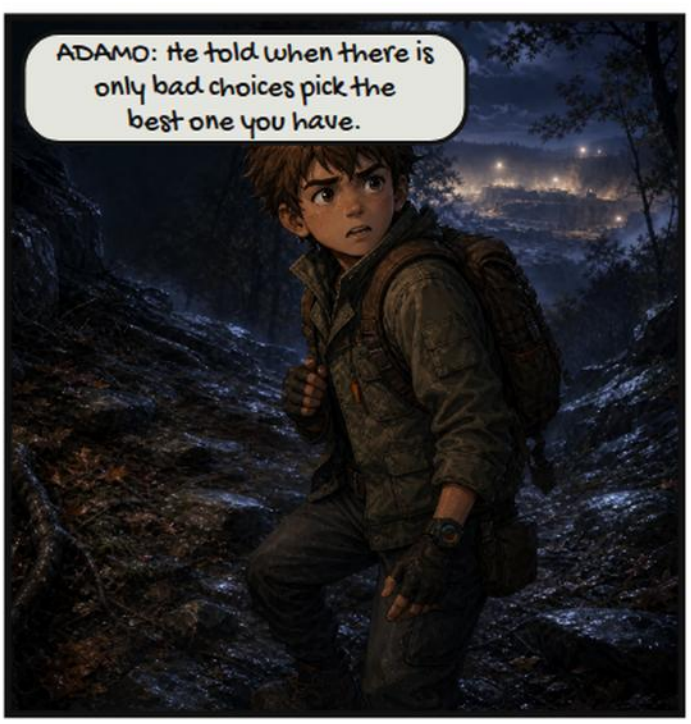
ADAMO: Noj said head uphill.

ANDREWEY: I hope he's OK.

ADAMO: Stay low and out of sight

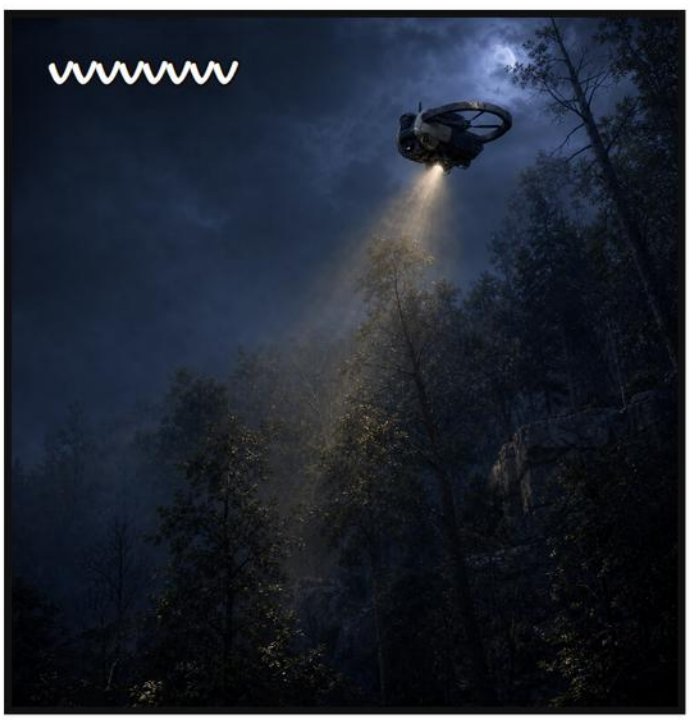
ANDREWEY: It looks like they are searching.

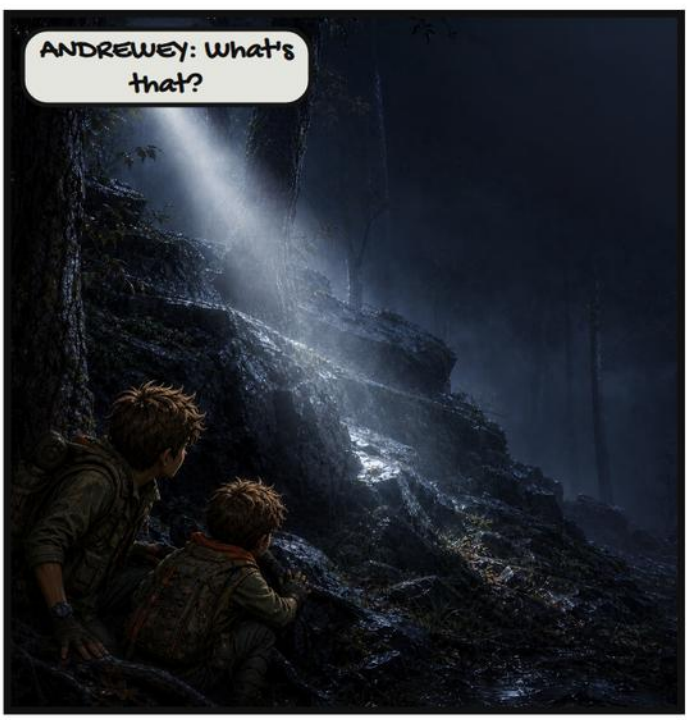

ANDREWEY: What if he needs us?


ADAMO: He told when there is only bad choices pick the best one you have.

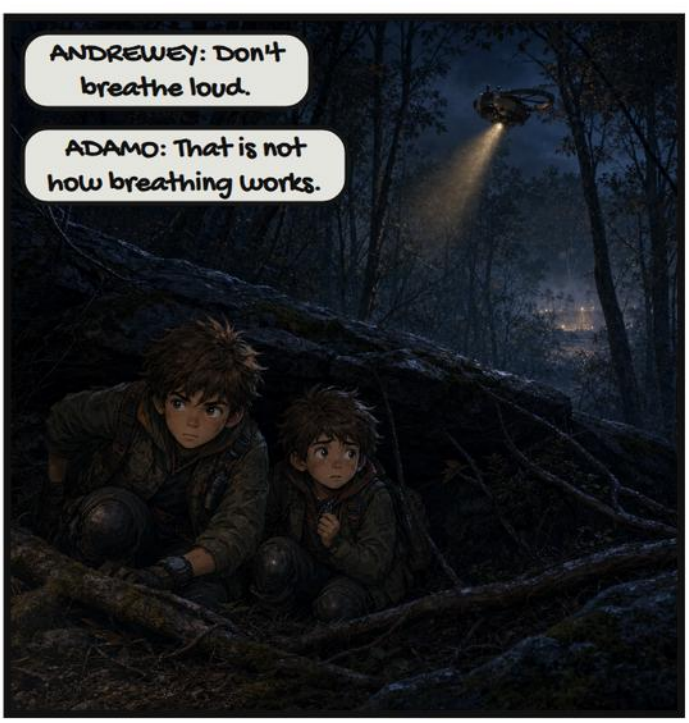
ANDREWEY: Let's keep going.

ADAMO: I don't see the robot dogs.
ANDREWEY: It's a good sign but we have to keep moving.

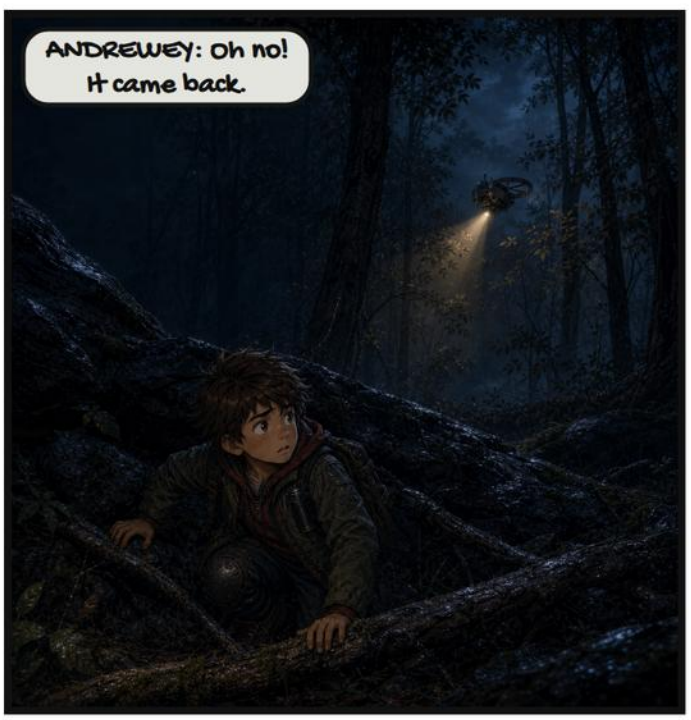

VVVVVVV

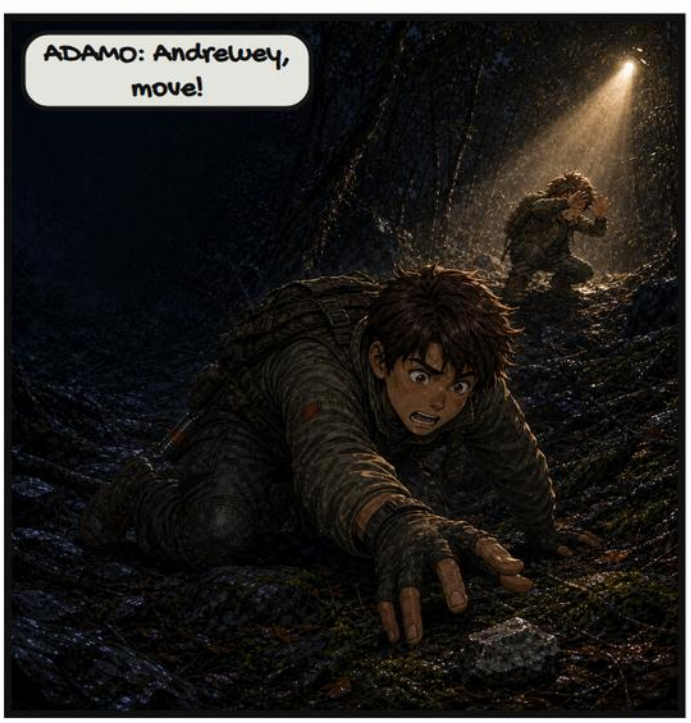

ANDREWEY: What's that?

