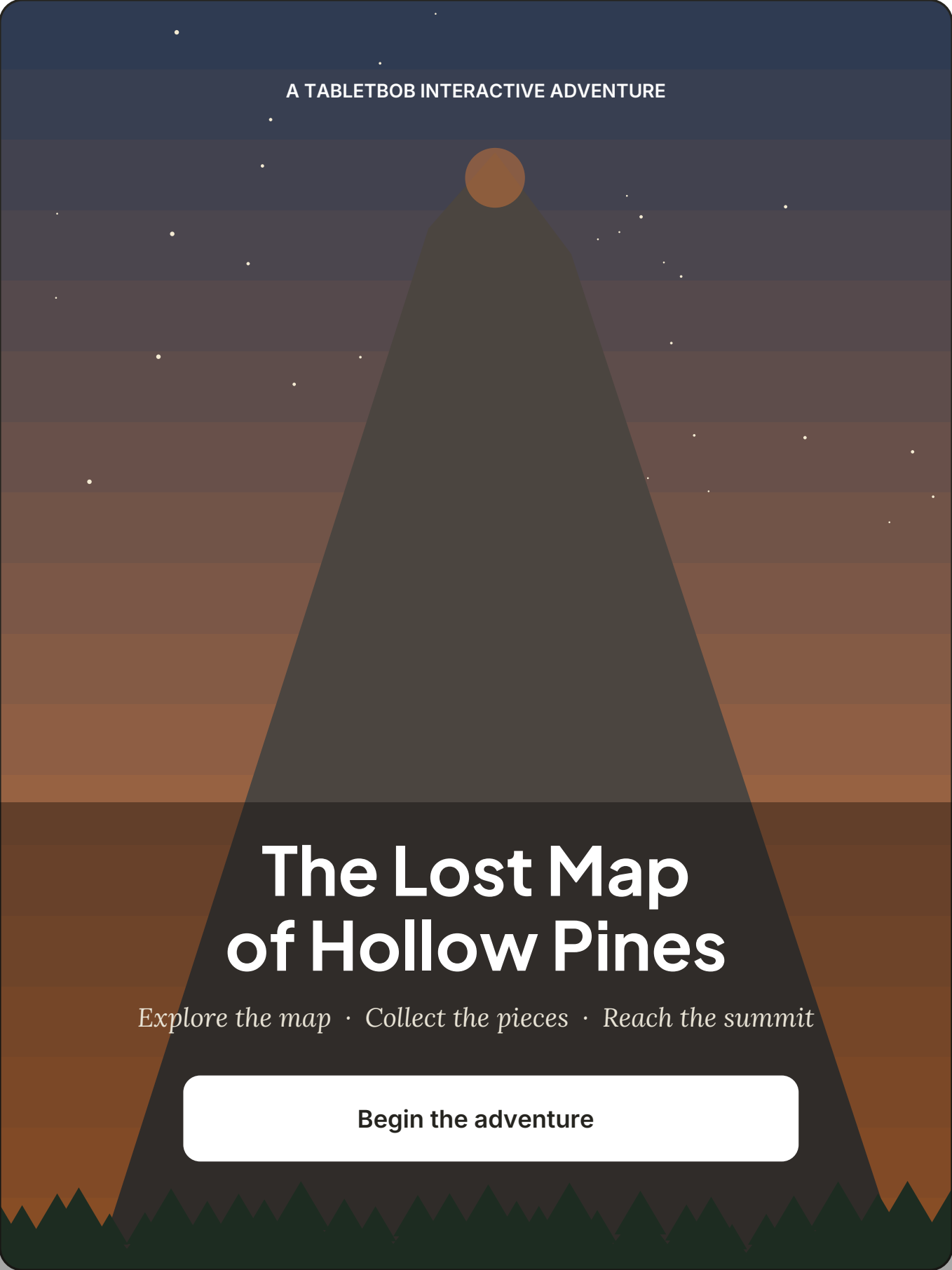

A TABLETBOB INTERACTIVE ADVENTURE
The Lost Map of Hollow Pines
Explore the map · Collect the pieces · Reach the summit
Begin the adventure

How to play

You are searching for the three missing pieces of Grandfather's map. Find them all, and the hidden path up **Ember Peak** will appear.

Tap a choice at the bottom of each page to decide what happens. Every choice is a link.

The Map is your hub. Tap any place on it to travel there, in any order you like.

Your Pack is where you keep track. When the story says "*Tick the Rope*", tick it with your pen. Some choices say "*Only if you have…*" — be honest!

Courage: you start with four. Falls and wrong turns cost one. Run out, and your adventure ends for today.

There are **three endings**. Only one leads to Grandfather's secret.

→ **Check your Pack first** p. 3

→ **Start the story** p. 5

Your Pack

Tick items with your pen as you find them. Erase to play again.

