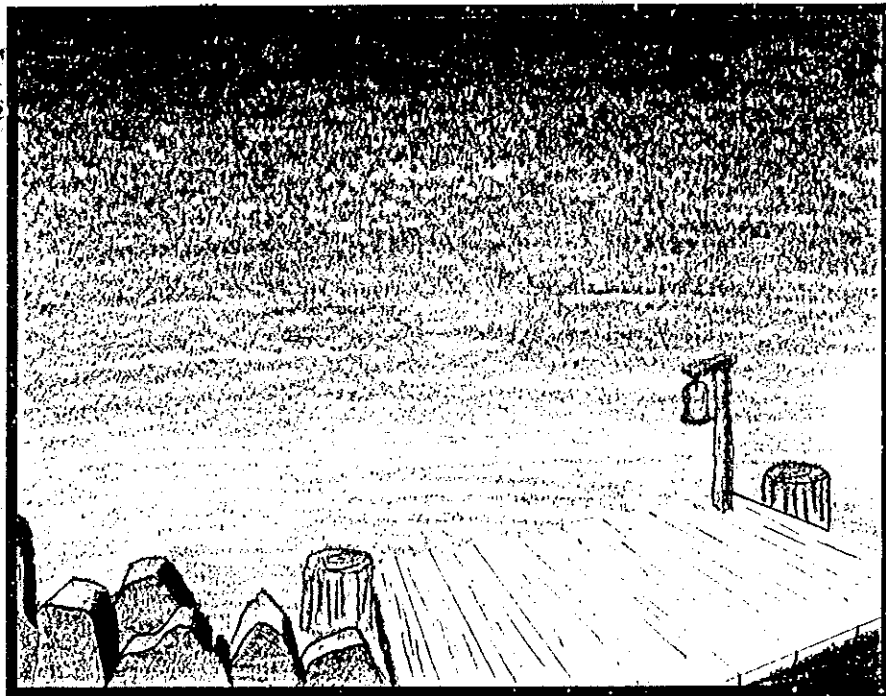
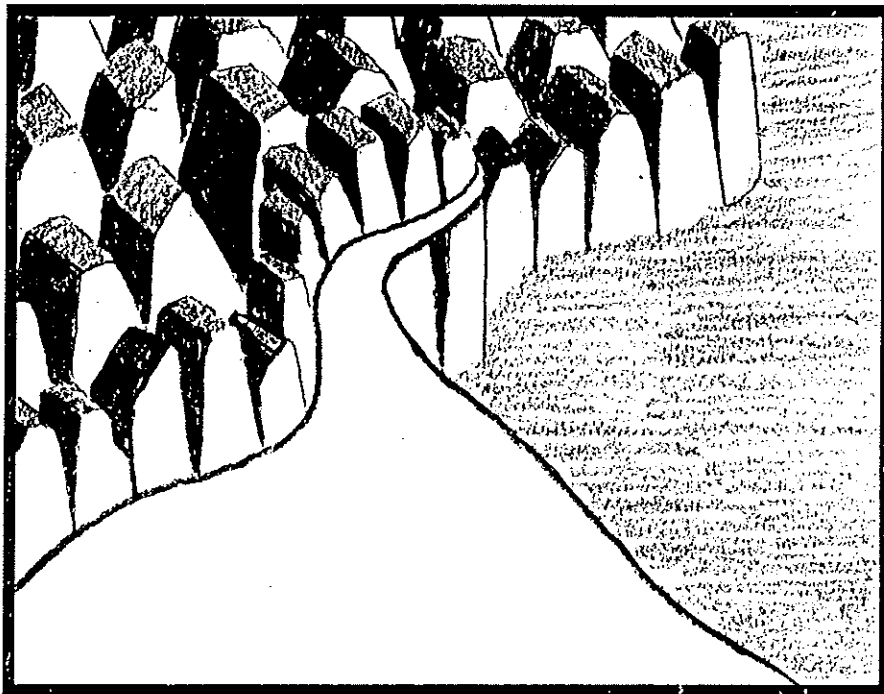