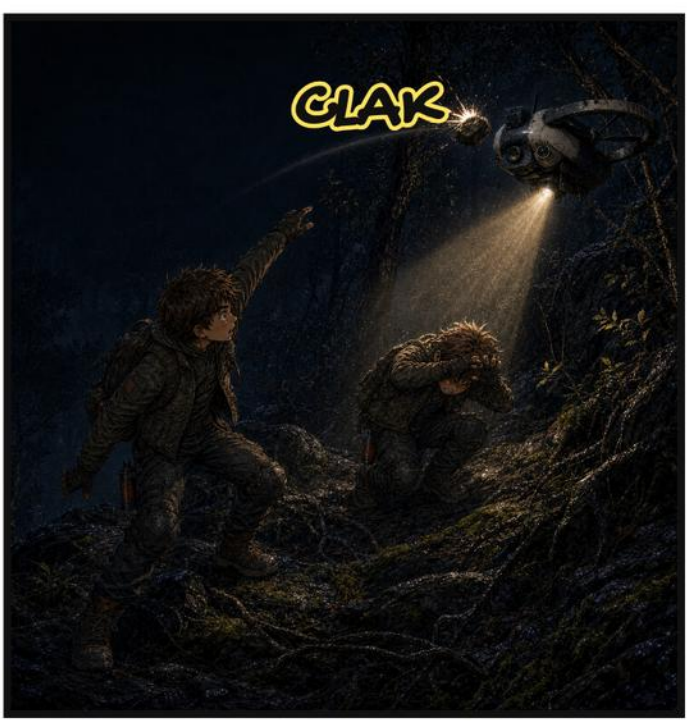
ADAMO: Get down.


ANDREWEY: Don't breathe loud.
ADAMO: That is not how breathing works.

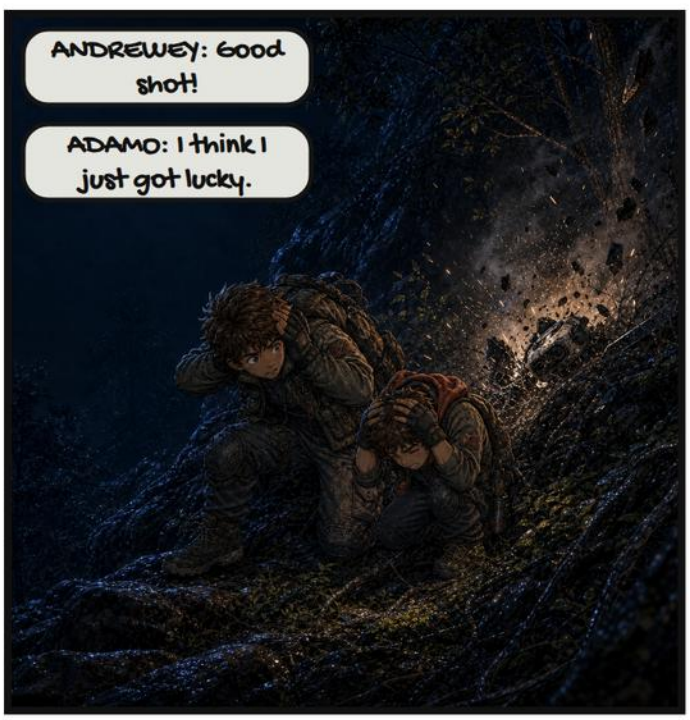
ADAMO: It passed.
Keep low.


ANDREWEY: Oh no!
It came back.


ADAMO: Andrewey,
move!

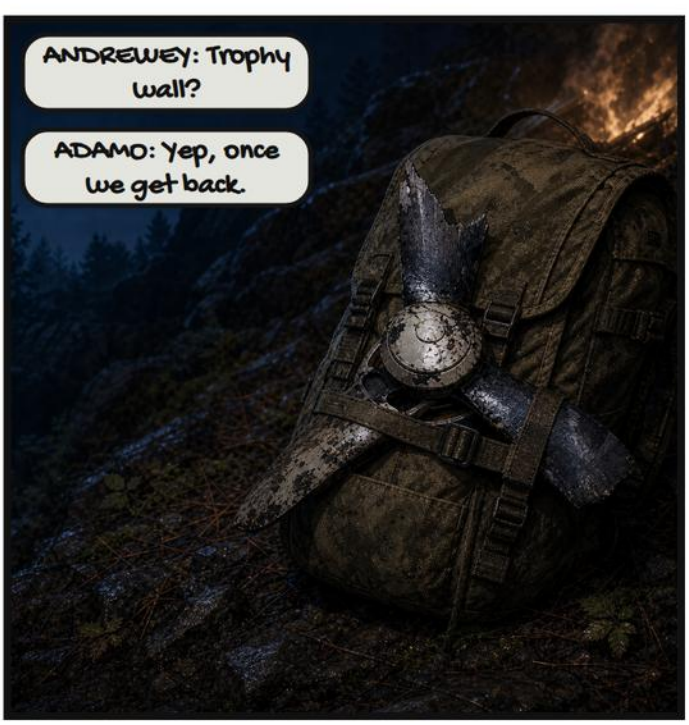

GLAK

ZZZKT-KRASH

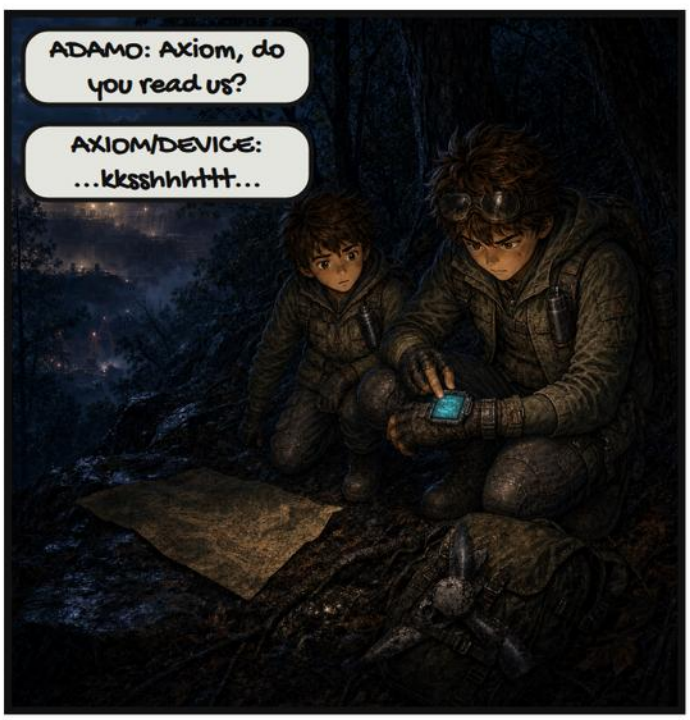

ANDREWEY: Good shot!
ADAMO: I think I just got lucky.

ANDREWEY: That thing really came apart

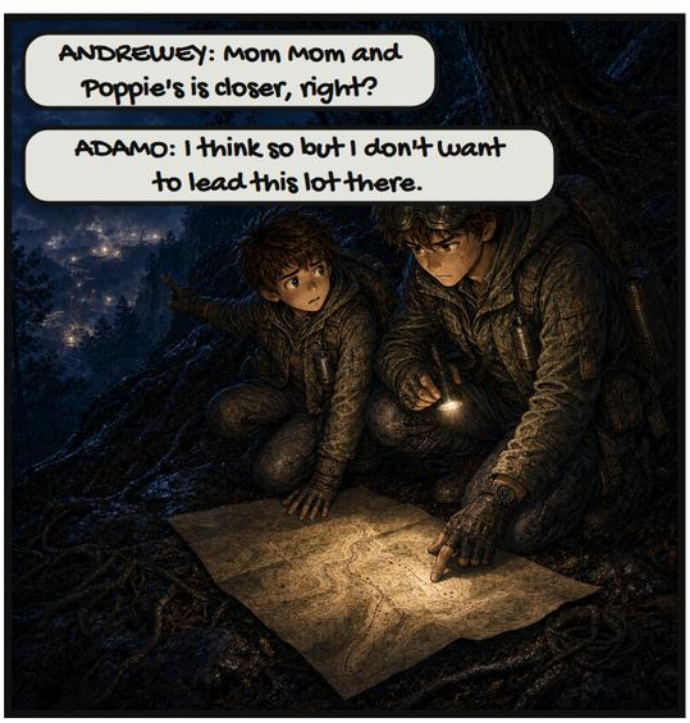
ADAMO: We have to move fast. That noise will carry.

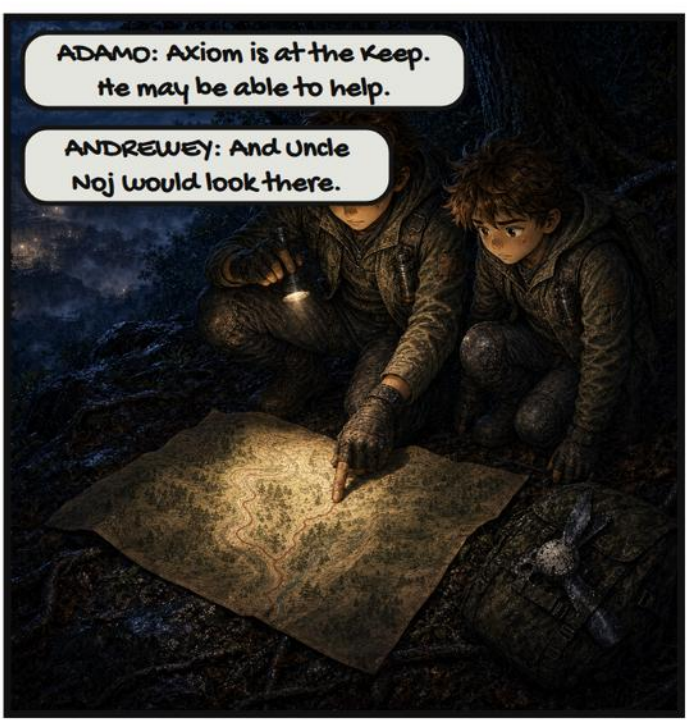

ANDREWEY: Trophy wall?
ADAMO: Yep, once we get back.

