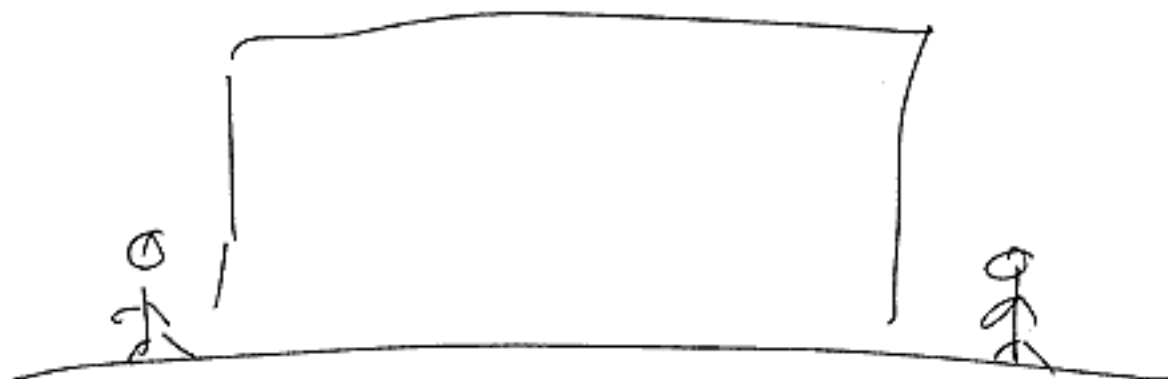

WJ0Y-FXVX

STOP



STOP

WJOY-FXVX



stop

WJOY - FXVX

WJOY - FXVX

PL: COMPLEX

B: SEMI(HARD)

I: NATURAL

A: STATIC

STOP

WJOY - FXVX

PL: COMPLEX

B: HARD

I: MANMADE

A: DYNAMIC

STOP

WJOY - FXVX


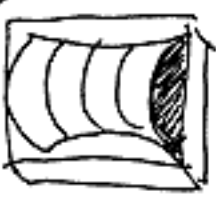

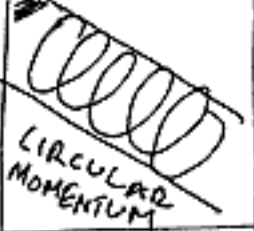
PL: SIMPLEX

B: HARD

I: MANMADE

A: STATIC

STOP

	SIGHTS	SOUNDS	SMELLS/TASTES	TEMPS.	TEXTURE
COLORS GOLD AMBER BROWN RED WHITE		—	WOODEN / DRY	WARM	ROUGH
BRITE MEDIUM		HOWLOW ECHO	OLD / -	COOL	SMOOTH
BRITE MEDIUM		TAP! TAP!	SMOKE / -	WARM	ROUGH
FOCUS LOW		RASPING SOUND	METALLIC / -	COOL	SMOOTH
			STOP		



	SIGHTS	SOUNDS	SMELLS/TASTES	TEMPS	TEXTURE	F
COLORS BLUE PURPLE GREY GREEN		WHISPERING VOICES	OLD CLOTH / DRY	COOL	SMOOTH	WAITIN'
ORANGE YELLOW		MONOTONE SOUND	PUNGENT SMOKE / SWEET	WARM	ROUGH	OLD HISTORICAL PLACE
ORANGE YELLOW		WOODEN CLONK.	OLD / -	WARM	SMOOTH	WOODEN OBJECT
ORANGE YELLOW			STOP			

