

page: 1

Stage: 1

DR

TARGET: OSO7.

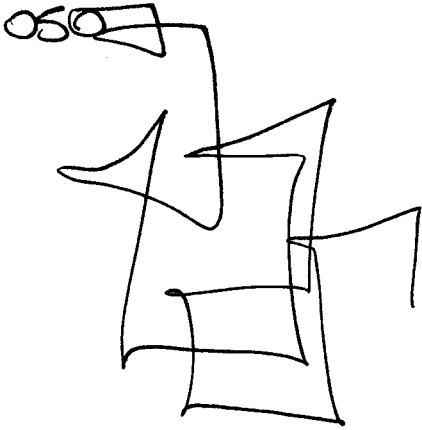
5.7.16.

PC: Kill GREAT - Relay to Rail ☺

11.00am

CKU.

Blind



A: up down Access
HARD

B: MANMADE

S2

HEAVY
SOIL
ANOMALY.
SHAPES.

Area
EXPLOSION

Complex
MESSY
DISTORTED
MIXED
COMBINGO.

STRUCTURES

MAN MADE

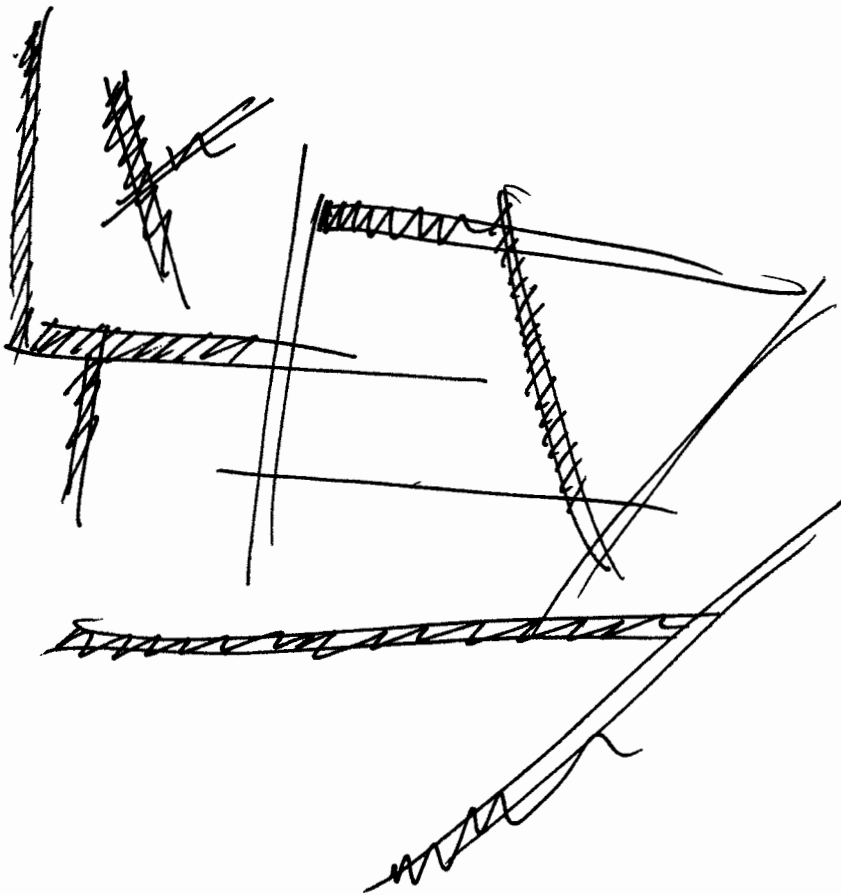
LAYERED

MESSY

INTERSECTING

CONVEX