ADAMO: The ridge bends this way.

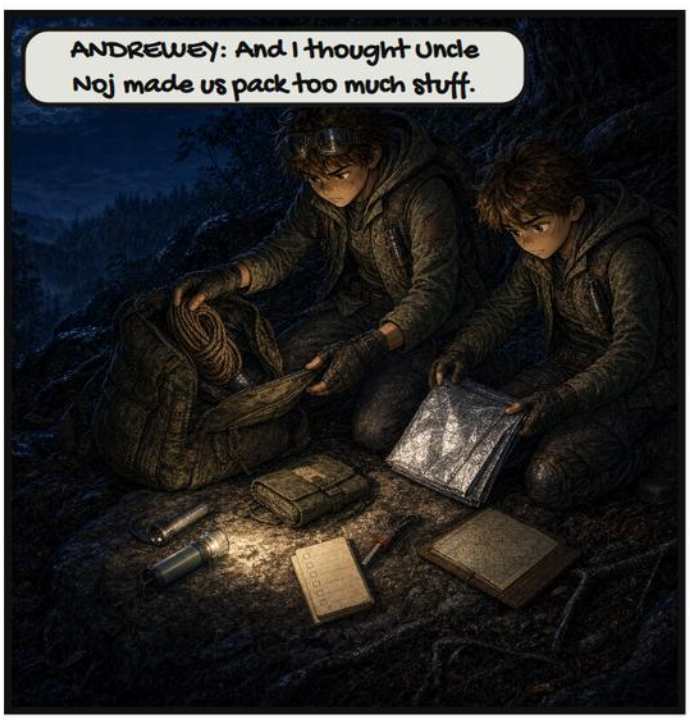

ADAMO: Axiom, do you read us?
AXIOM/DEVICE: ...kkssshhhtttt...

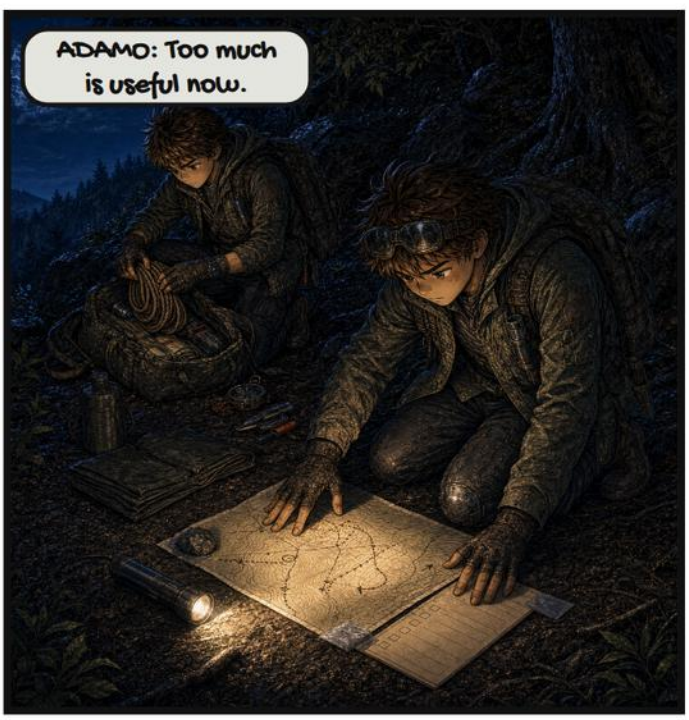
DEVICE: No signal.

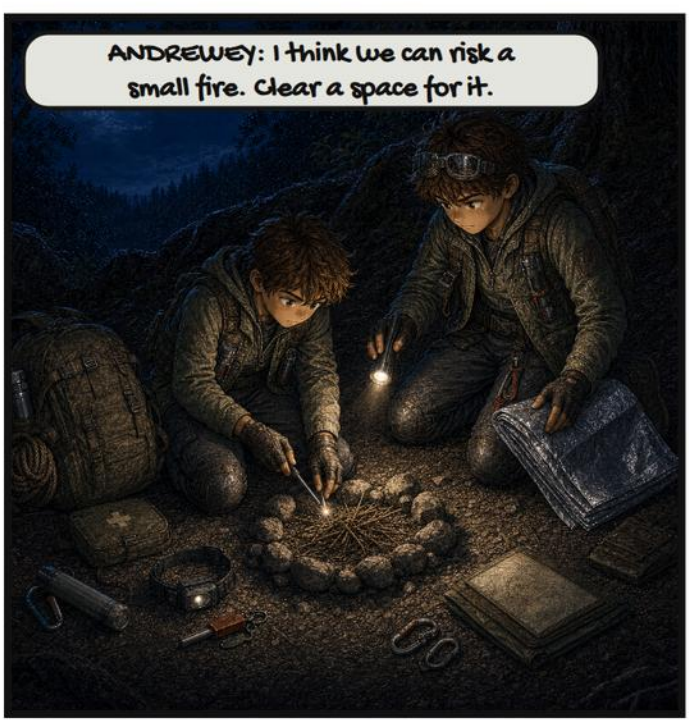

ANDREWEY: Mom Mom and Poppie's is closer, right?
ADAMO: I think so but I don't want to lead this lot there.

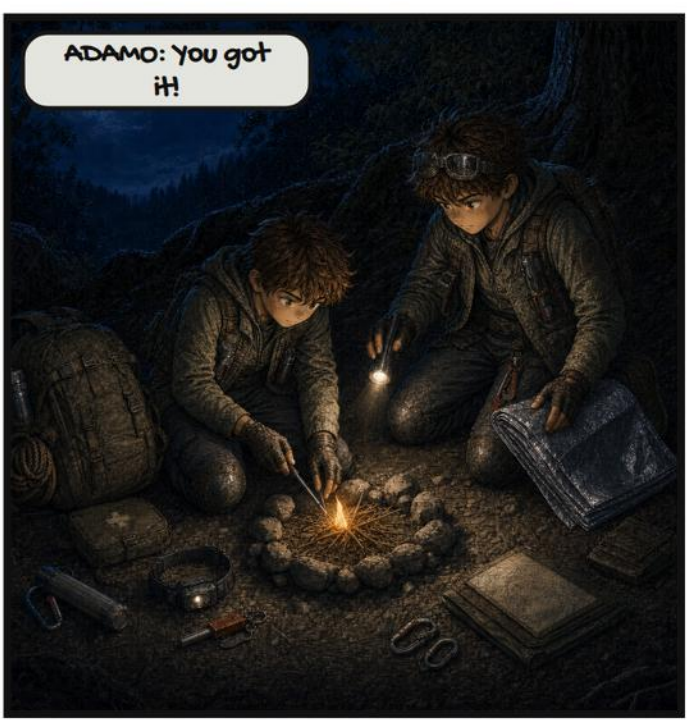

ADAMO: Axiom is at the Keep. He may be able to help.
ANDREWEY: And Uncle Noj would look there.

ADAMO: I am getting tired.
ANDREWEY: Let's find a place to set up camp if we can.

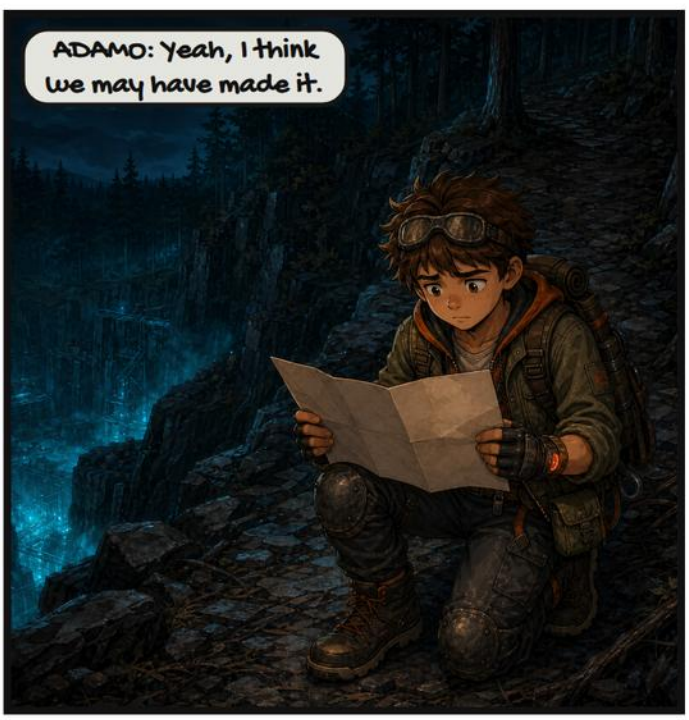

ANDREWEY: And I thought Uncle Noj made us pack too much stuff.

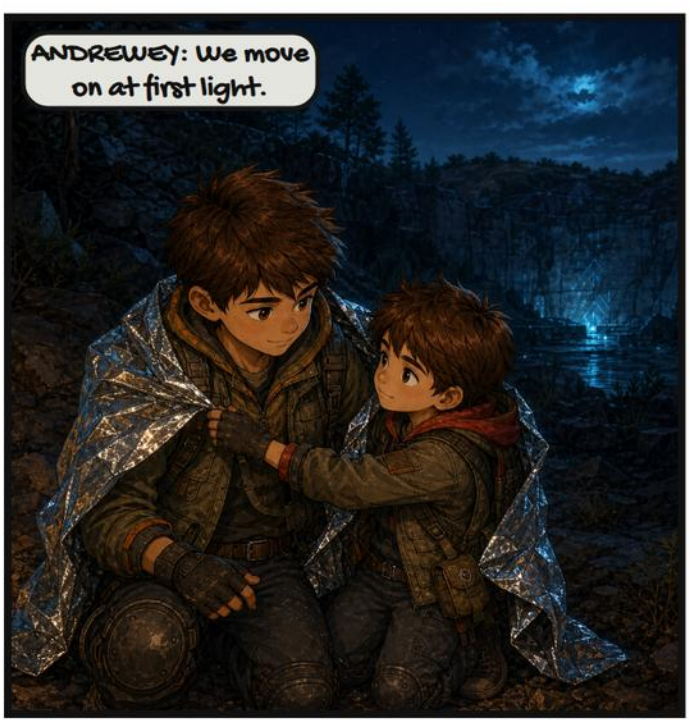

ADAMO: Too much is useful now.