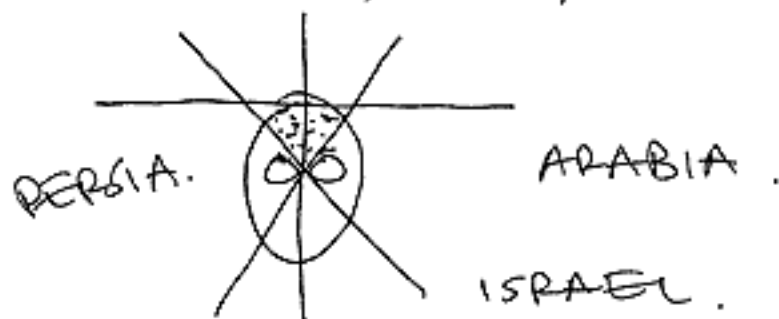
*: PALACE, CAPTURE, MAUL, ARTIFACT,
SADDLE, CRAFT, LADDER, CAVERN

h: LII, PILGRIMS, MINISTRY,
SILHOUETTE, CRIB, INFIDEL,

•: SENTINEL, SENTIENT, SELECT,
PEASANTS, RELIGIOUS, SECT

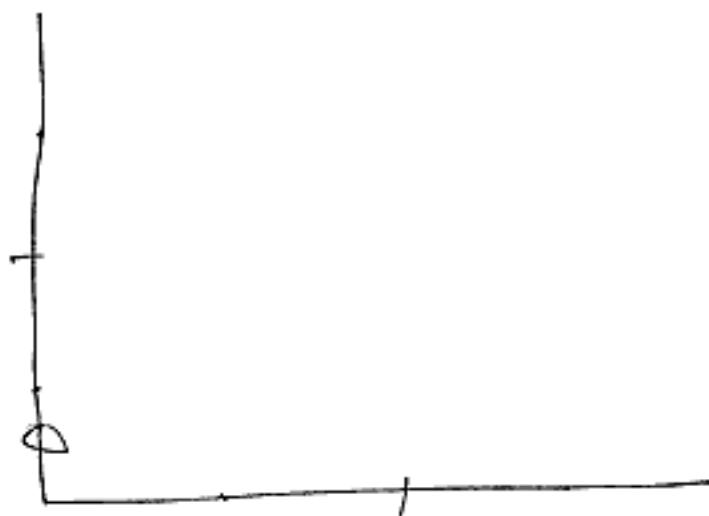
o: MOMENT, OBJECT, SOLDIER,
COVEN

u: BOLL, SUTURE, PE, PURGATORY

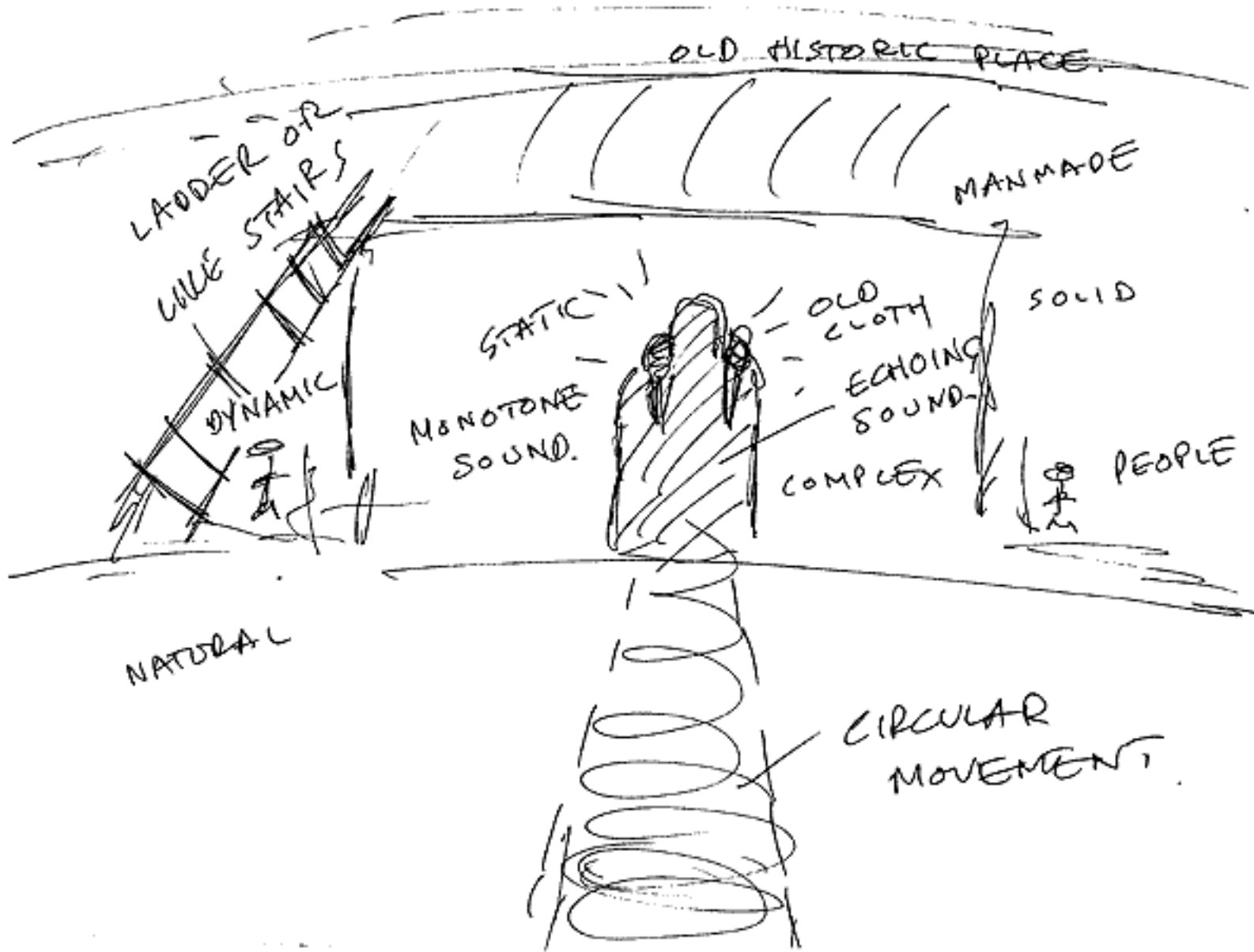


TIMELINE

WJOY - FXVX



STOP



CASCADE

LAND 1

AIR -

WATER -

STRUCTURE 2

ENERGY 1

OBSTACLE -

LIFE: VEGETATION MEDIUM

LIFE: HUMAN MULTIPLE

LIFE: OTHER YES. (SPIRITUAL?)