ZORK 92 JA



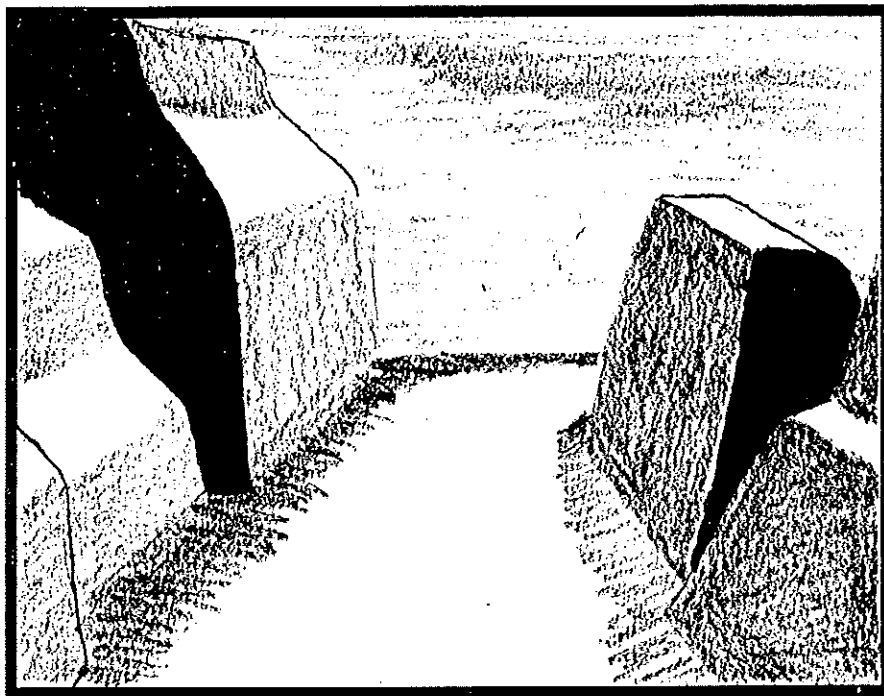
IX.22e Ex. Isle Landing East

ZORK 92 JA



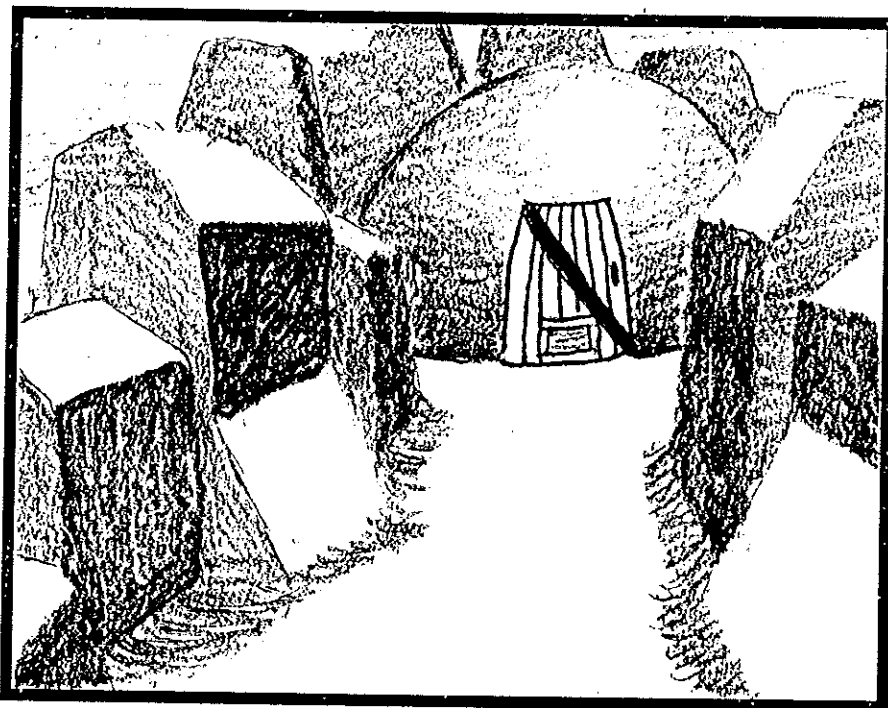
IX.22w Ext. Isle Landing West

ZORK 92 JA