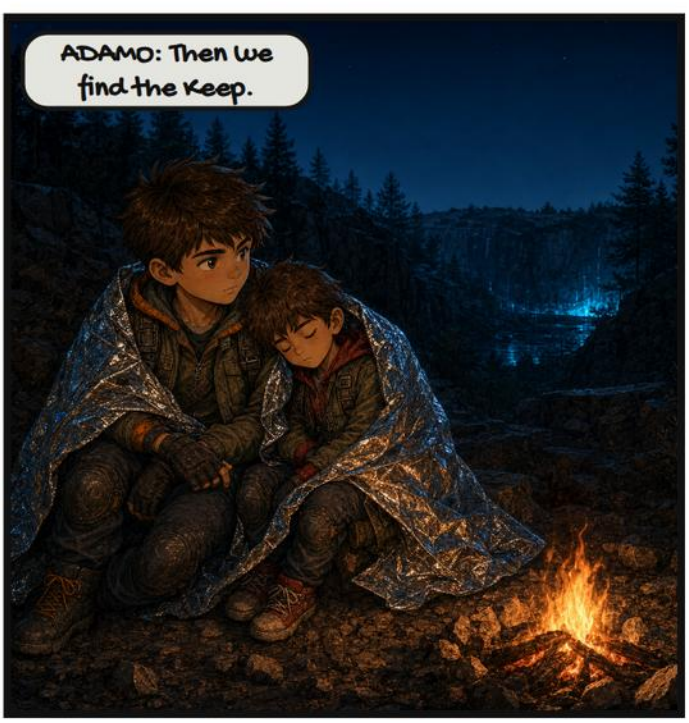

ANDREWEY: I think we can risk a small fire. Clear a space for it.


ADAMO: You got it!

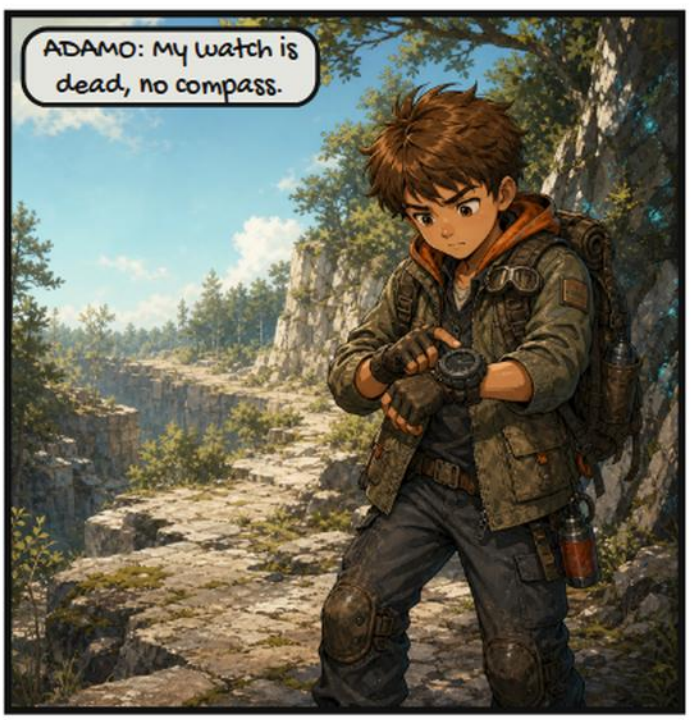
ANDREWEY: All quiet.

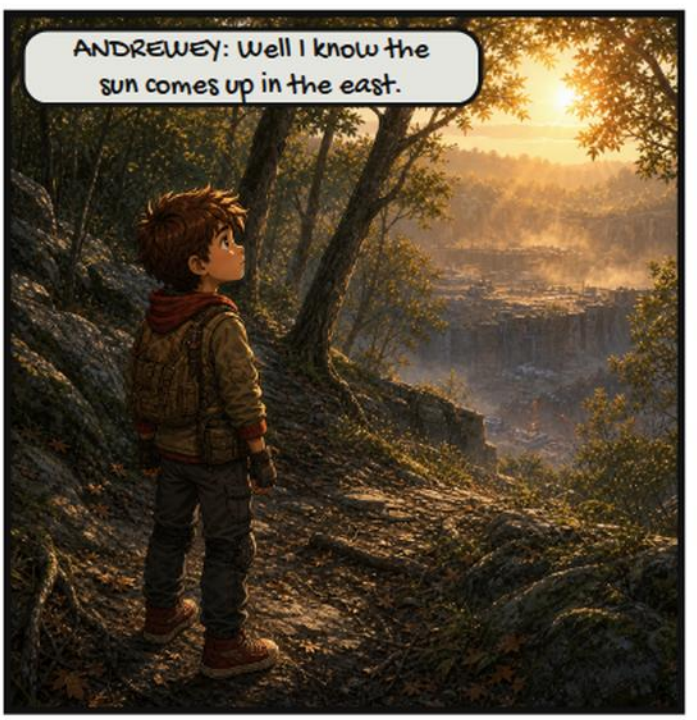

ADAMO: Yeah, I think we may have made it.

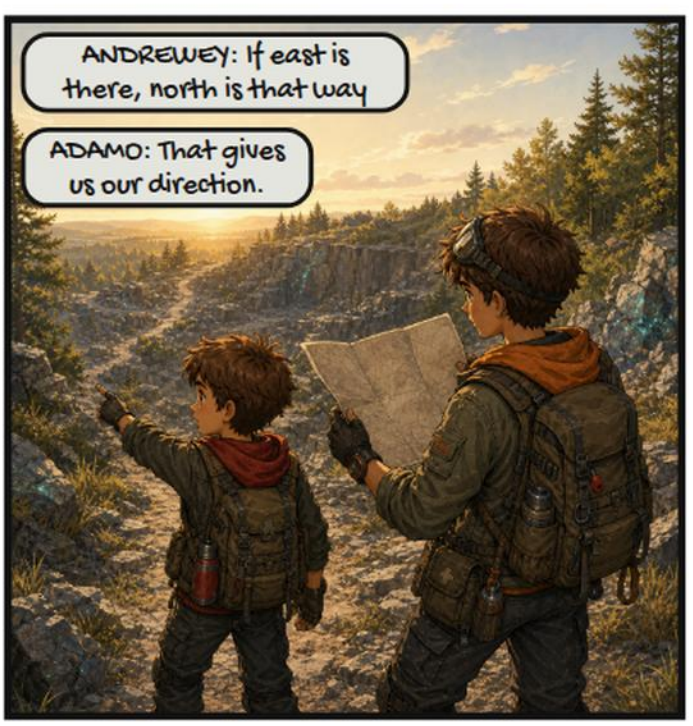

ANDREWEY: We move on at first light.

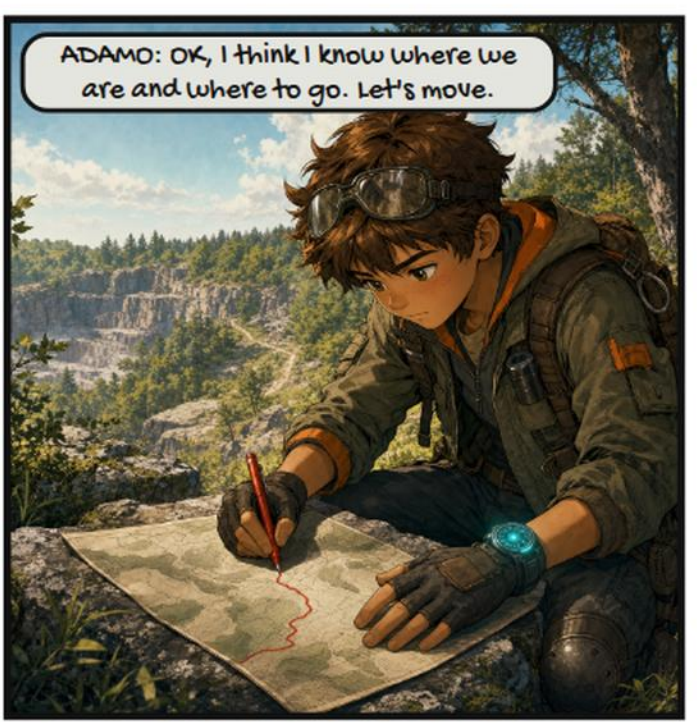

ADAMO: Then we find the Keep.

ANDREWEY: Is that from the quarry?
ADAMO: yeah


ADAMO: My watch is dead, no compass.

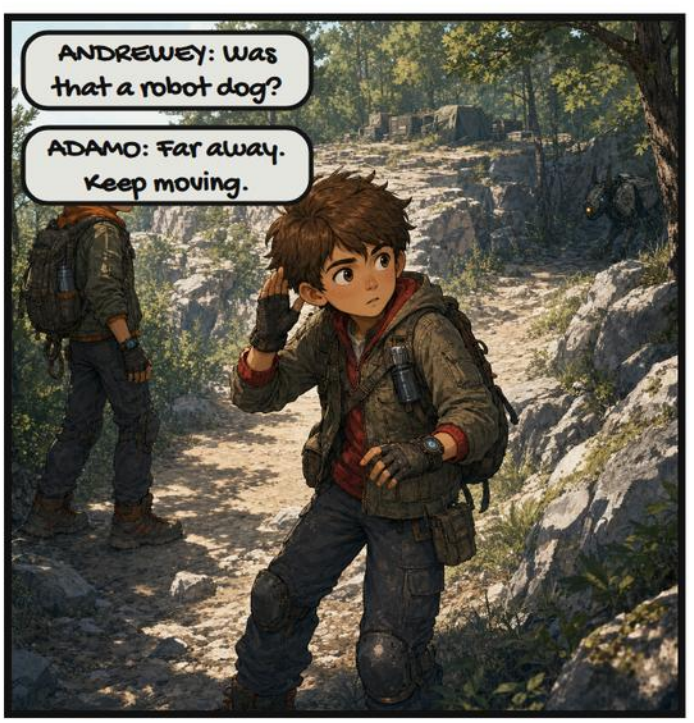

ANDREWEY: Well I know the sun comes up in the east.