COURAGE Cross one out each time the story tells you to



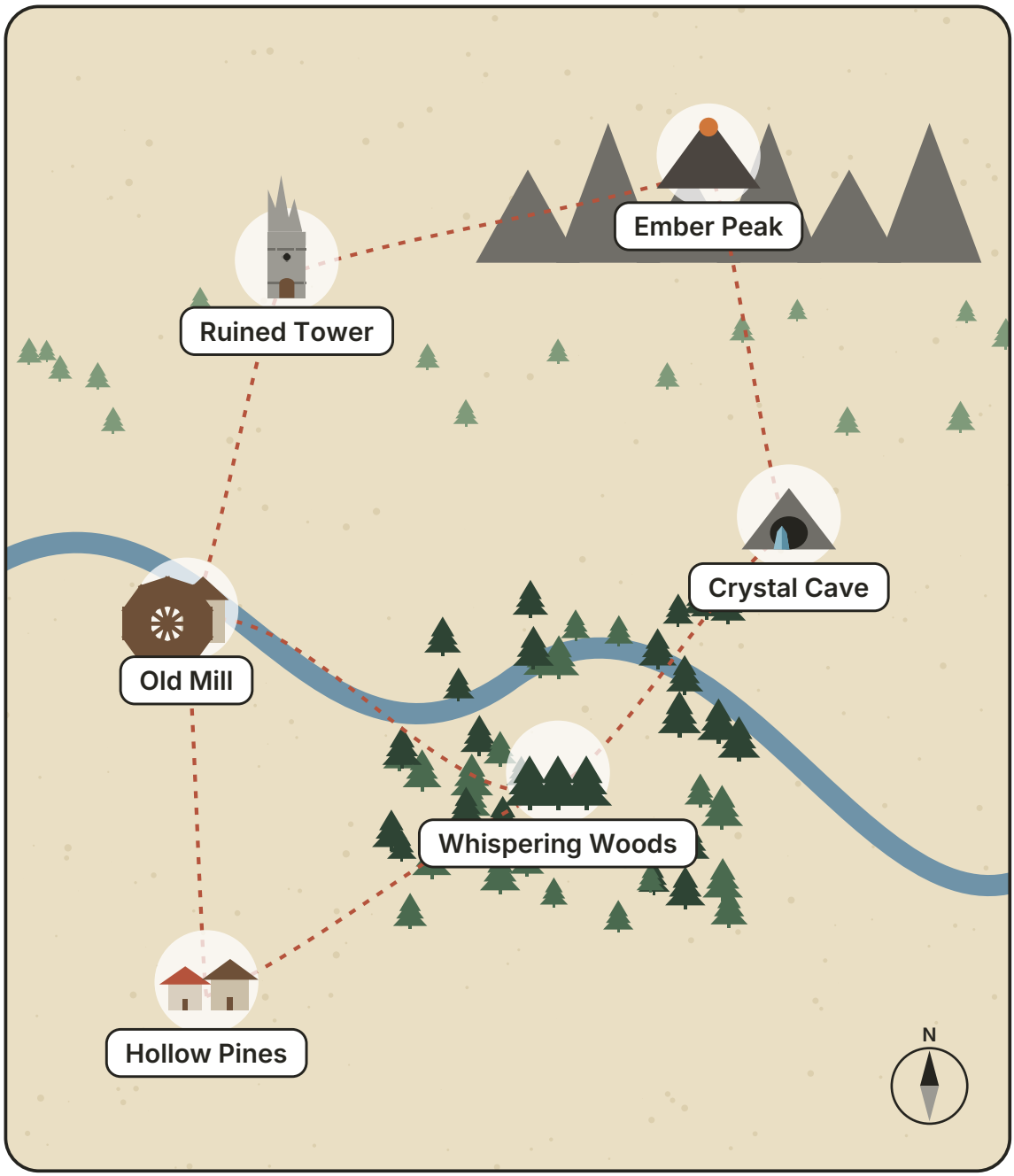
ITEMS

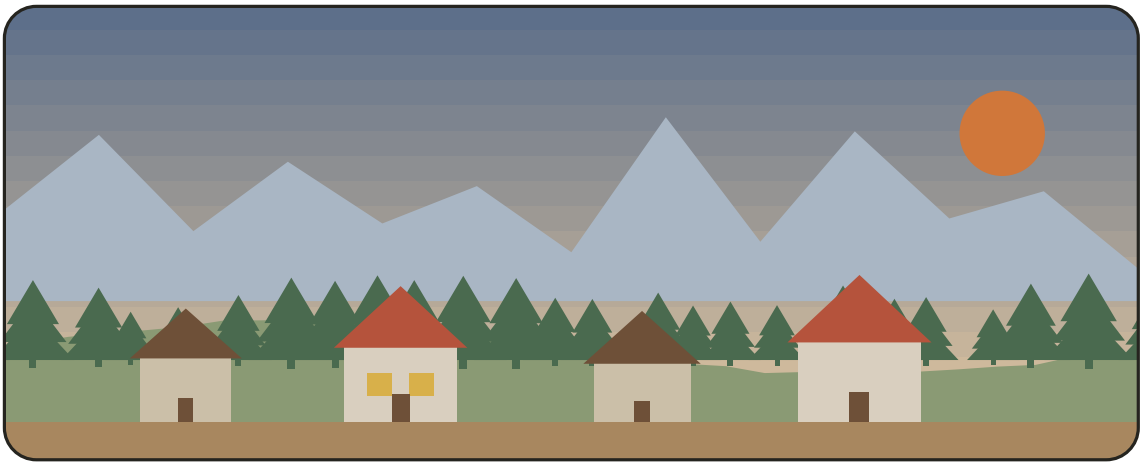
- ☐  Lantern
- ☐  Rope
- ☐  Owl Feather
- ☐ Silver Key
- ☐  Map Fragment 1
- ☐  Map Fragment 2
- ☐  Map Fragment 3

→ Open the map p. 4

The Map of Hollow Pines

Tap a place to travel there.