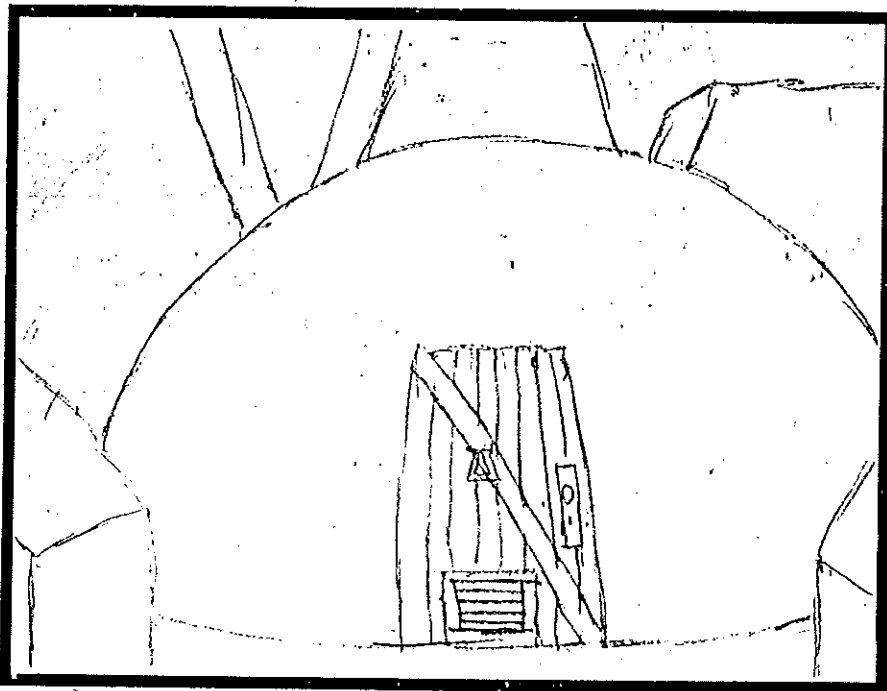
IX .23n Ext. Trail Turn North

ZORK 92 JA



IX .23s Ext. Trail Turn South

COCK 92 JA



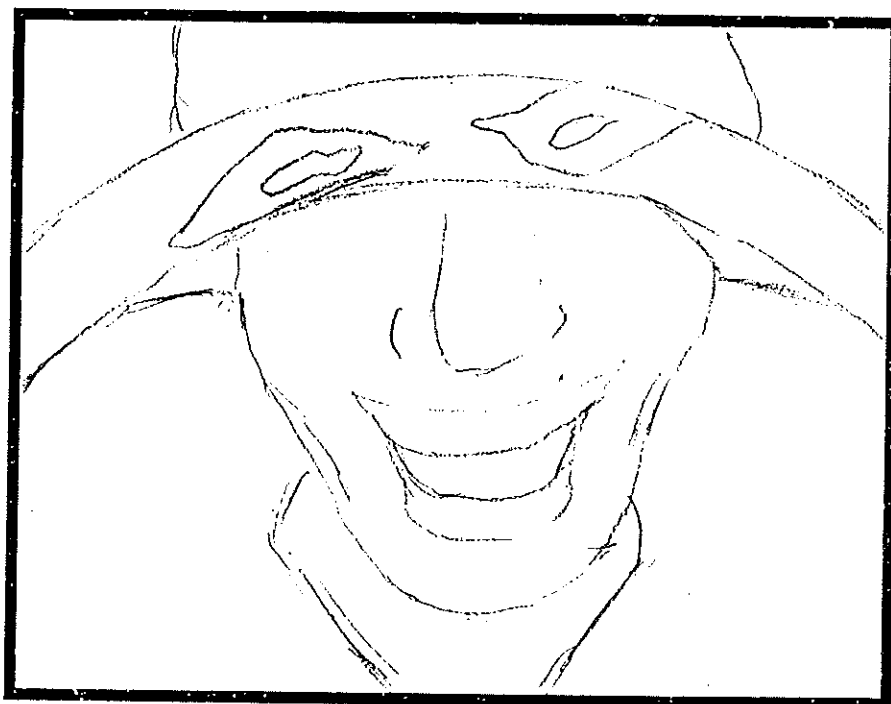
