

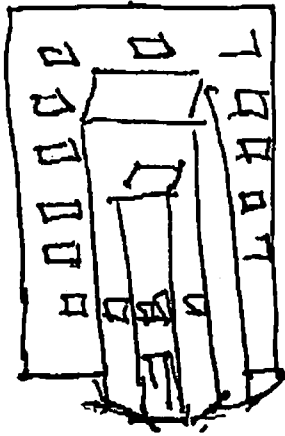
IDEOGRAM

PAGE 10

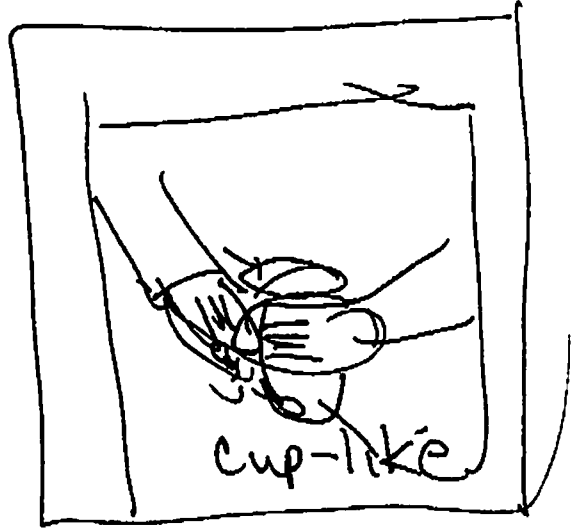
ANNE 8

BHEE-OH DU

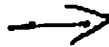
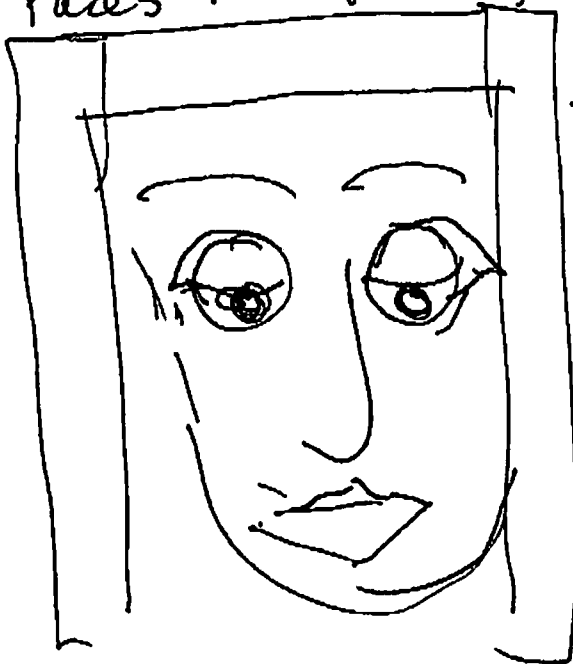
BHEE-OH DU



building-like



Faces in a frames changing



STOP

IDEOGRAM

PAGE 20

BHEE-OH DU

ANNE:

BHEE-OH DU



eyes closed
 sleep-like
 state

stop.

IDEOGRAM

PAGE 38

BHEE-ON DU

Anne's

BHEE-ON DU



good hunting grounds

stop

mountainous forested lands p reserve

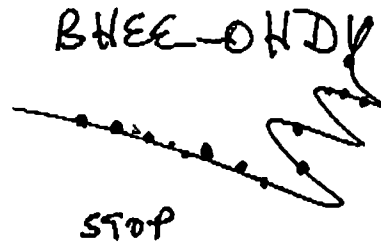
IDEOGRAM / PROBES

PAGE 1A8

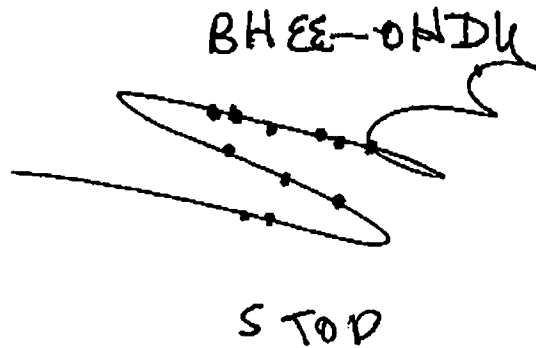
ANNE :