Grandfather's Letter

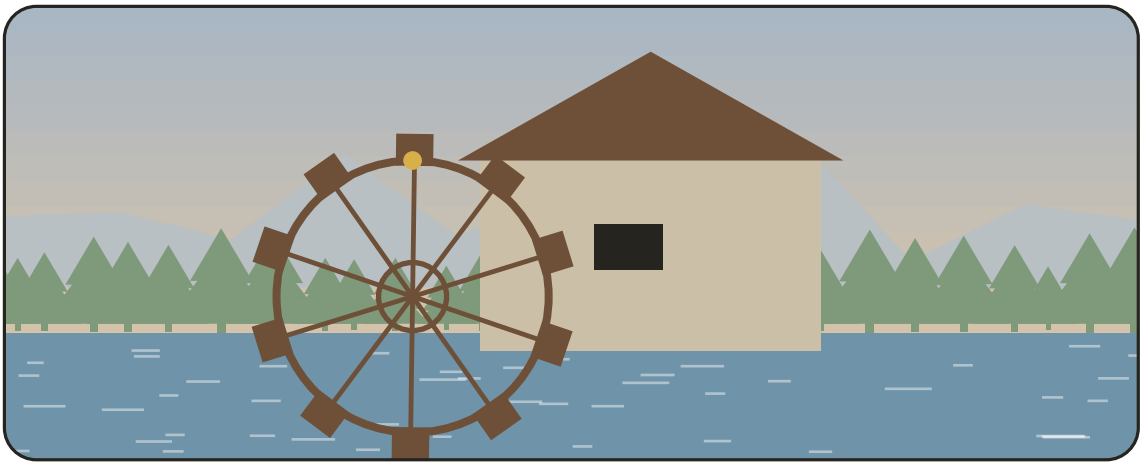
The letter arrives the morning after Grandfather's funeral. Inside is half of an old hand-drawn map and a note: "*Three pieces are hidden around Hollow Pines. Find them, and the path to Ember Peak will show itself. What waits at the top was always meant for you.*"

You pack a bag, tick your **Courage** on the Pack page, and step out into the village.

WHAT DO YOU DO?

→ **Open the map and choose where to go** p. 4

→ **First, check what's in your pack** p. 3



The Old Mill

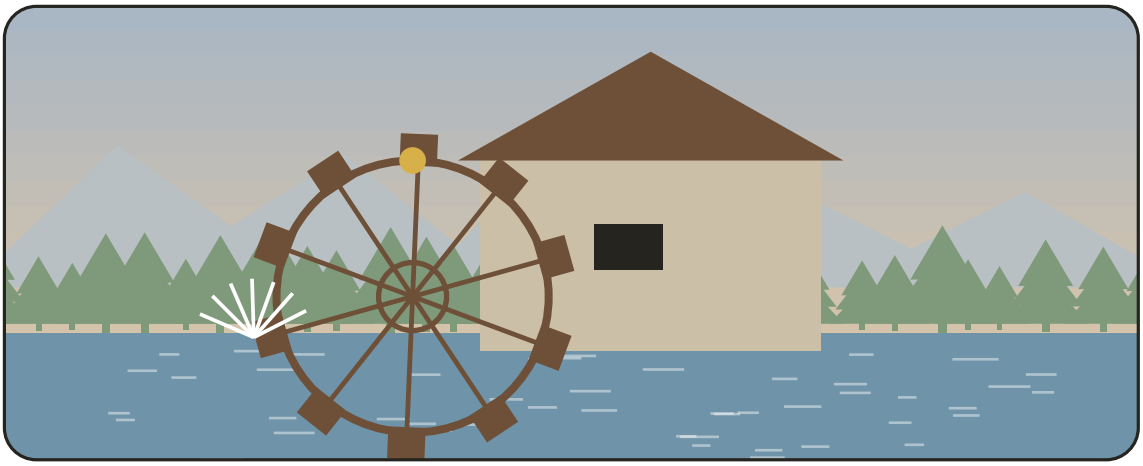
The mill has stood silent for years, but its great wheel still creaks in the river current. Something glints high on the wheel's rim, caught between two paddles.

Up a ladder, the grain loft door hangs open. You hear a soft hoot from inside.

WHAT DO YOU DO?