ANDREWEY: If east is there, north is that way
ADAMO: That gives us our direction.

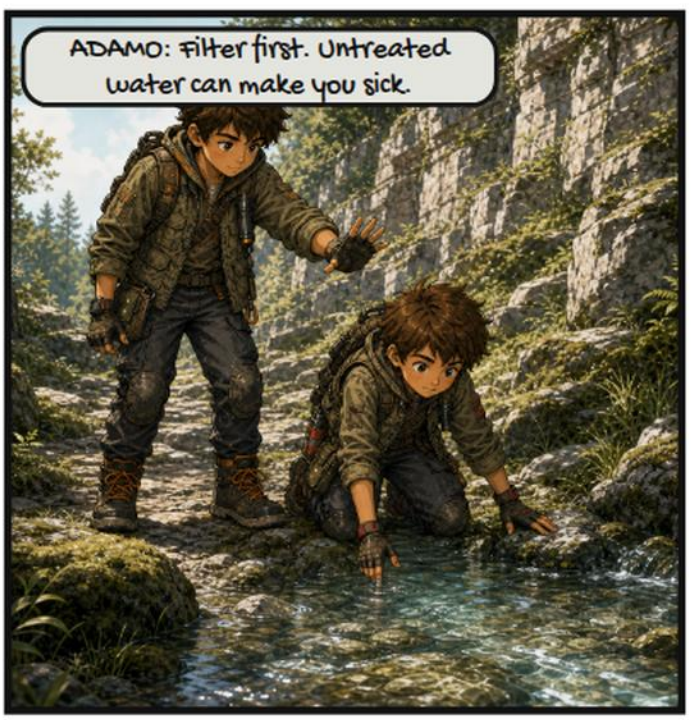

ADAMO: OK, I think I know where we are and where to go. Let's move.

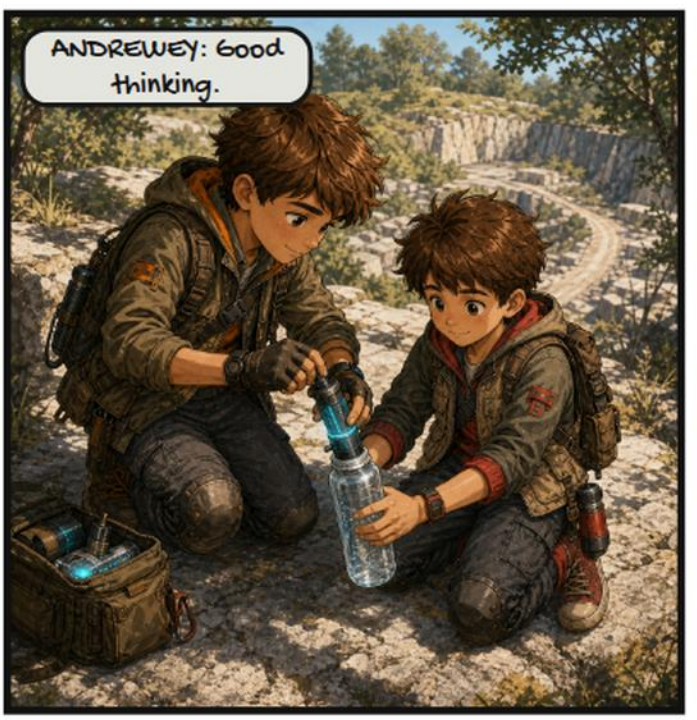
ANDREWEY: Cold.
No smoke.

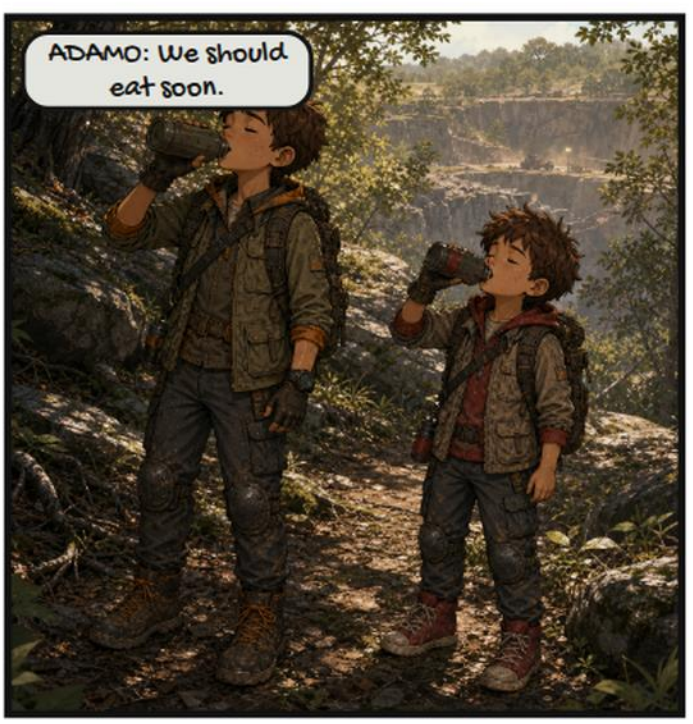
ADAMO: Map,
filter, first aid.


ANDREWEY: Was
that a robot dog?
ADAMO: Far away.
Keep moving.

ANDREWEY: Water.


ADAMO: Filter first. Untreated water can make you sick.

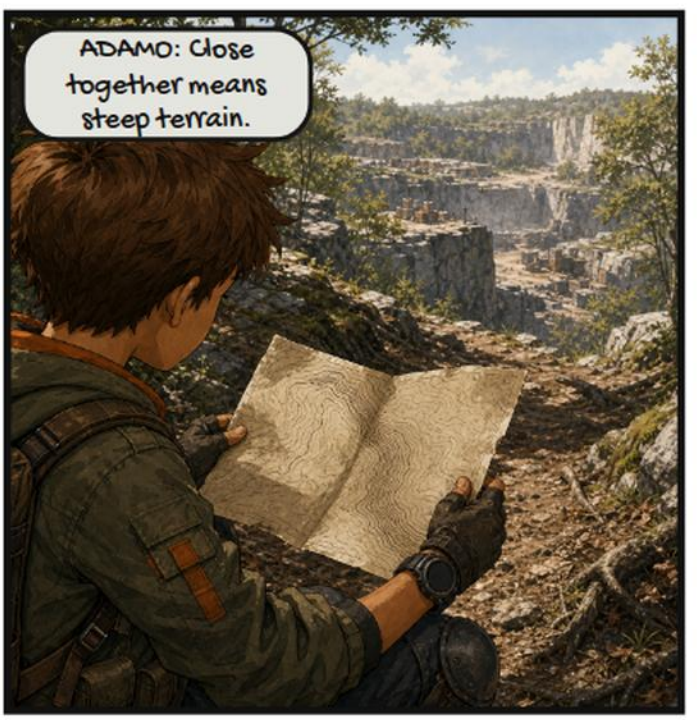

ANDREWEY: Good thinking.

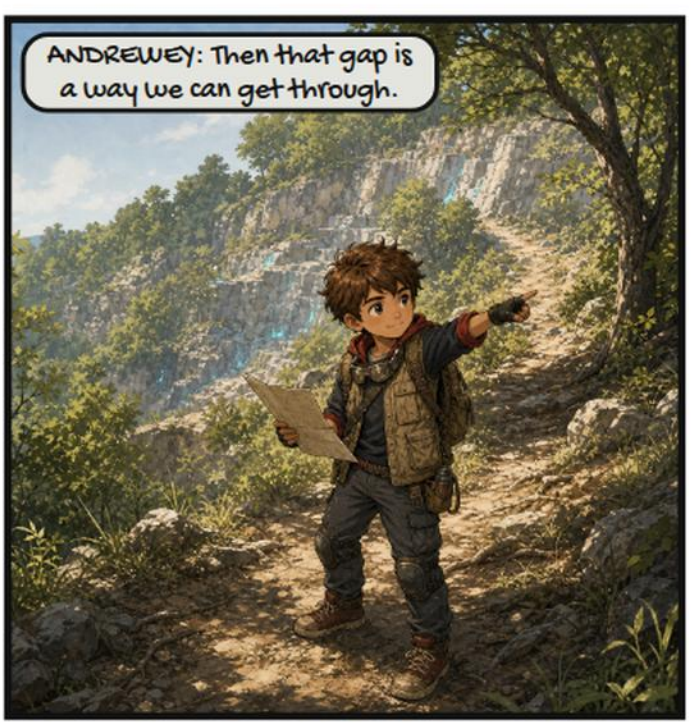

ADAMO: We should eat soon.

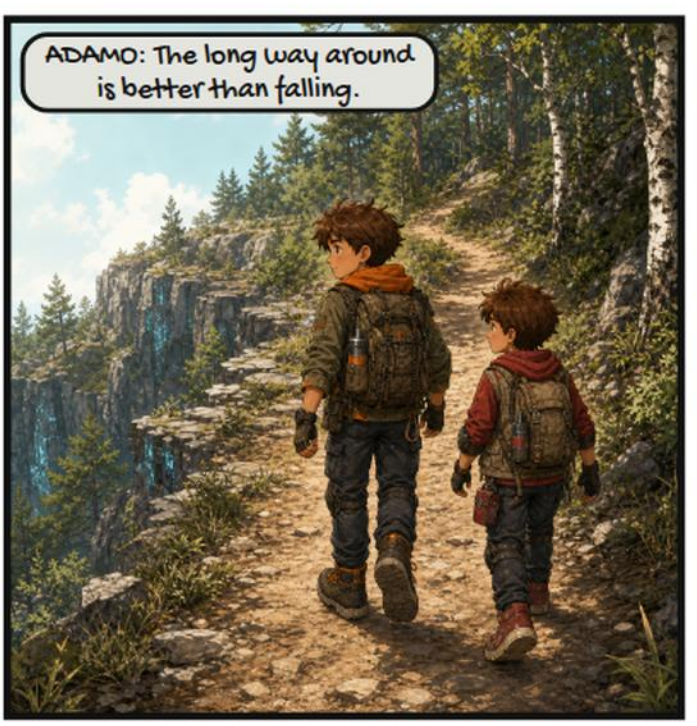
ANDREWEY: Best snacks ever
ADAMO: Agreed.

