

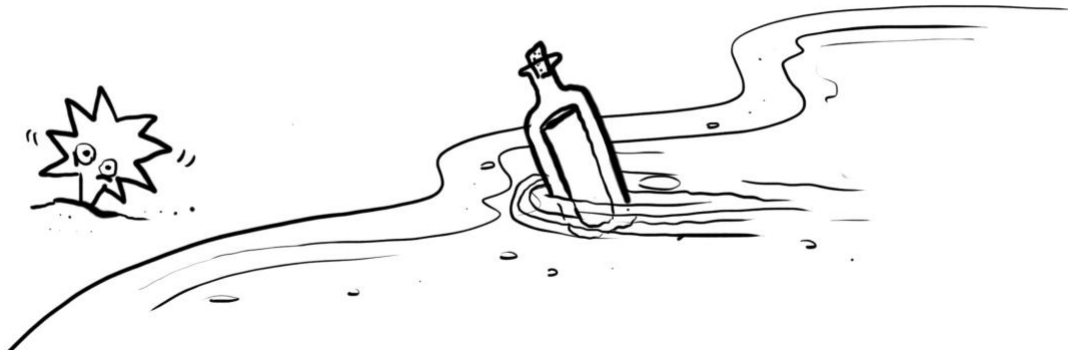
1



You live on an island with bumblepuppies and slipperlizards. It has umbrella-trees and galosha-bushes. It has nice round hills and a nice round hut. But it doesn't have much else. Every once in a while you think it'd be nice to find something new.

One day, you're walking along the beach, helping the shimmerstars back into the water. The tide has brought a bunch of them onto the shore, along with some driftwood and... something else.

It's a bottle, and there's something inside.



If you throw the bottle back, go to 2

If you pick it up and look inside, go to 3

If you just ignore it, go to 4

2

You don't want trash on your island. You throw it back into the ocean. But wouldn't you know it, the current brings it back the very next day. It's a pretty bottle. At least you think so. You haven't seen a lot of bottles. Maybe there are prettier bottles out there.



If you just decide to ignore the bottle, go to 4
If you pick it up and look inside, go to 3.

3



The bottle might be dangerous. You poke it with a stick.

The bottle rolls a little in the sand.

You pick it up. You work off the cork. There's a tight roll of paper inside. You have to use the end of the stick to fish it out.

It's a map. An amazing map. It shows other islands. Strange islands. Normal islands. Islands that look like animals. Islands that just look like islands. And there are words on it.

We Are Not Alone

You **HAVE** to go see those islands. Especially the one that looks like it might be made of pizza.



If you jump in the ocean and start swimming, go to 5
If you build a boat, go to 7

4



You try to ignore the bottle. But it really is shiny. And you can almost see what's inside, a roll of paper with marks on it. The glass is green and hazy, so you can't see what the marks are.

Are you sure you want to ignore it? It might be important. It might be interesting. It might be fun.

On the other hand, you have chores to do. You need to keep your beach clean and your dinner isn't going to make itself. There are umbrellananas to harvest and sparkleberries to pick.
If you leave the bottle alone and get on with your chores, go to ENDING 3
If you pick it up, go back to 3

5



You just can't wait. Without even stopping for breakfast, you jump in the ocean and swim. Nimble as a fish, you cut through the water. You just can't wait to find your first new island.

...Only... you can't read the map. It would get wet if you took it out of the bottle...
...And... the nearest island seems further away than you thought.