ANGULAR



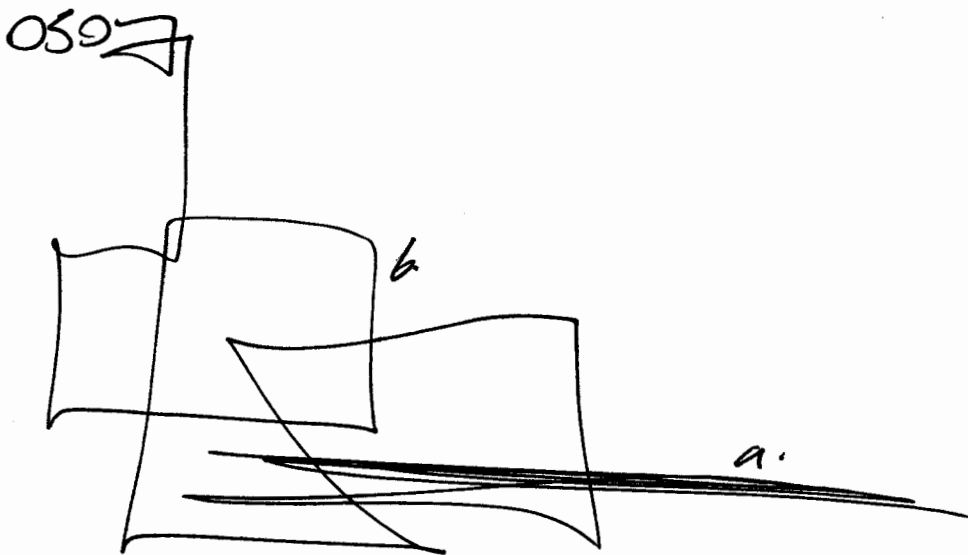
LOTS OF INTERSECTING STRAIGHT PARTS

LAYERED - DENSE, THICK

LINEAR, OLD, HARD -

MESSY COMPLEX, CONVEX.

AL
METAL.



a. Land

URBAN

MODERN

LOCAL

CITY.

STREETS.

PEOPLE

BUSY.

CITY

b.

STRUCTURE

LAYERS

DOWNWARDS - MOTION

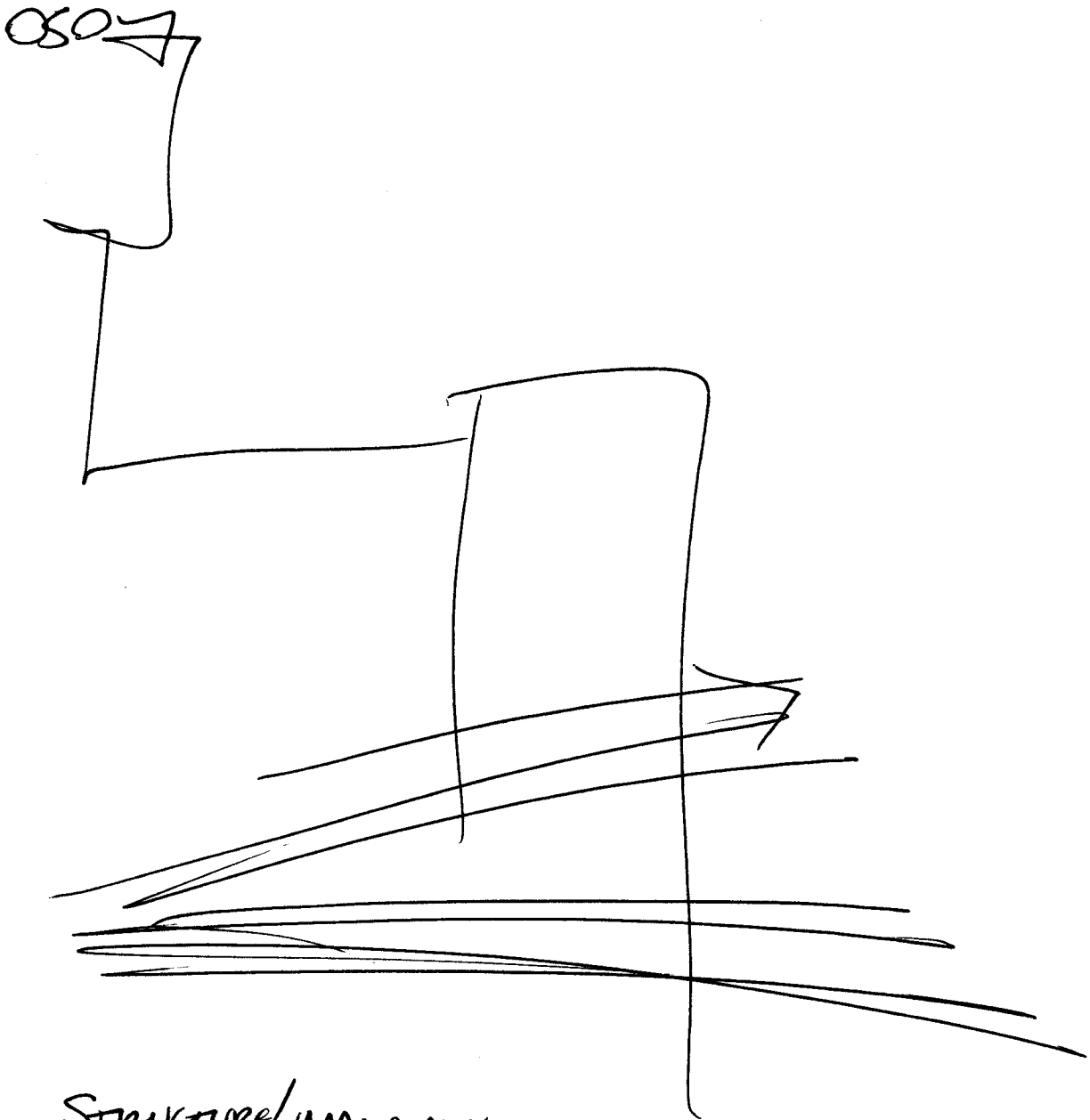
MESSY

IMPACTED

BROKEN

DISORGANISED

Complex.