IX.24c Close Shack Front

COCK 92 JA



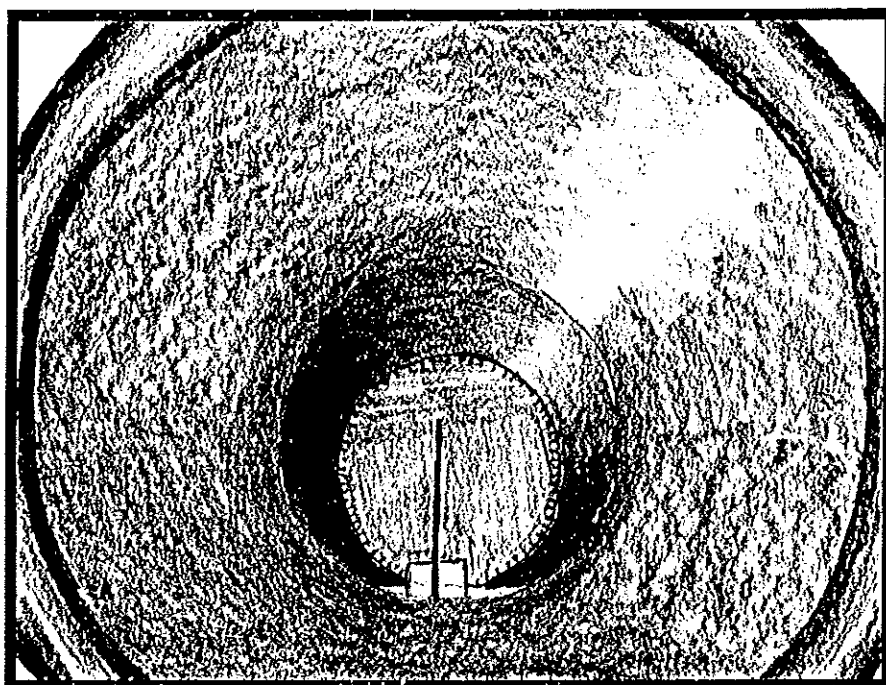
IX.24i Int. Shack

20K 92 JA



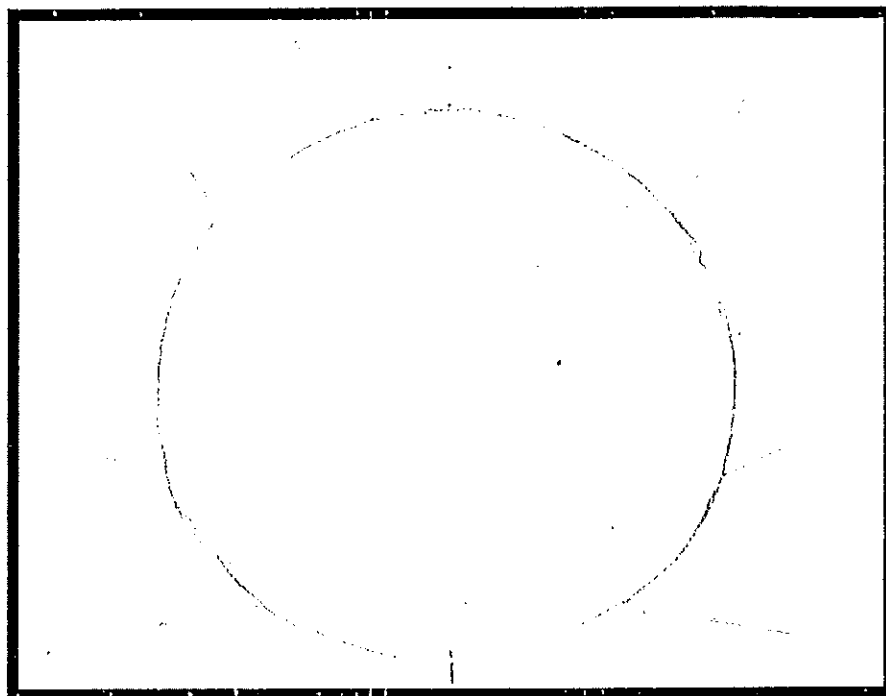
IX. 25U Bottle Lip Up.