→ **Climb the turning wheel to reach the glint** p. 7

→ **Climb the ladder to the grain loft** p. 8



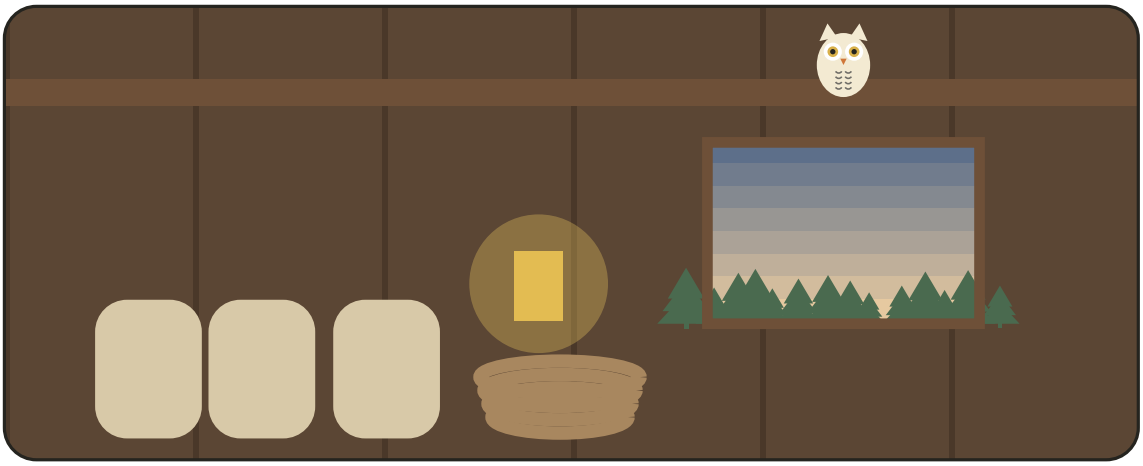
Riding the Wheel

You grab a paddle and the wheel lifts you, slow and dripping, toward the glint. It is a folded square of paper: a **Map Fragment**! You snatch it — and the paddle tips you straight into the cold river.

You crawl ashore soaked but grinning. **Tick Map Fragment 1** and **cross out one Courage** on your Pack page.

WHAT DO YOU DO?

→ **Wring out your coat and return to the map** p. 4



The Grain Loft

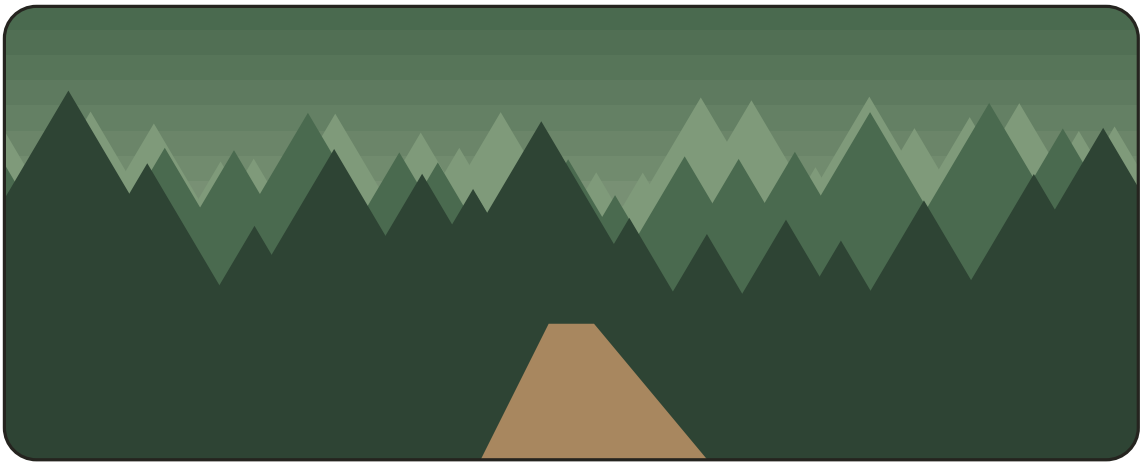
Dusty sacks, a coil of strong **Rope**, and an old brass **Lantern** with a little oil left. A white owl watches you from the rafters, then glides out of the window toward the dark line of the woods.

Tick the Rope and the Lantern on your Pack page.

WHAT DO YOU DO?

→ **Follow the owl into the woods** p. 9

→ **Go back to the map** p. 4



The Whispering Woods

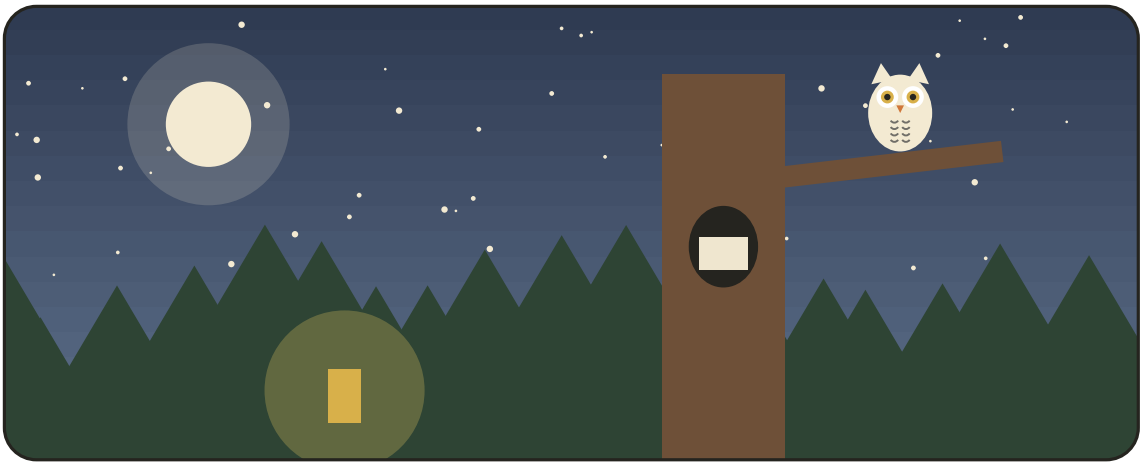
The pines close in overhead and the daylight turns green and dim. Somewhere ahead, voices whisper your name — or is it only the wind in the needles?

The path splits into three, and every branch looks the same.

WHAT DO YOU DO?