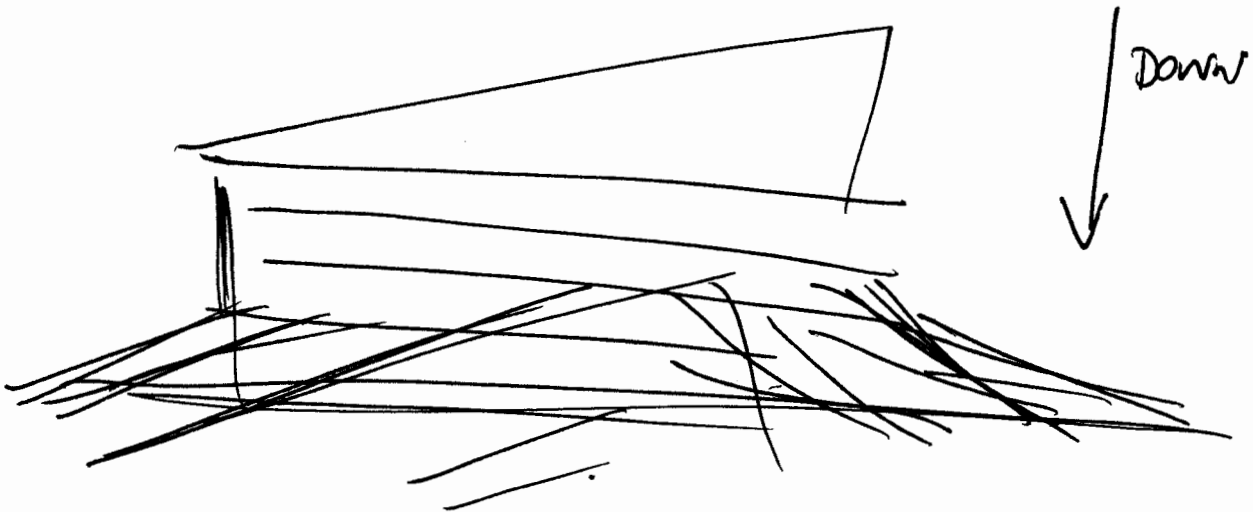
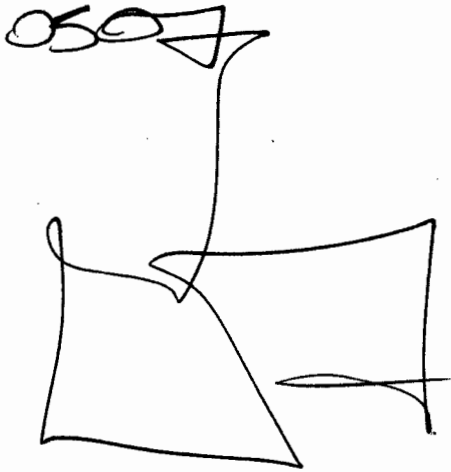


Structure/Manmade
 Broken
 Chaotic

↓ Downwards.

LAYERED.
 MESSY.

S3¹/₂: This feels like structures - probably more than one - involved in a break-up - collapse - destruction.



DUSTY
 DIRTY
 CLOUDY.
 LOUD
 DOWNWARDS - MOTION

LIVE INVOLVED - CHAOS, EMOTIONAL .. LOSS

As
 PLATA.

page: 6.

Stage: 4

D.

SZ

D

AC

EG

T

I

AC

Maps

LAND

CITY
URBAN

S4 1/2: EVERYTHING FEELS BROKEN - UNSTEADY.

AC
EARTH
QUAKE.

IT LOOKS/FEELS LIKE A SCENE OF DESTRUCTION.

BROKEN, UNSTEADY, CHAOS.

LINER, TANGLED EDGES + SHAPES.

CHAOTIC MESS OF STRUCTURES

NOW INTERCONNECTED, MESSY / BROKEN.

LIVE

LOST.

GONE.

S4 1/2: A HUGE SENSE OF LOSS - LOST PEOPLE / MISSING.

DEAD
MISSING

SZ	D	AC	EG	T	I	ML	AK/S
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WHAT?