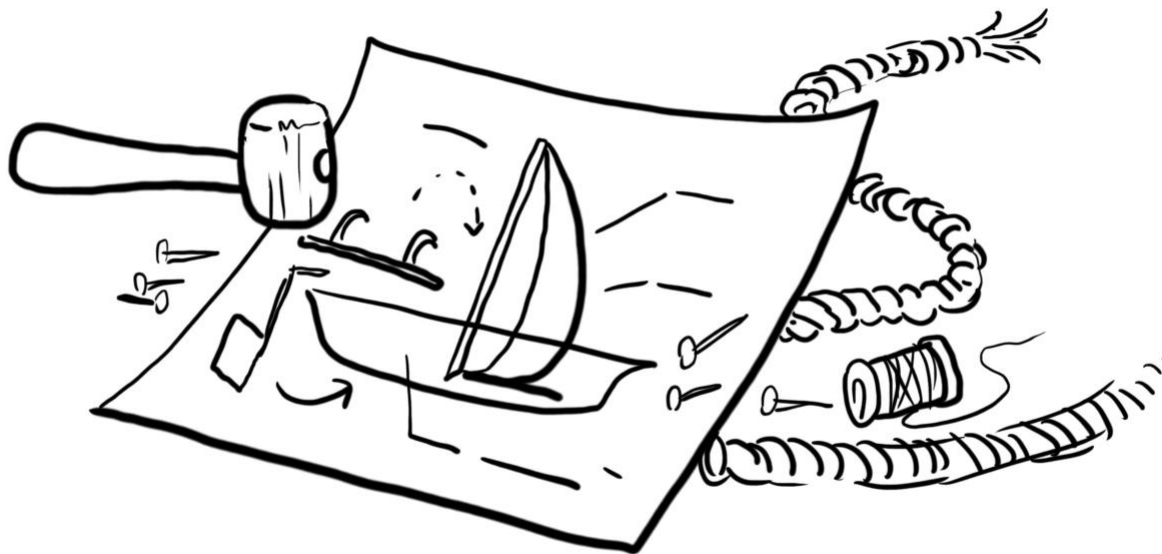


If you turn back, go to 6
If you keep going, go to ENDING 2

6

You're just too tired to go on. Fortunately, the waves help carry you back to shore. You're tired. You're wet. You're thirsty.

You're going to need a boat.



Go to 7

7 You take some logs and tie them together. It might have been smarter to do that a little closer to the beach.

You tug and pull and push and finally drag your boat to the water. It floats. Maybe it leaks a little, but it floats.



If you keep working on making your boat better, go to 8
If you set off right now, go to 9



This might not be the best idea. You can see a few areas for improvement. Like figuring out how to make it go. And getting it to stop leaking.

Working on your boat design isn't always fun, but you think it will be more fun than sinking in the ocean. You figure out how to make it go with a sail, and how to steer it with a rudder. Then you figure out something else.

You need a way to make it not flip over.

And you were right. Sinking isn't much fun.

But at last, you're ready.

Go to ENDING 1



You can think of a few improvements, but this is probably good enough. You decide to go out on the morning tide.

Your boat isn't quite as steady as you'd like. And it still leaks. Are you sure you want to do this? Decide quickly. The tide will be going out soon.

If you keep going, go to ENDING 2

If you decide to keep working on your boat, go to 8

Ending 1

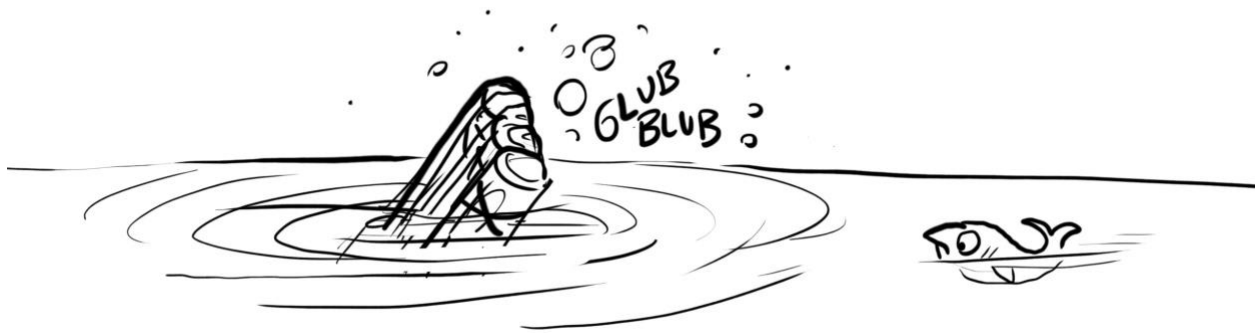


Your boat floats. You can steer it with the rudder and make it go with the sail or the oars. And it doesn't tip over anymore, too.

You've got plenty of umbrellananas and other supplies. Now you're ready to explore the world. There are all kinds of amazing things out there, probably even more than are shown on your map. Some of them are scary. Some of them are friendly. Some of them are tasty. And you'll see as many as you can.

If you'd like to read about other people who find a map and build a boat, you should read *Kondo & Kezumi Visit Giant Island*. It comes out on October 27. You can pre-order it now from booksellers everywhere.

Ending 2



You probably should have thought this through a little more. You end up stranded out at sea. Fortunately, a pod of sea jumpers arrive. They carry you back home. You're wetter, but wiser. Next time you build a boat, I bet it won't sink.



Kondo and Kezumi also built a boat. It took them a bunch of tries to get it right. Their first adventure is called *Kondo & Kezumi Visit Giant Island*. You can read it now. Then you can get *Kondo & Kezumi Reach Bell Bottom* and *Kondo & Kezumi Are Not Alone* (but you might have to wait a while for those two).

Ending 3



Sometimes you think about the bottle and wish it would float back, but it never does. Even so, you look out at the ocean. And one day, you see a boat! It gets closer and closer until it's right on your beach, almost exactly where the bottle was. Two sailors smile and wave. Their names are Kondo and Kezumi. Not long ago, they found a bottle on THEIR beach, maybe even the very bottle you threw back in the ocean. Their first adventure is called *Kondo & Kezumi Visit Giant Island*. You can read it now. Then you can get *Kondo & Kezumi Reach Bell Bottom* and *Kondo & Kezumi Are Not Alone* (but you might have to wait a while for those two).