ANDREWEY: Please tell me the map shows there are stairs.

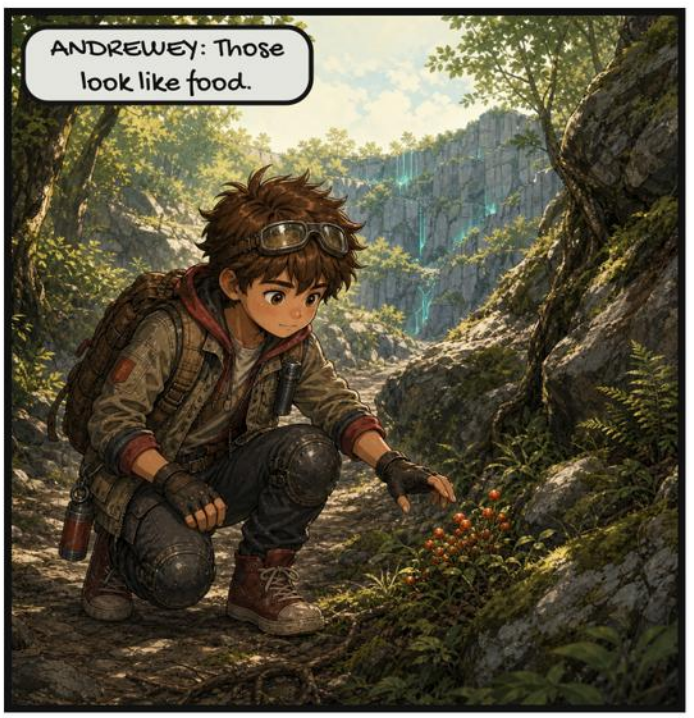
ADAMO: I think this shows slope.

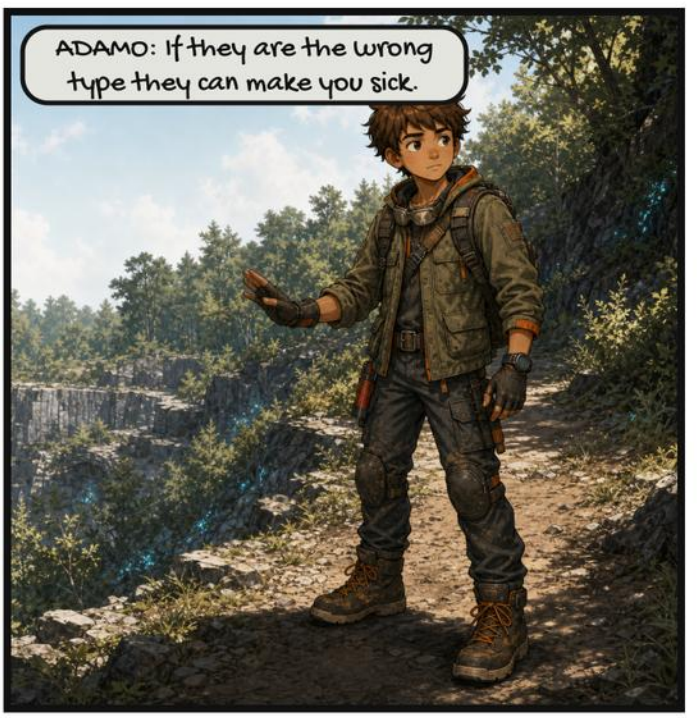

ADAMO: Close together means steep terrain.

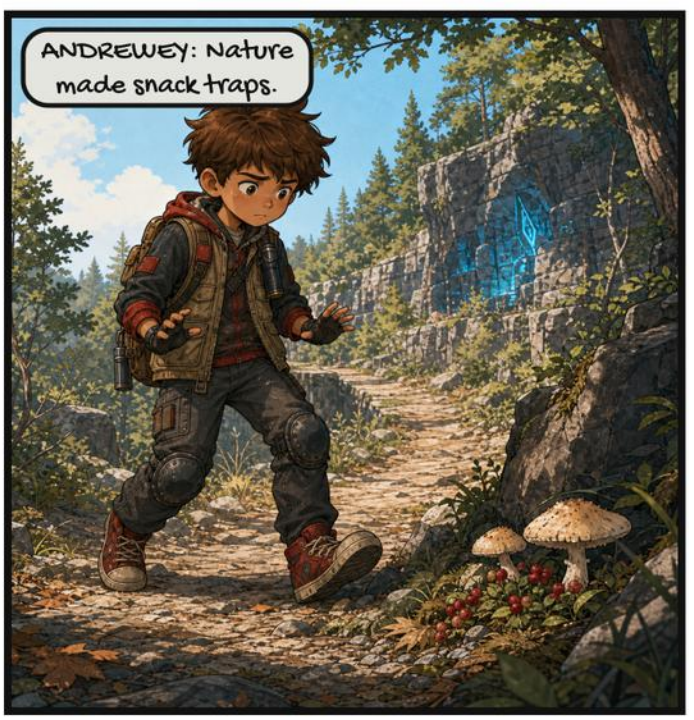

ANDREWEY: Then that gap is a way we can get through.


ADAMO: The long way around is better than falling.

ANDREWEY: Hey what about the supplies I hid near Mom Mom and Poppies? I'm getting hungry.


ANDREWEY: Those look like food.


ADAMO: If they are the wrong type they can make you sick.

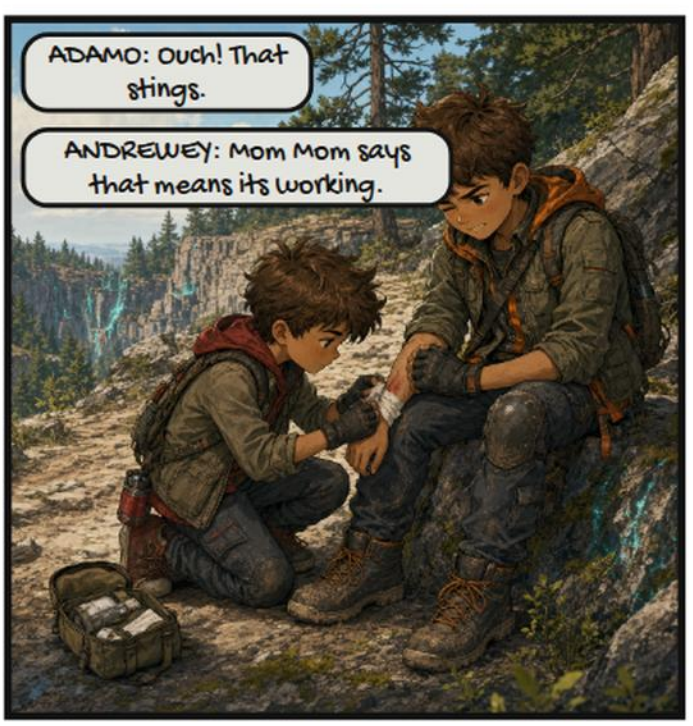

ANDREWEY: Nature made snack traps.

ADAMO: Your cache better be real.
ANDREWEY: My snacks are extremely real.

THP

ADAMO: I'm fine.

ANDREWEY: You are bleeding!


ADAMO: Ouch! That stings.
ANDREWEY: Mom Mom says that means its working.

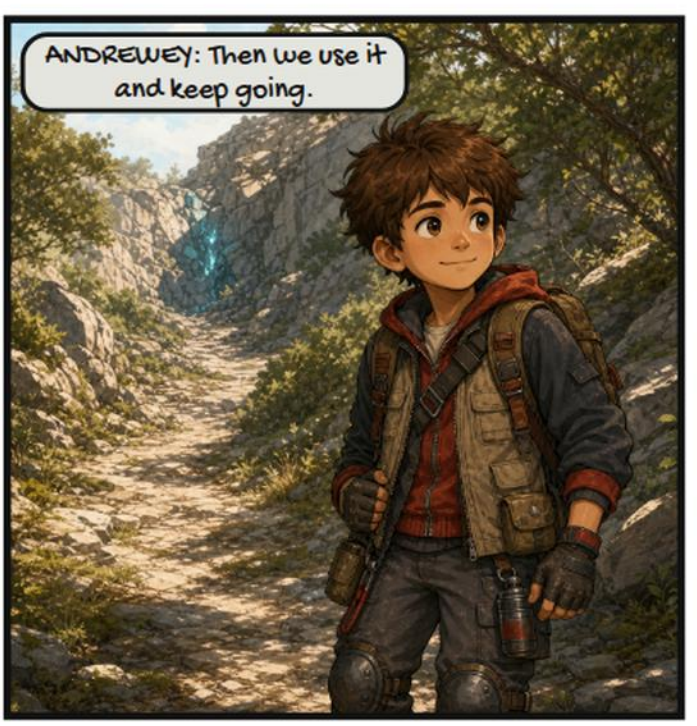
ADAMO: Thanks.
ANDREWEY: You may continue map duties.

ANDREWEY: Hey! I know that rock.