BHEE-ONDU

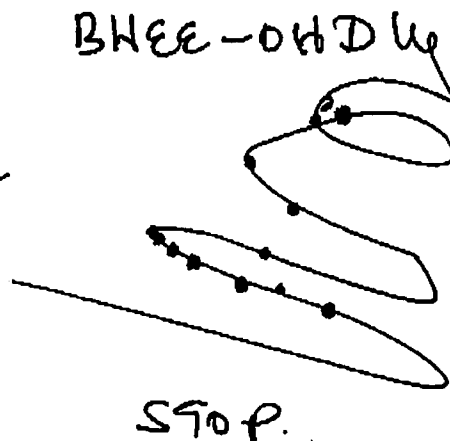
PL: complex
 B: semi hard
 I: manmade
 A: static



PL: Simplex
 B: hard
 I: manmade
 A: dynamic



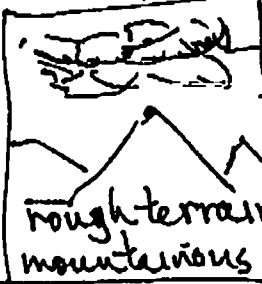
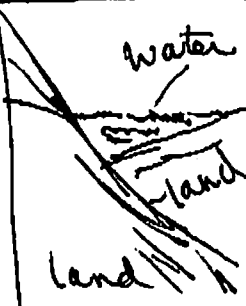

PL: complex
 B: soft
 I: manmade
 A: static



PLAYFAIR

PAGE 1B:
ANS:

BHEE OH DU

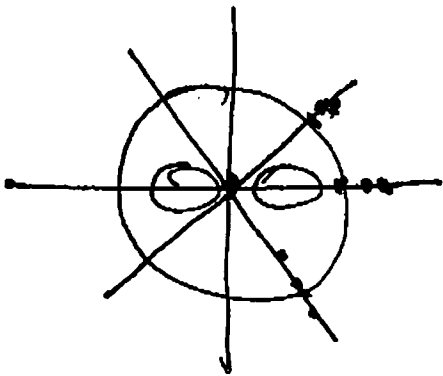
	sight	Sound	Smell Taste	Temp.	Texture
Colors red	 rough terrain mountainous	cloud like windy sonic boom rifle fire	swarm of bees	cool	mountainous wilderness
Brite % low	 water land	in the distance quiet	moist warm	warm	landscape plants like
Focus % low	 eagle like banner	trumpet re-enactments?	smoke	cool & warm	movement of men & animals
			stop		

S2

PAGE 10

Name 6

BHĒ-ODU

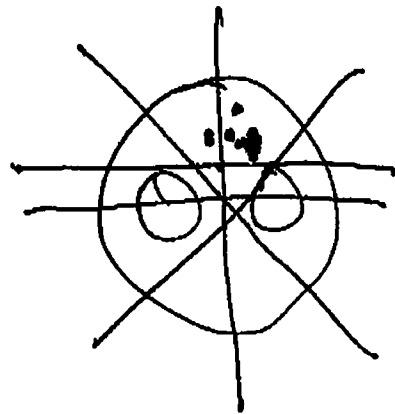


	Sight	Sound	Smell	Taste	Temp	Texture	p
Colors:	<p>burial sight or land</p>	wind grass	dry		warmer	grass rocks	ground land - flat area
Brites	<p>gun-like</p>	"guns on fire" + something running + rattle	smoke-like small fires		warm	spongy round ball	small candy mark
Focus :	<p>movement</p>	whistle	smoke		warm to hot	iron	small plateau or platform
			STOP				