(CAVERNS
IN
ROCKSIDE
SOMETHING
INSIDE)

BLACKBOARD



LAND 1
DRY, DESERTLIKE.
ROCKS AND
DISTANT CLIFFS.
NOISE.
OLD, FOREIGN.

(DUSTY,
OLD STONE)

BLACKBOARD



STRUCTURE 1
ENCLOSED, LIKE A
FENCE/WALL AROUND.
MONOTONE VOICES.
GUARDED, SECRET
BEING PROTECTED.

OBJECT HIDDEN
UNDERGROUND.

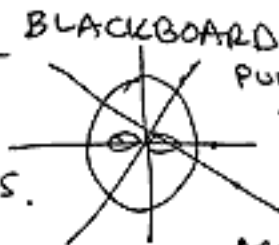
BLACKBOARD



STRUCTURE 2
STEPS LEADING UNDER-
GROUND. DARK, MURKY,
SOOT ON WALLS.
ECHO, HOLLOW
OLD, DARK,
MYSTERIOUS.

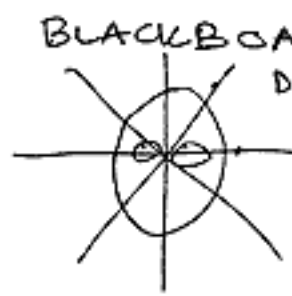
DEATH OF PHYSICAL BODY.

HIGHER STATES OF CONSCIOUSNESS.



ENERGY |
PULSATING LIGHT
RADIATING OUTWARD
WHOOOSH, POP,
SPIRITUAL ENERGY
ASCENSION.

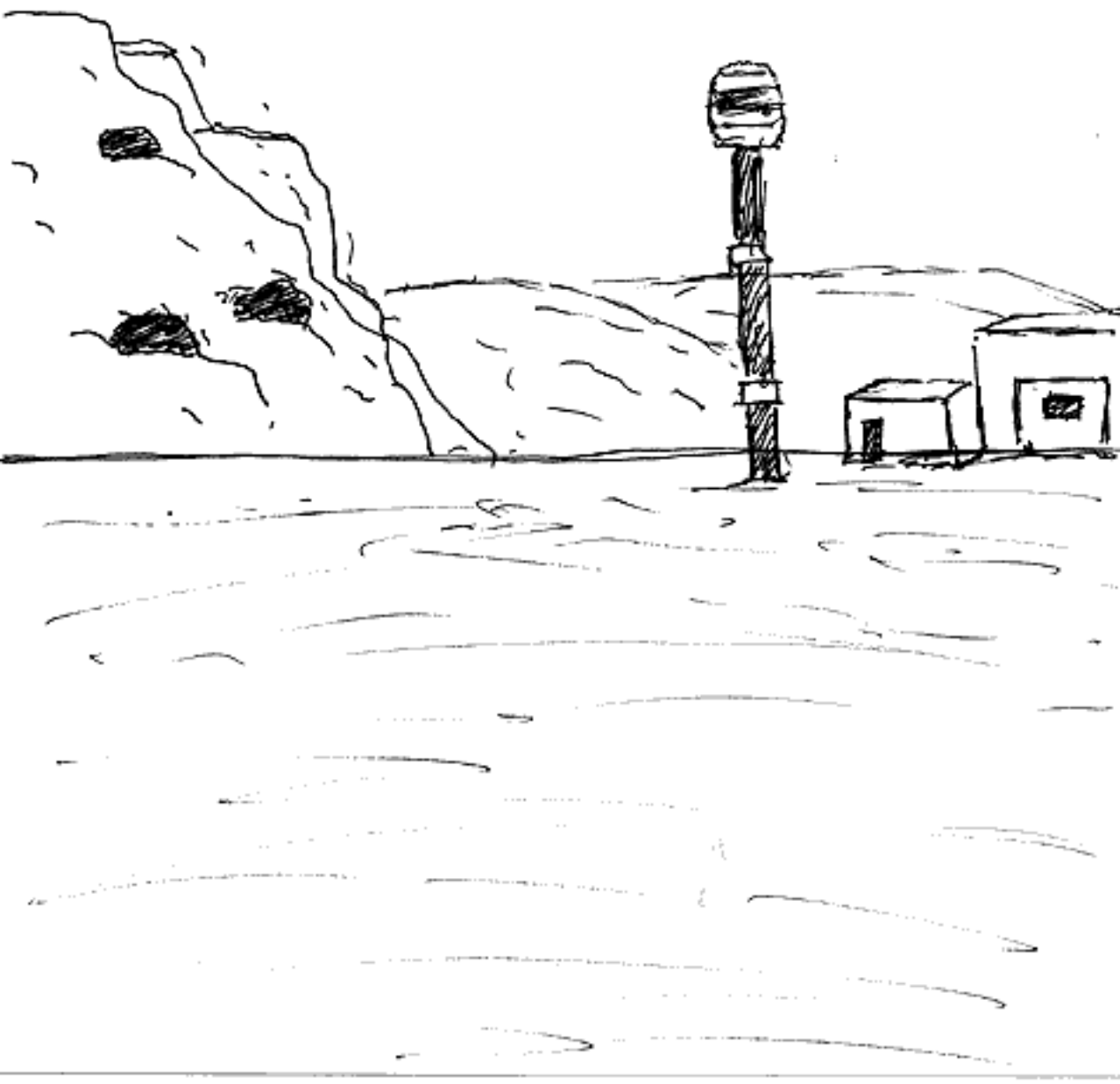
DARK SWINNED,
WRINKLY SKIN.
SERIOUS LOOK
ON FACES.