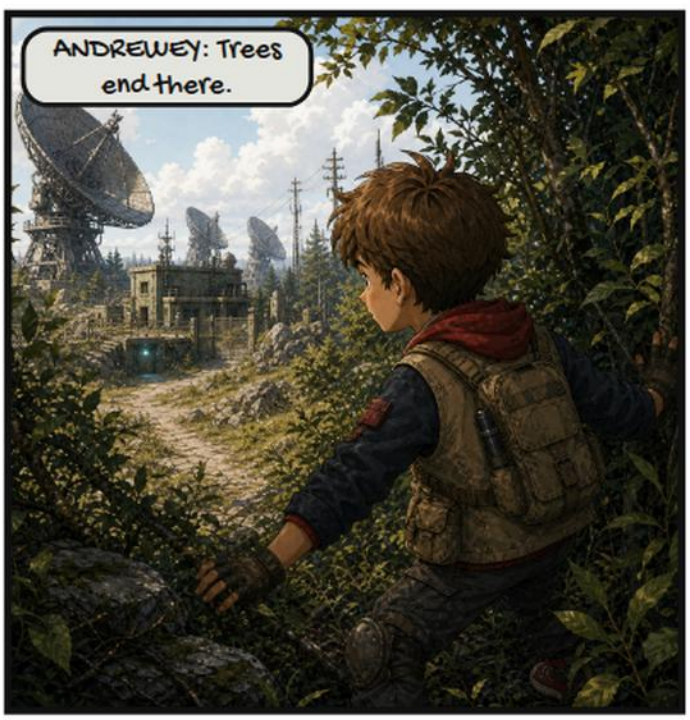
ADAMO: You know a rock?

ANDREWEY: I told you my snacks were real.

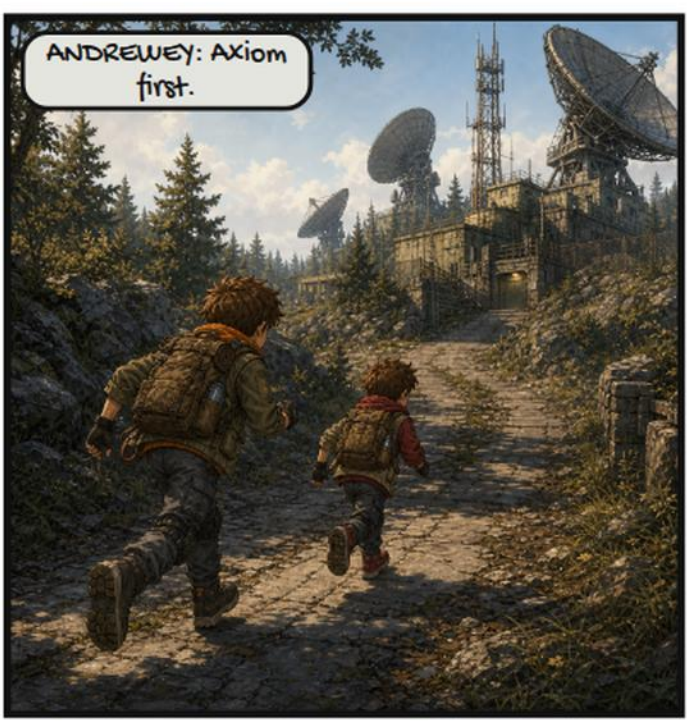
ADAMO: I'm sorry I ever doubted you!


ANDREWEY: Then we use it and keep going.

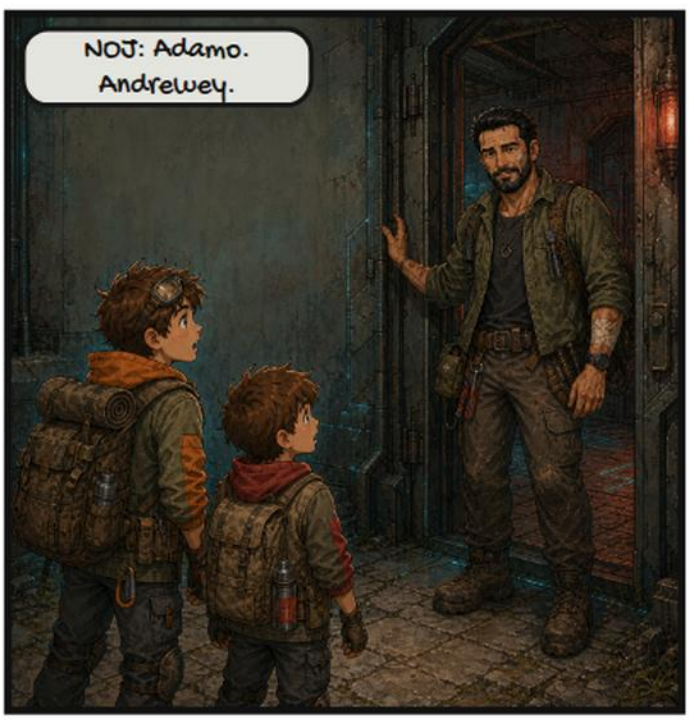
ADAMO: We are close.


ANDREWEY: Trees end there.

ANDREWEY: We made it.
ADAMO: Almost.


ANDREWEY: Axiom first.

ADAMO: Hello?

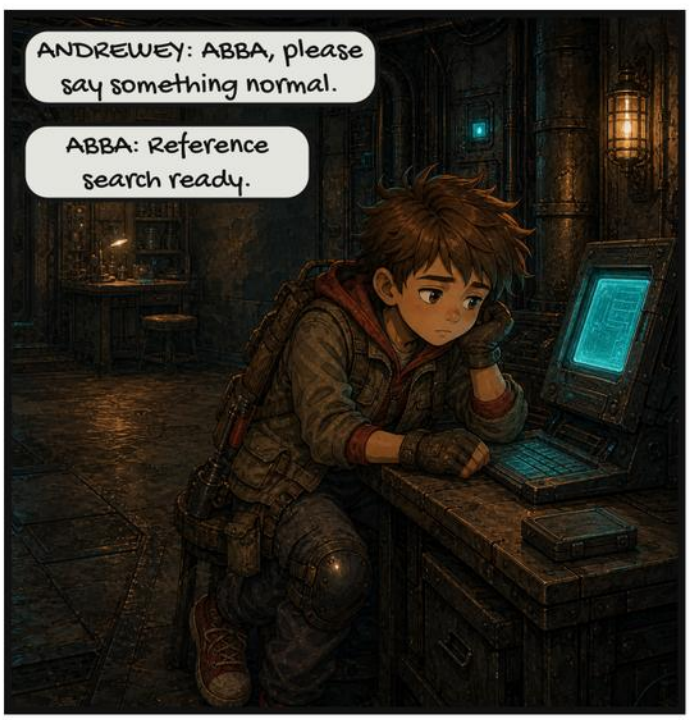

NOJ: Adamo. Andrewey.

ANDREWEY: Uncle Noj!

NOJ: You followed the plan.

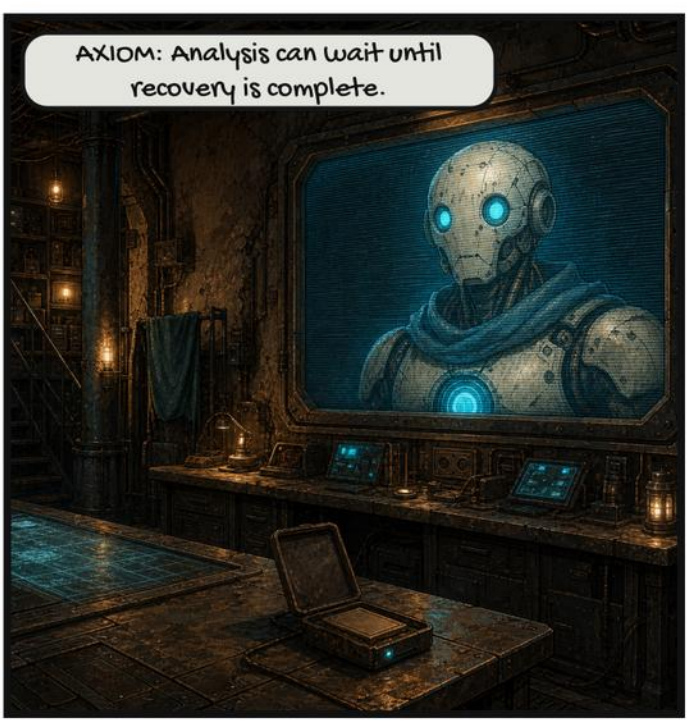
ANDREWEY: We hated the plan.
NOJ: Good. It still worked.

AXIOM: Search sweep resolved. Adamo. Andrewey. Welcome home.

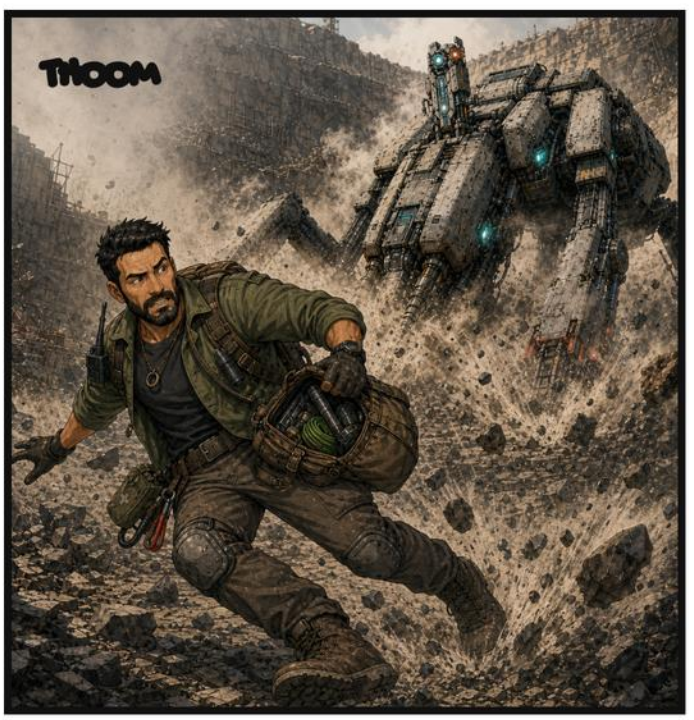

ANDREWEY: ABBA, please say something normal.
ABBA: Reference search ready.