→ **Light the lantern to find the true path** p. 10
Only if you have the Lantern

→ **Pick a path and hope for the best** p. 11



The Owl's Riddle

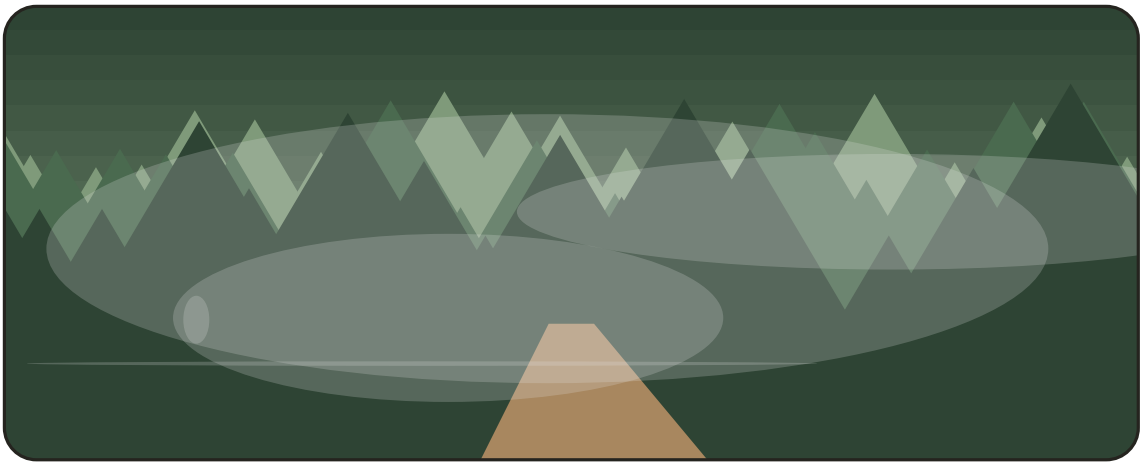
Lantern light reveals faint carvings on one trunk. You follow them to a hollow oak, where the white owl sits on a branch above a folded paper.

"A riddle for a fragment," it says. "*The more of me there is, the less you see. What am I?*"

WHAT DO YOU DO?

→ **"Darkness"** p. 12

→ **"Fog"** p. 11



Lost Among the Pines

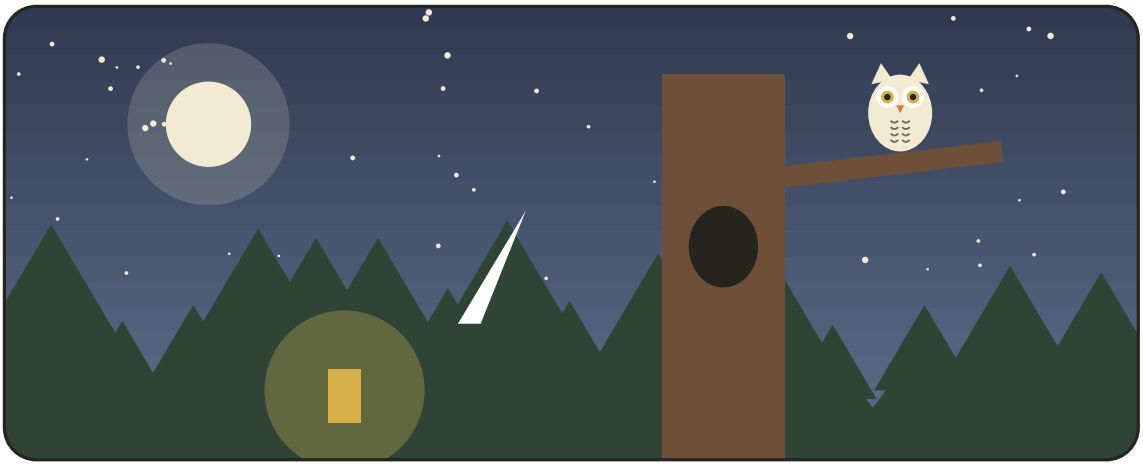
The whispers grow louder, then fall silent. Every tree looks the same, and the path is gone. You walk in circles until, near dusk, you stumble out at the edge of the village, scratched and tired.

Cross out one Courage on your Pack page.

WHAT DO YOU DO?

→ **Catch your breath and return to the map** p. 4

→ **Out of Courage? Tap here** p. 23
Only if every Courage is crossed out



A Gift from the Owl

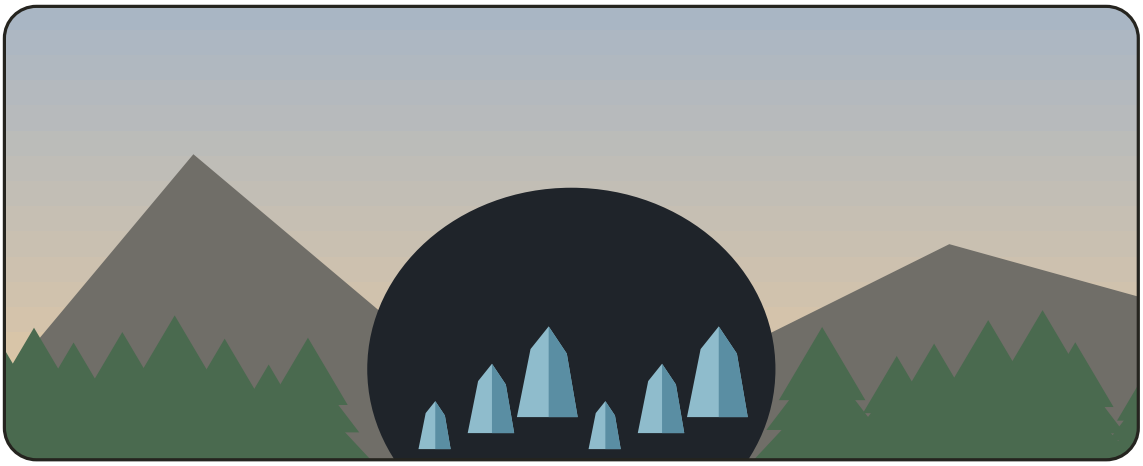
“Darkness,” you say. The owl blinks slowly, pleased, and drops the paper into your hands: **Map Fragment 2**. Then it plucks a single silver-white feather from its wing.