BLACKBOARD HUMANS
DRESSED IN LOOSE
REBEL LIKE CLOTHES.
HOLDING CANES &
STICKS.
SILENT
GUARDIANS.

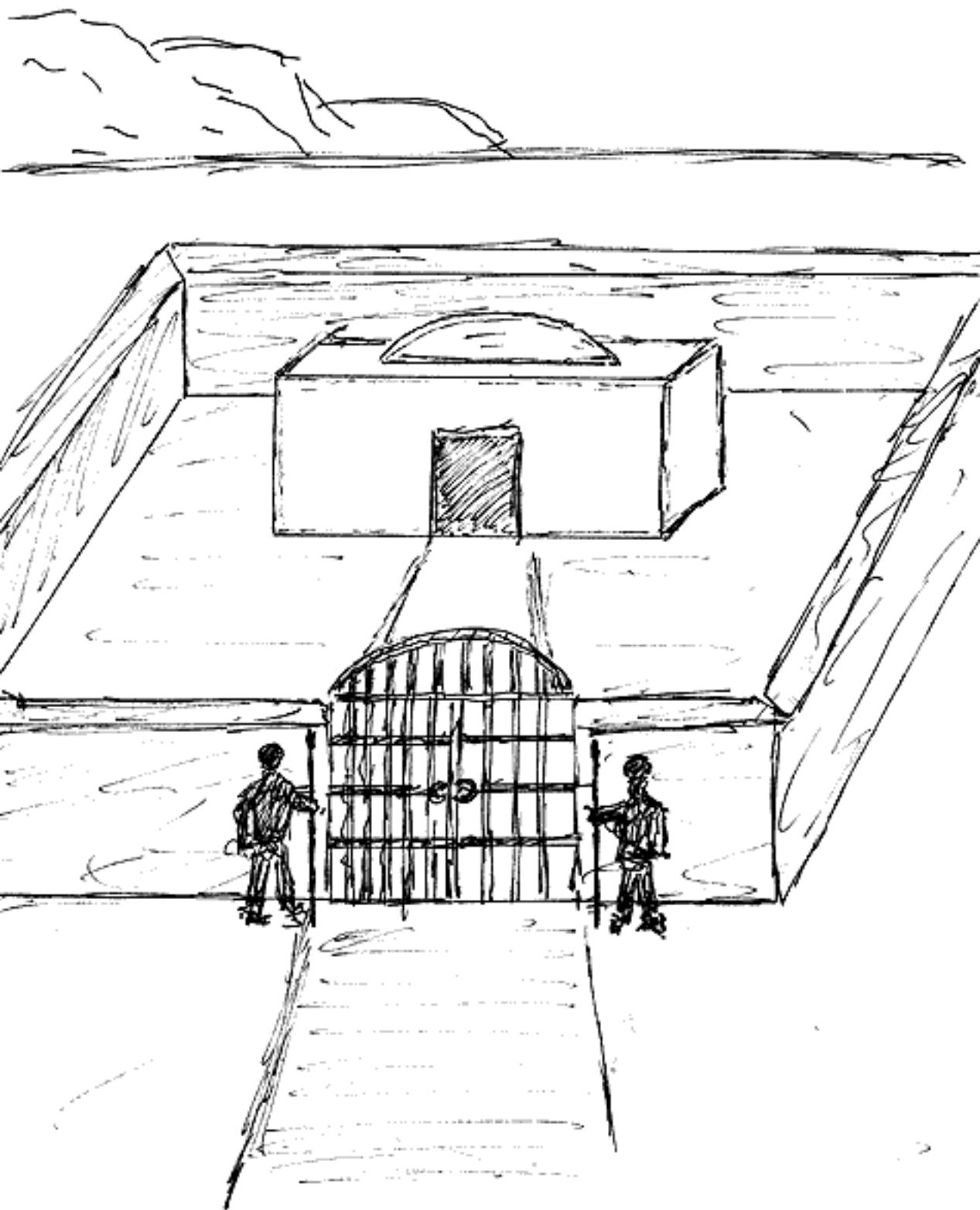
BLACKBOARD