LOUD.

NOISE
 RUMBLE.
 SQUEAK/CREAK
 THEN CRASH.
 SILENCE THEN
 SCREAMING
 ALARMS.

S4^{1/2}: THE GROUND STARTS AND A STRUCTURE OR STRUCTURES WOBBLE THEN FOLD ON THEMSELVES + DOWNWARDS.

UNEXPECTED

APL
AT NIGHT?

S4^{1/2}: I SEE COLLAPSE/DESTRUCTION - LIKE THE AFTERMATH OF A BOMB.

A STRUCTURE OR STRUCTURES - DESTROYED/DEASTATED.

PEOPLE LOST / MISSING

CRYING / PAIN.

S2 D AC EC T L AOL Abs.

MORE TO THE TARGET FOR POINT-SKETCH / DESCRIBE IN FULL.

0507



STRUCTURES
 LAYERED
 MESSY
 COMPLEX
 BROKEN
 FAULTY
 COLLAPSED
 DOWNWARDS
IN

LAYERED COMPONENTS.

HAD HAZARD

CHAOTIC

ARRANGEMENT

DUSTY / GRAY CLOUDS.

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Stage: 4.

D.

S2 D AC EG T I AC H/S

TIMELINE:

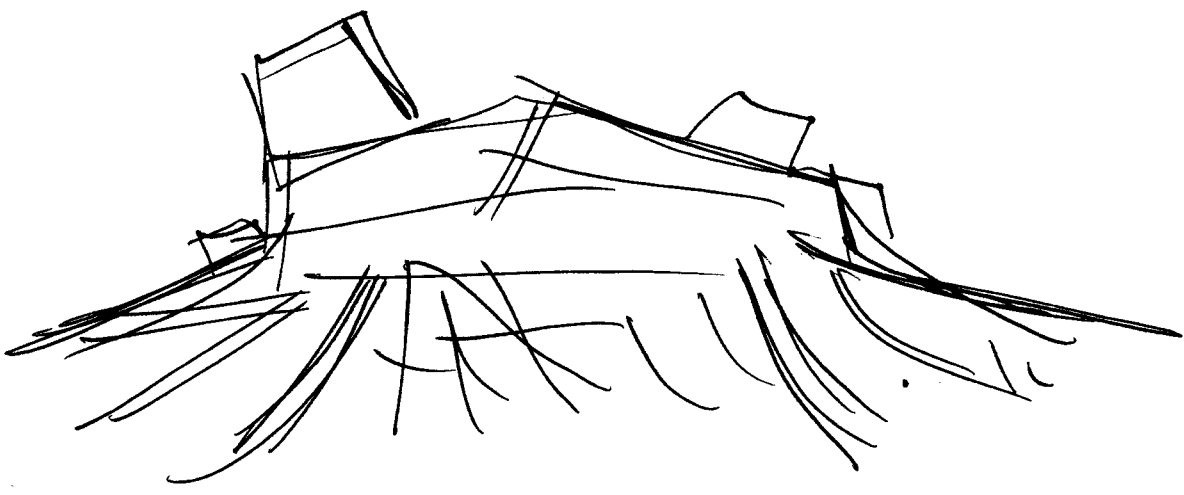
PEACETIME
QUIET

NIGHT?

~~RUMBLE~~ RUMBLE
SHAKE/VIBRATE.

CREAKS/
BREAS.

SCREAMS.
LOUD
RUMBLE.
SHAKING
MOVEMENTS.



S4 1/2: A FEEL OF WATCHING A BUILDING FALL DOWN/COLLAPSE.
PEOPLE DYING./LOSS/MISSING.



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Stage 4.

D.

52

D

Ac

60

T

Z

Na

Naet

ALIVE.

panic
crying

SCREAM

EMOTIONAL.

panic

fear

Surprise

WTF!

Gone - 15 gone!

down/way.

S4 1/2. A SURPRISE EVENT THAT INVOLVES THE
DESTRUCTION OF STRUCTURES IN AN URBAN AREA
LOSS OF LIFE.

Recently

APL
QUAKE.

Page 11.

THE TARGET FEELS LIKE URBAN WAREHOUSE STRUCTURES INVOLVED IN A DESTRUCTIVE SURPRISE EVENT.

THIS GIVES THEM TO BE DESTROYED / PART COLLAPSE. CREATING DESTRUCTION / MESS / CHAOS.

LOTS OF NOISE, SHAKING, VIBRATION,

SOME DEATH / LOSS OF LIFE AND A SENSE OF PEOPLE MISSING / LOST?

11.30pm

DAZ  END.

EXPLOSIVE / EARTHQUAKE / EARTH SHAKING / EVENT.