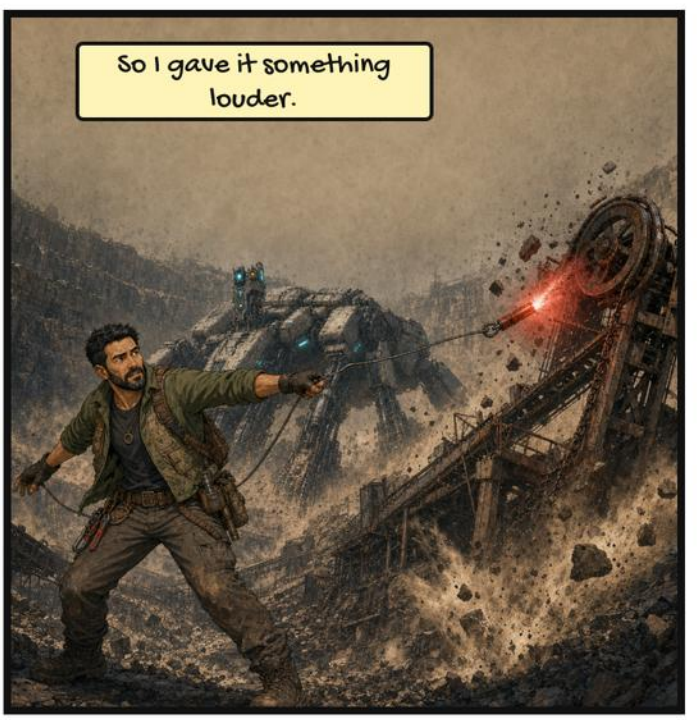
ADAMO: The quarry card?

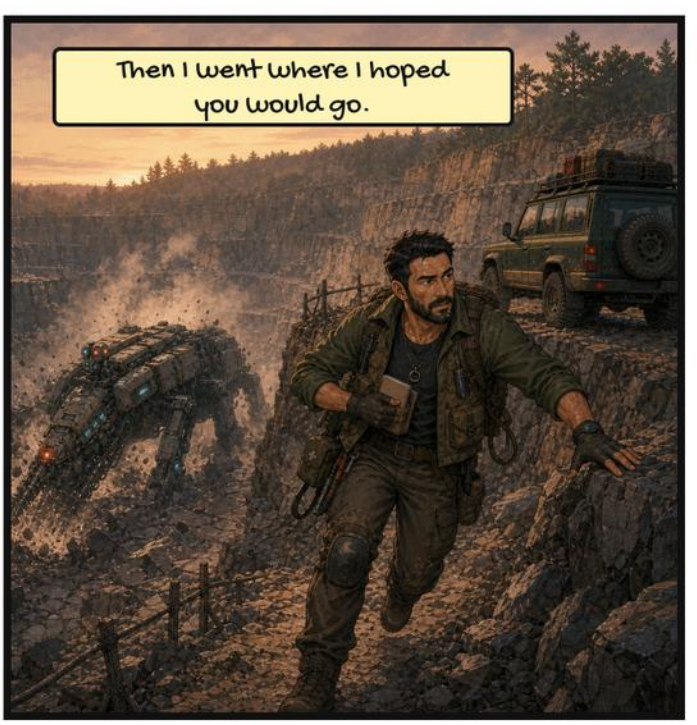
NOJ: Still with me.


AXIOM: Analysis can wait until recovery is complete.

After the cut collapsed, it kept tracking vibration.

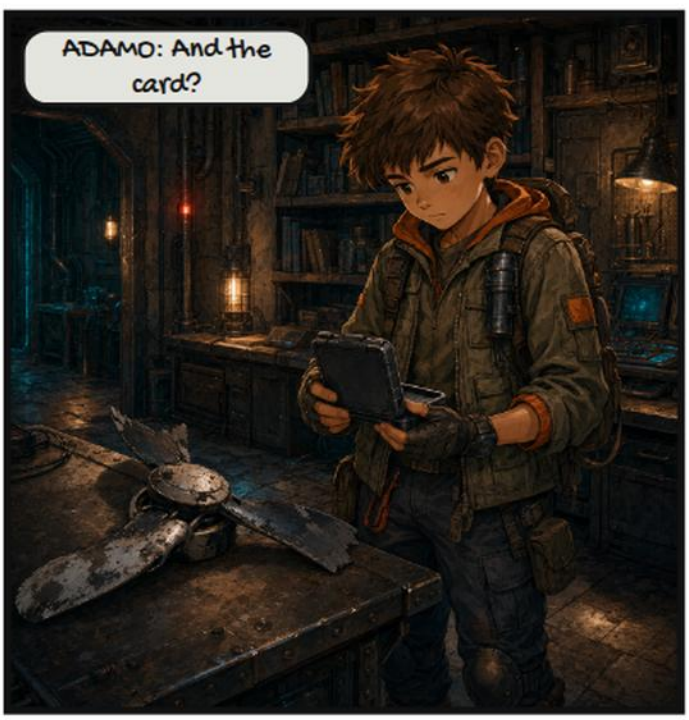

THOOM

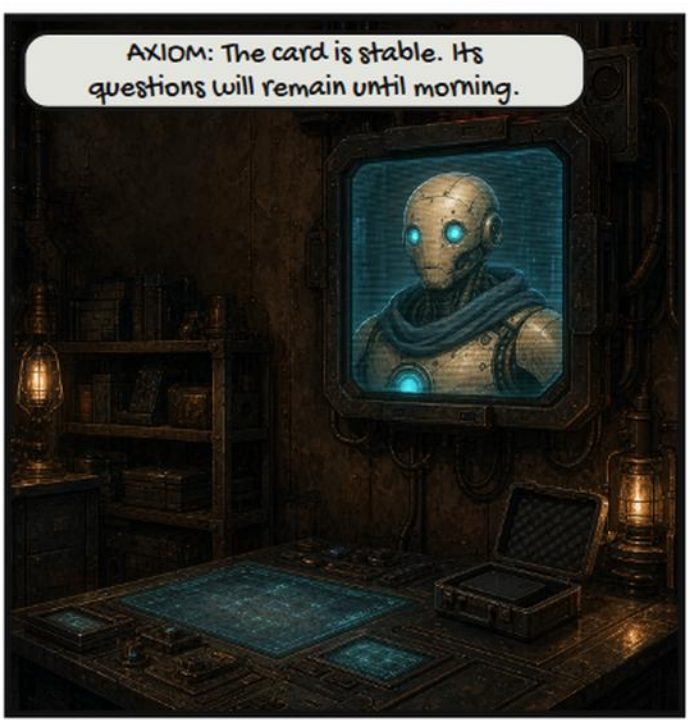

So I gave it something louder.


Then I went where I hoped you would go.

ANDREWEY: We brought something for the wall.

NOJ: That can wait until after sleep.


ADAMO: And the card?


AXIOM: The card is stable. Its questions will remain until morning.

To be continued.

ADAMO'S ADVENTURE MAP
The Humming House
???
The IRON KEEP
MOM MOM & POPPIES HOUSE
Old Foundation & Robot Dog
Brandywine Science Center
Hidden Supplies
Old Quarry
Seismic monitor
N
W
E
S
MAKE SURE N IS NORTH
By: Adamo

ADAMO'S KEEP MAP
DWG IK-002
REV 003
BY ADAMO
SURFACE ACCESS / DISH FIELD
Satilik Field
secret tunnel
ENTRY TUNNEL
A1
Common Room
A2
OPS
L1
Not Nook
S1
Locked
UP
A3
Command Center
L2
Locked
L3
Armory
STRANGE ARCH INACTIVE
strange Humming sound?
Strange Arch
LEGEND
WALL
OPEN DOOR
LOCKED DOOR
KNOWN PATH
NOTES
N
SCALE: N.T.S.
SHEET
1/1

IRON KEEP TROPHIES

WARDEN NECKLACE

ROBOT DOG HEAD

DRONE PROPELLER

SPIDER LEG

NOJ'S N.E.S.T.

Noj's Experiments, Speculation & Testing

This Week: Stay Found

FIELD FILE 005A

If you get separated, the bravest move is staying findable.

FIELD KIT

THE STOP PLAN

STOP

Stop moving unless the spot is unsafe.

THINK

Breathe. Name what happened and what you need.

OBSERVE

Look for trail, ridge, stream, light, or sound clues.

PLAN

Pick one calm action. Tell someone if you can.

BE FINDABLE

Stay where rescuers can search. Use bright gear. Make noise in bursts. Mark your spot without wandering.

WATER RULE

Do not drink mystery water. Filter, treat, or boil with an adult. Clear water can still be bad news.

FOOD RULE

Skip wild berries and mushrooms unless a trusted adult identifies them. Hungry beats poisoned.

FIELD NOTE: say where you are, what happened, and what you can see.

FIRST AID

Small cut? Rinse with clean water, cover it, and tell an adult. Big bleeding, head hits, or bad pain are stop-the-trip moments.

STAY-FOUND KIT

NOJ RULE: calm is a tool. Pack it first.

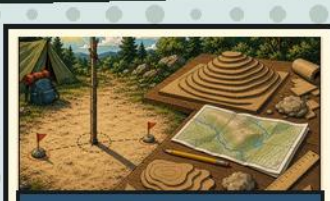
NOJ'S N.E.S.T.

Noj's Experiments, Speculation & Testing

Shadow Stick + Topo Model

FIELD FILE 005B

Your watch can die. The sun keeps lousy but useful office hours.



FIELD LAB

TRY IT: TWO LOW-CHAOS DIRECTION TESTS

SUN CHECK

This works in daylight with a clear shadow. First mark is west-ish, second mark is east-ish. Heavy trees and clouds make it worse.

TABLETOPO

Stack cardboard or clay layers. Trace each layer on paper. Boom: a contour map without pretending flat paper is a mountain.

USGS TOPOVIEW

Look up topo maps with a grown-up. Old maps are time machines with contour lines.

MAP RULE

Close contour lines mean steep terrain. The long way around can be smart.

FIELD NOTE: dead batteries are annoying. Terrain still tells the truth.

CREDITS

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