LAND 1



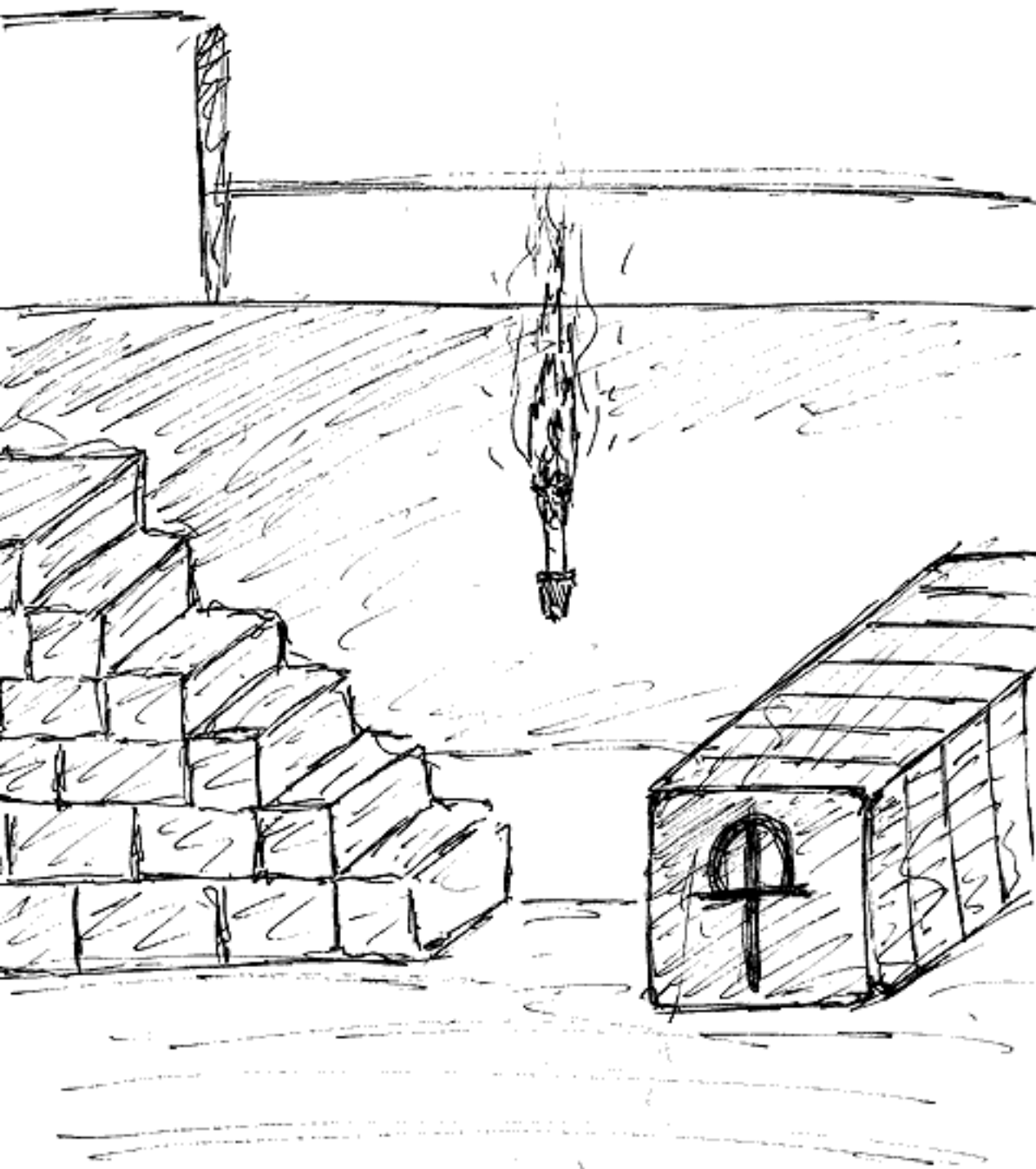
BLACKBOARD

STRUCTURE 1

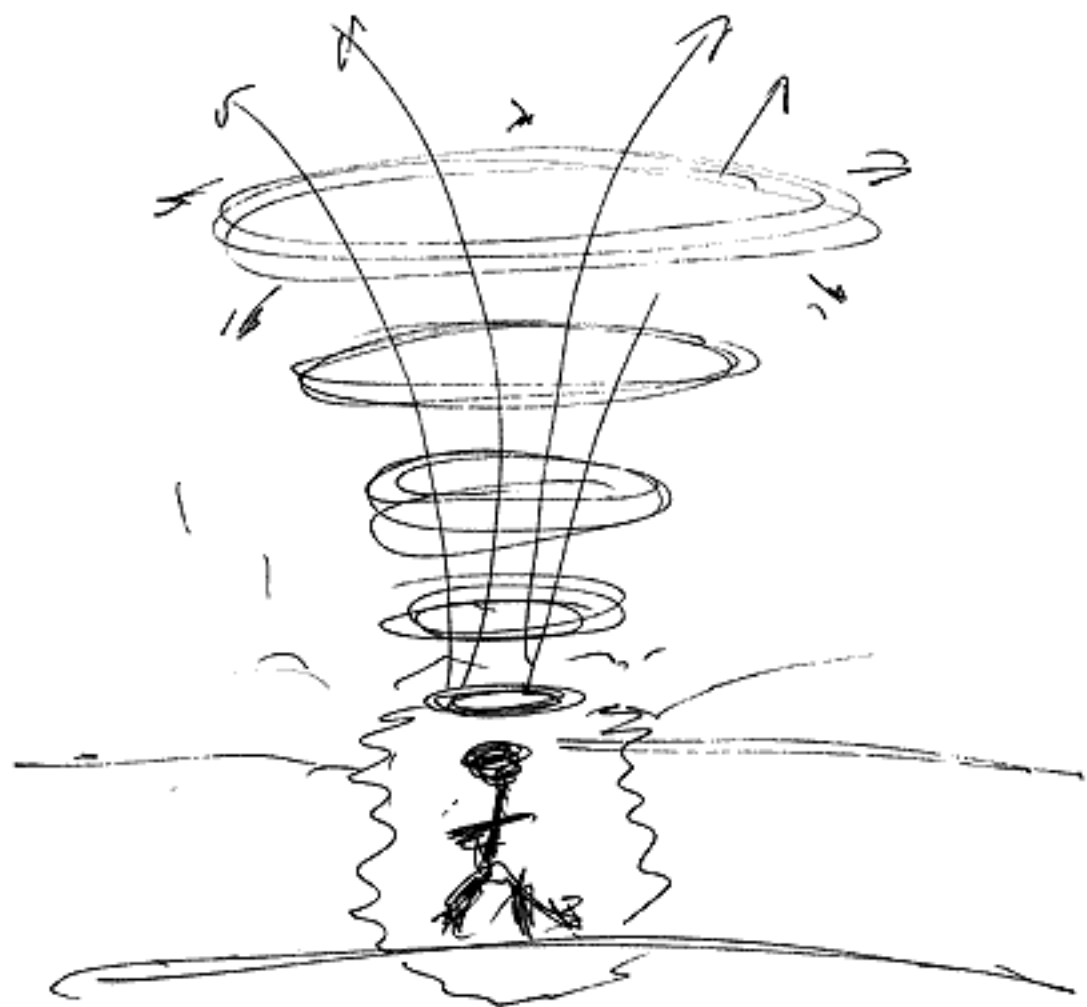


BLACKBOARD

STRUCTURE 2