“Show this to the one who guards the tower,” it says, and vanishes into the branches.

Tick Map Fragment 2 and the Owl Feather.

WHAT DO YOU DO?

→ **Return to the map** p. 4



The Crystal Cave

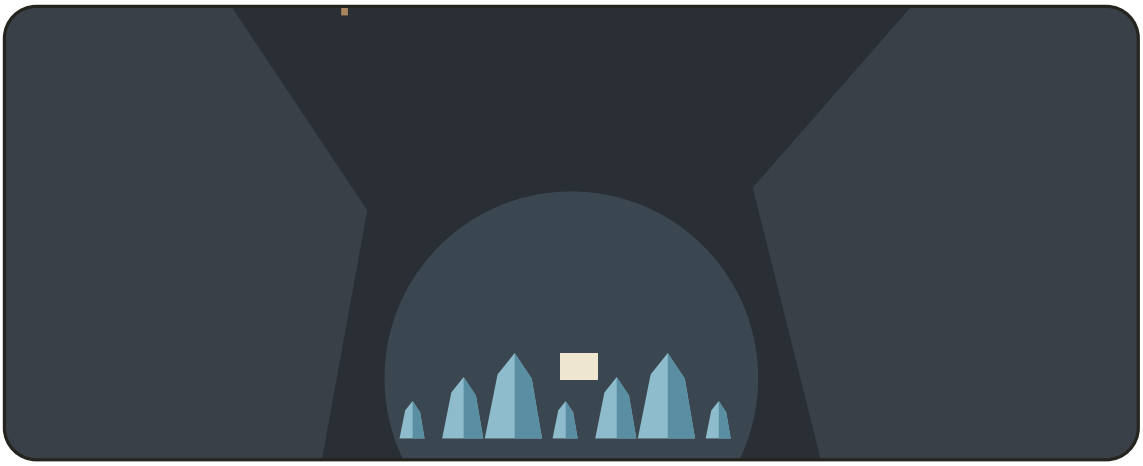
A cold breath of air spills from the cave mouth. Inside, crystals catch whatever light there is and throw it back in pale blue sparks.

The tunnel slopes steeply down into blackness.

WHAT DO YOU DO?

→ **Light the lantern and go deeper** p. 14
Only if you have the Lantern

→ **Feel your way along the wall in the dark** p. 15



The Chasm

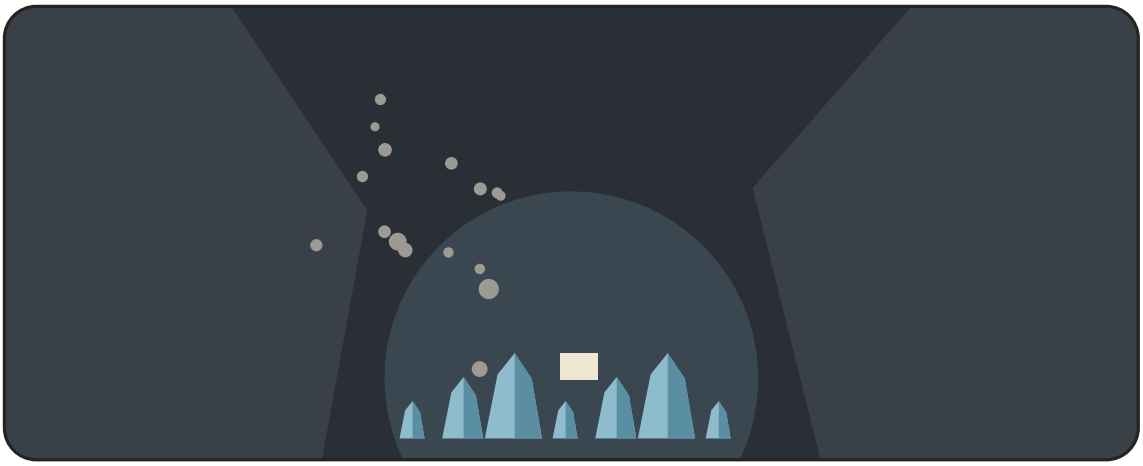
The tunnel ends at the edge of a chasm. Far below, on a ledge ringed with glowing crystals, a scrap of paper flutters in an updraft.

The far side is too far to jump. The rock face drops straight down.

WHAT DO YOU DO?