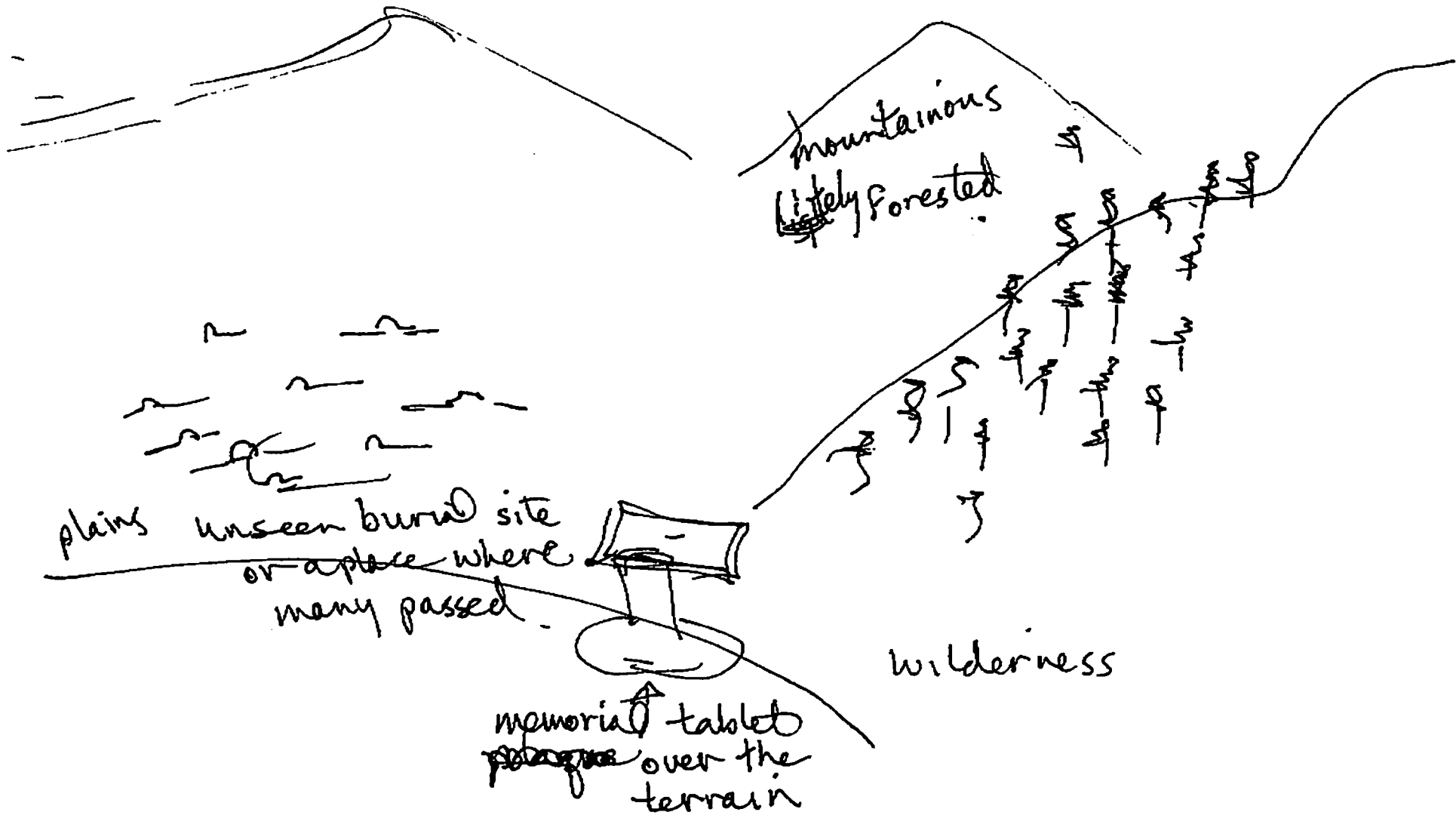
S2 Phonics

A% ace avenue ashes air audience
 E% endeavor error
 I% ice iron isotope symbolism
 O% oven ornery(?)
 U% up upon

Free Space's
 once upon a time
 outlet



STOP



plains
unseen burial site
or a place where
many passed

mountainous
lively forested

wilderness

memorial tablet
over the
terrain