BLACKBOARD ENERGY 1



BLACKBOARD

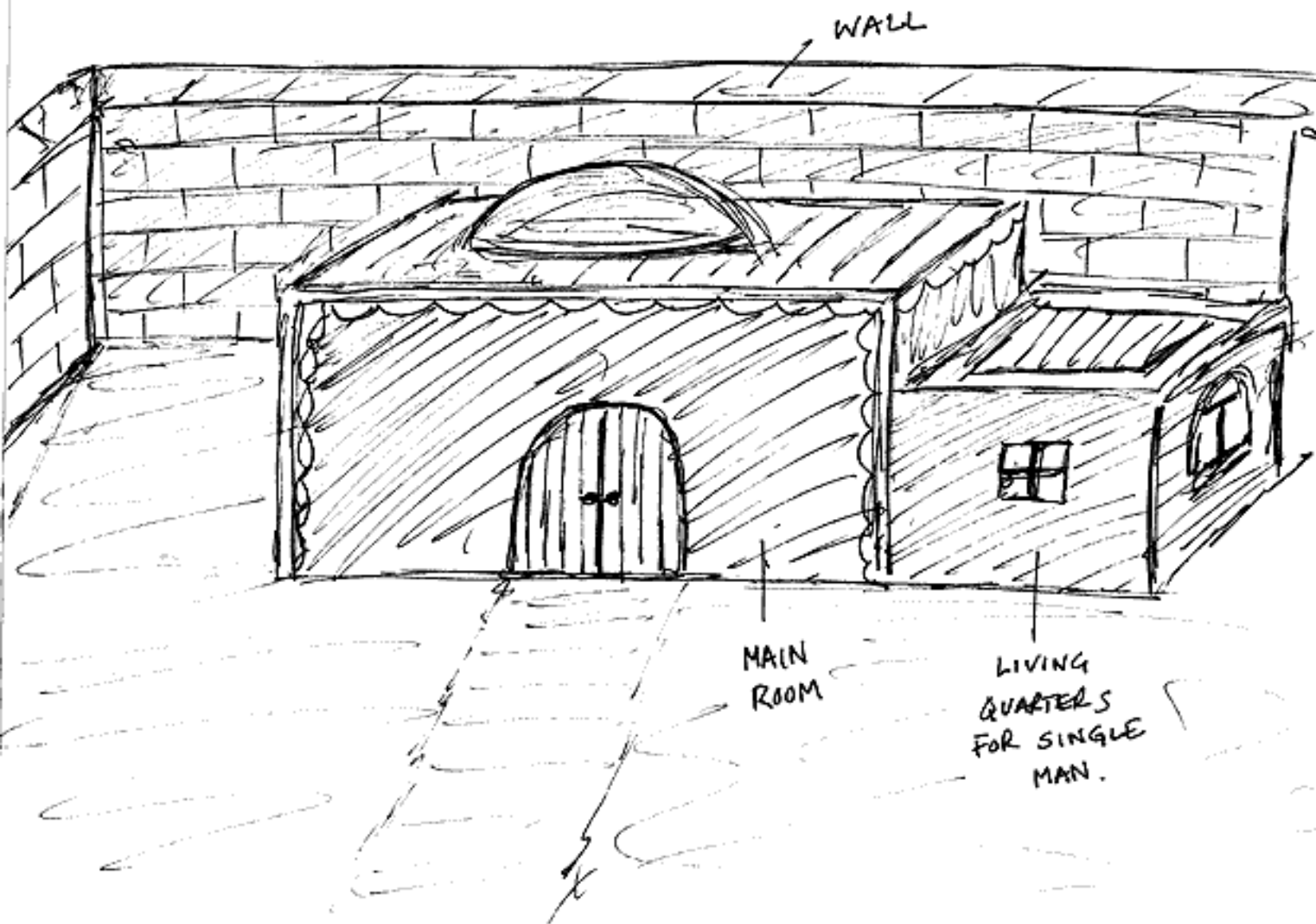
HUMAN S



COILED
SERPENT

OLD MAN
WRINKLY SKIN
RELIGIOUS MAN.