→ **Tie the rope and climb down** p. 18
Only if you have the Rope

→ **Try to jump to the ledge** p. 15



A Bad Fall

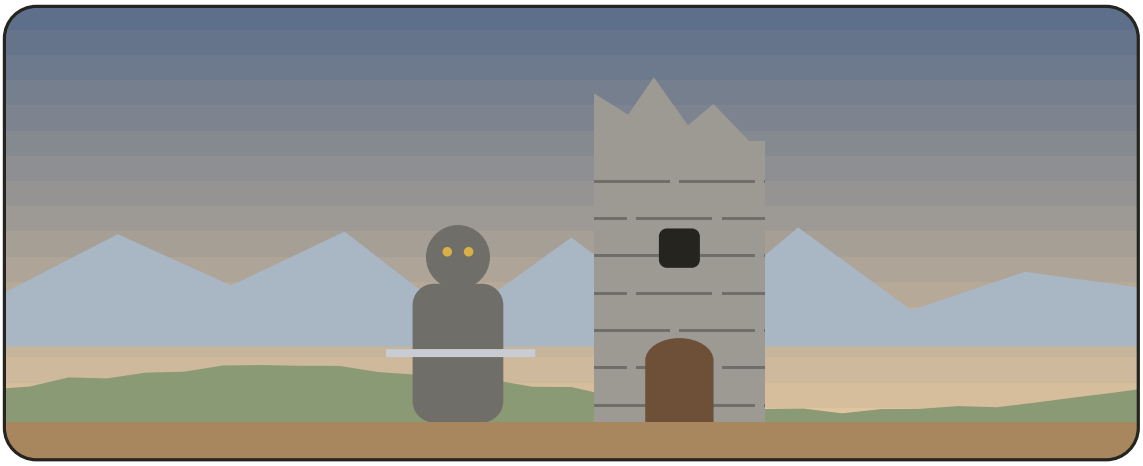
Your foot slips on wet stone and you tumble down a slope of loose gravel. Bruised and shaken, you limp back toward the cave mouth and the grey daylight.

Cross out one Courage on your Pack page.

WHAT DO YOU DO?

→ **Limp back to the map** p. 4

→ **Out of Courage? Tap here** p. 23
Only if every Courage is crossed out



The Ruined Tower

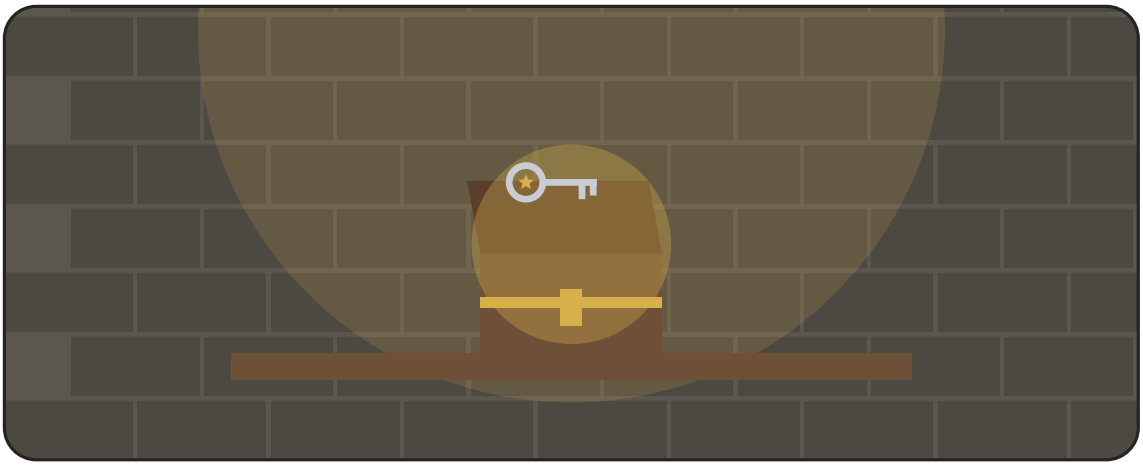
Half the tower has fallen, but its door is guarded by a stone figure with a heavy sword resting across its knees. As you step closer, its eyes grind open.

"*None pass without the sign of the night-watcher*," it rumbles.

WHAT DO YOU DO?

→ **Hold up the owl feather** p. 17
Only if you have the Owl Feather

→ **Say you have nothing — and back away** p. 4



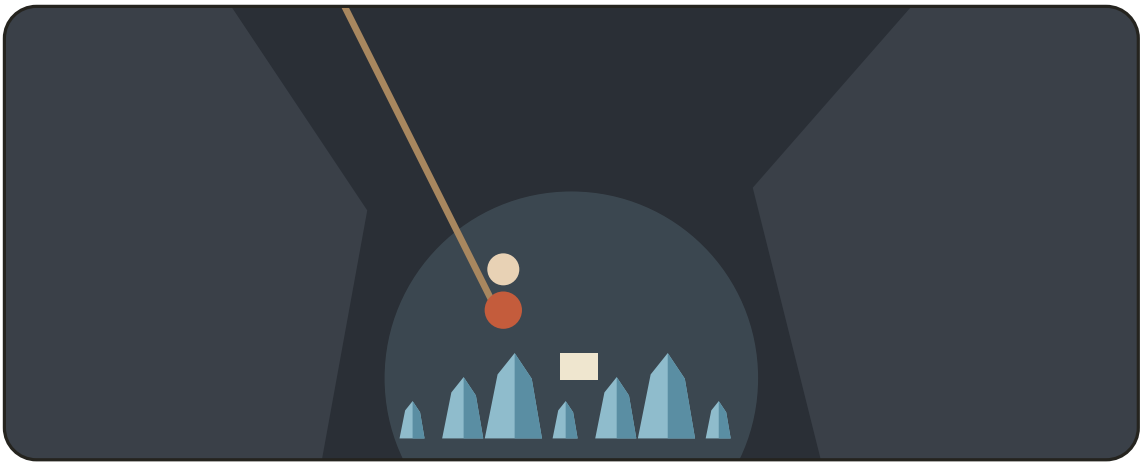
The Silver Key

The guardian studies the feather, then lowers its sword. The door swings open on a single round room. On a dusty table sits a small chest, and inside it, on faded velvet, a **Silver Key** engraved with a star.