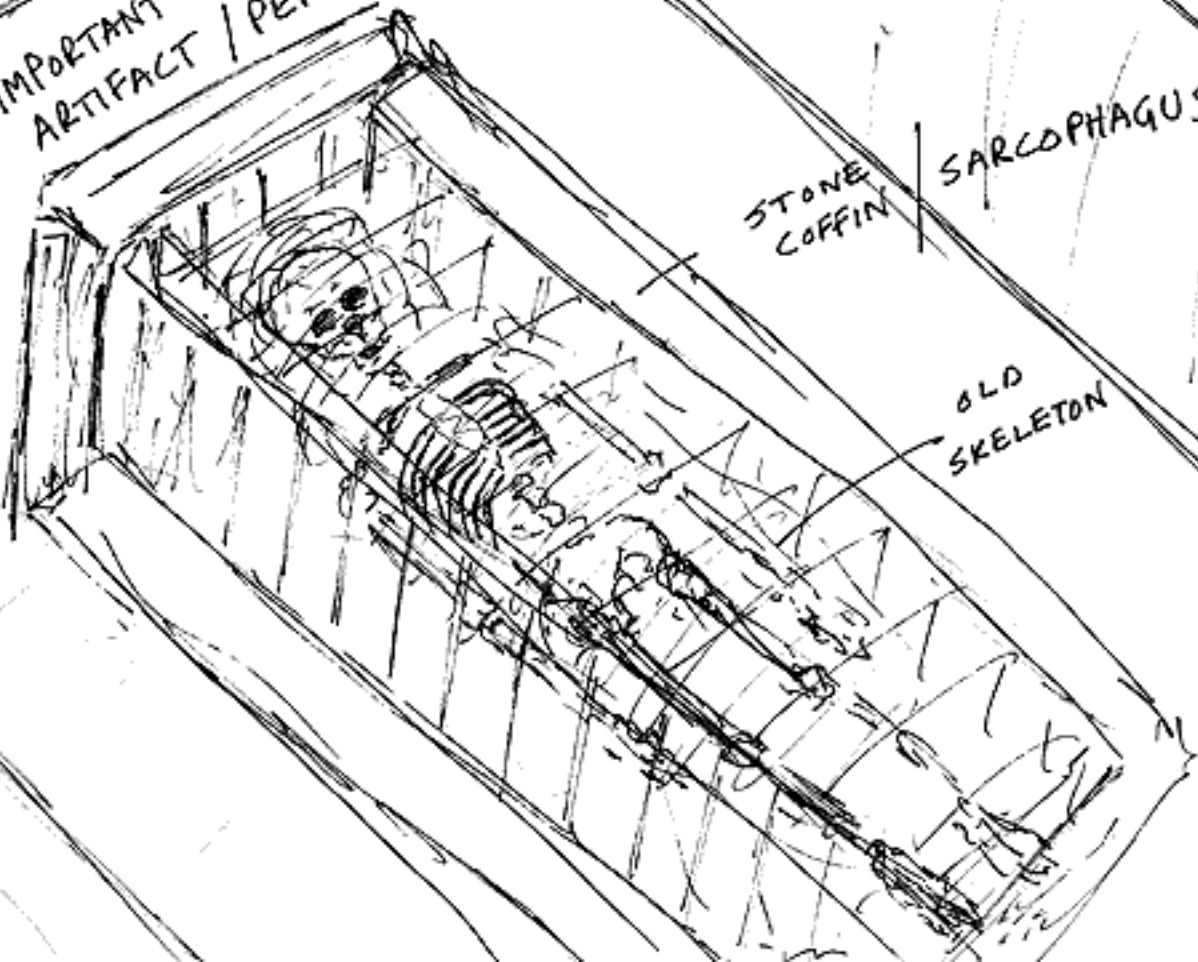


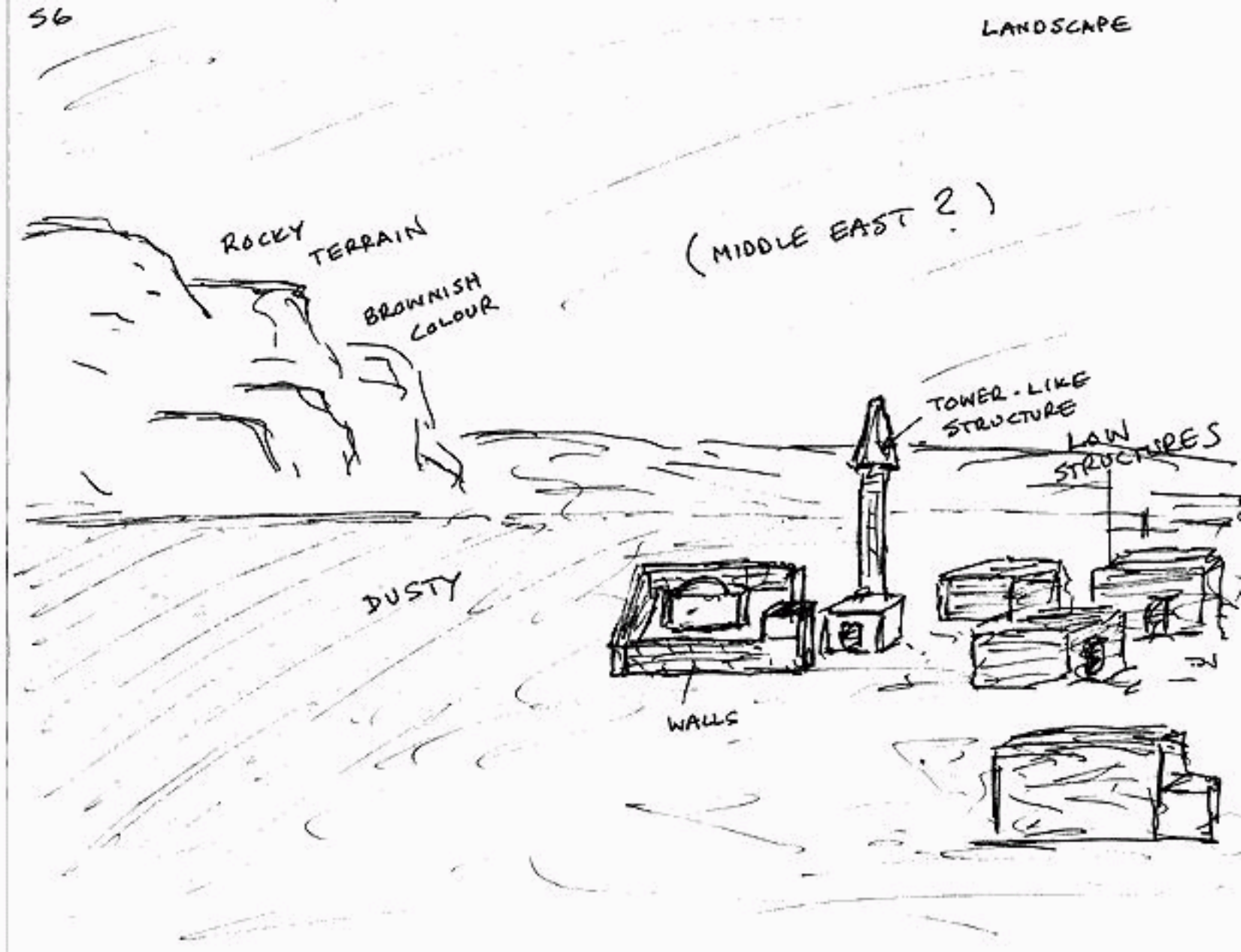


OIL LAMP

IMPORTANT RELIGIOUS
ARTIFACT / PERSONSTONE
COFFIN

SARCOPHAGUS

OLD
SKELETON



ROCKY
TERRAIN

BROWNISH
COLOUR

(MIDDLE EAST ?)

TOWER-LIKE
STRUCTURE

LOW
STRUCTURES

DUSTY

WALLS

Monitor Notes

WJOY-FXVX

Describe human in Uniform:

Standing outside gate, dark clothes, leather bag, holding stick or weapon. Face is partially covered, wears sandals. 2 or 3 people taking turns. Hard packed earth. They are guarding the structure.

Describe Landscape:

Rocks, cliffs, brownish, sandy, dust.

Describe Energy Around Person:

Person buried inside, Sarcophagus, stone case, skeleton, cloth, jewelry, gold plates. Sense of religious person buried here. Something with spirituality / religion, transformation. Chosen people may enter to pray or meditate, then they leave, only one person that stays.

Describe Surroundings of Structures:

Several structures, dry feel to it. old, not modern, like a middle-eastern village. Small village, people and children running about. Small structure in the center. Farm, small animals, people working wearing loose clothes. Dark-skinned, tanned. Small structures at the outskirts, old, see blocks. Other structures are smooth, there is a tower nearby, gat is closed, people are standing outside.

Get the impression of a snake, coiled. It is an ornament of some kind on a stick or wand. Sense that person holding it is a high priest.

Describe Person with Wand:

Old, skinny, wears a robe, dark skin, grayish long beard. Something on his head. There are sleeping quarters inside, small room, bed + table + books. Rooms next door, big stone draped with cloth, behind it are stairs going down. Dark, there are cups with oil in them that can be lit.

Describe Sounds:

Occasional bell ringing, people whisper, low voices. Foreign language (Semitic / Arabic)