Tick the Silver Key on your Pack page.

WHAT DO YOU DO?

→ **Thank the guardian and return to the map** p. 4



The Glowing Ledge

The rope holds. You lower yourself hand over hand into the blue glow and pull the fluttering paper from between two crystals: **Map Fragment 3**!

Climbing back up takes the last of your strength, but the map in your pocket feels heavier now — almost warm.

Tick Map Fragment 3.

WHAT DO YOU DO?

→ **Climb out and return to the map** p. 4



The Foot of Ember Peak

Ember Peak rises above the pines, its summit glowing faintly orange at dusk, as if a fire still burns somewhere inside the mountain.

There is no path. Only sheer rock, scree and thorn.

WHAT DO YOU DO?

→ **Lay the three fragments on the map** p. 20
Only if you have all 3 Map Fragments

→ **Not ready yet — return to the map** p. 4



The Hidden Path

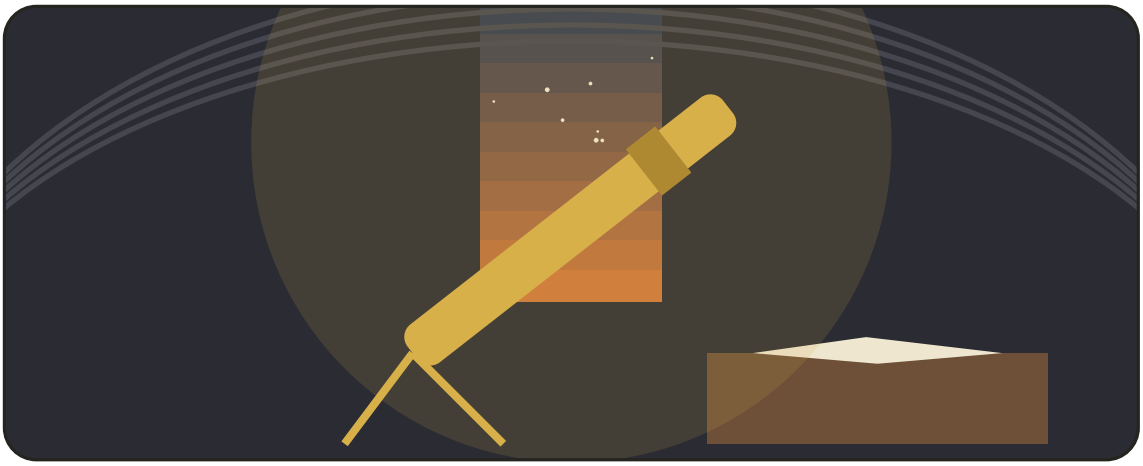
As the last fragment touches the map, faint golden lines appear on the paper — and on the mountain, the same line glows across the rock. A hidden stair, carved long ago.

At the top you find a round iron door with a star-shaped keyhole.

WHAT DO YOU DO?

→ **Turn the silver key in the lock** p. 21
Only if you have the Silver Key

→ **Force the door open** p. 22



THE END · THE BEST ENDING

Keeper of the Stars

The door swings open onto a domed room under the summit. A great brass telescope points at a slit in the rock, and the fading sunset glows through it like embers.

On the desk lies Grandfather's journal, open to the first page: "*For you — so you will always know the way home. Look up.*" Above you, the first stars come out.

→ **Record this ending** p. 24

→ **Erase your Pack and start again** p. 5



THE END · THE WORST ENDING

Sealed Forever

You heave against the iron door. Somewhere deep in the mountain, something shifts. Pebbles fall, then stones, and you run for the hidden stair as the summit roars.

When the dust settles, the door is buried under tons of rock. Whatever Grandfather left for you will stay hidden forever.

→ Record this ending p. 24

→ Erase your Pack and start again p. 5



THE END · THE GENTLE ENDING

Home Before Dark

Your Courage is spent. You trudge back to the village as the lamps come on, and someone puts a warm mug in your hands.

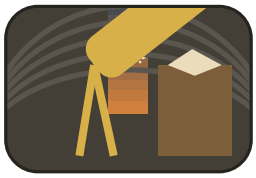
The map can wait. Ember Peak isn't going anywhere. Tomorrow you'll set out again — and this time, you'll know the way a little better.

→ Record this ending p. 24

→ Erase your Pack and start again p. 5

Endings found

Tick each ending with your pen when you reach it.



Keeper of the Stars

The best ending

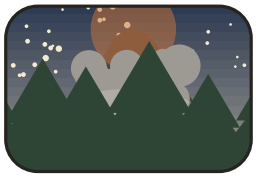
☐



Home Before Dark

The gentle ending

☐



Sealed Forever

The worst ending

☐

Stuck? The owl knows more than it says, and the guardian only respects the night-watcher's sign.

→ Start a new adventure p. 5