20K 92 JA



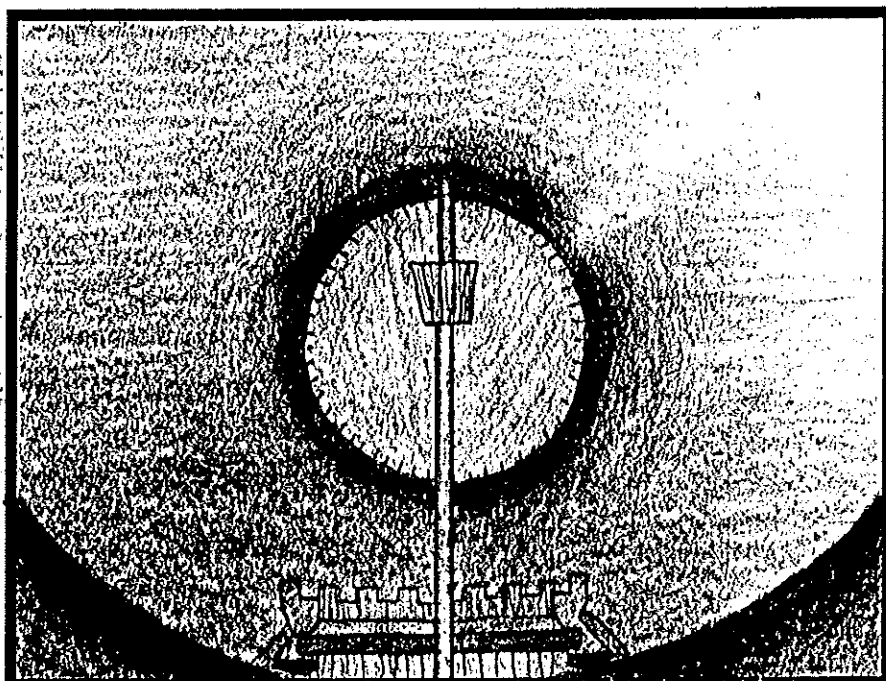
IX. 25d Bottle Lip Down

ZORK 92 JH



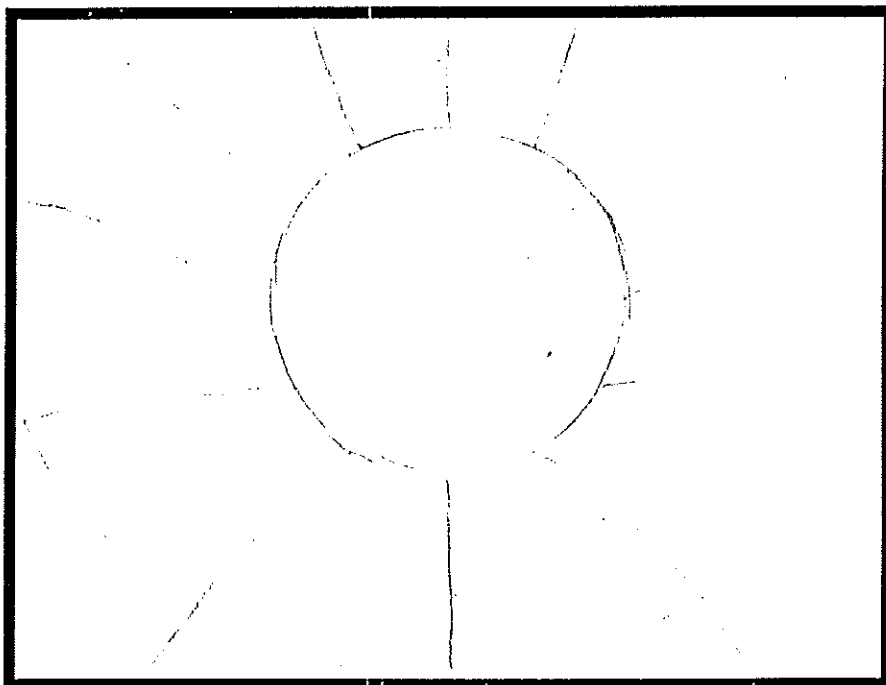
IX.27U 1/2 way up

ZORK 92 JA



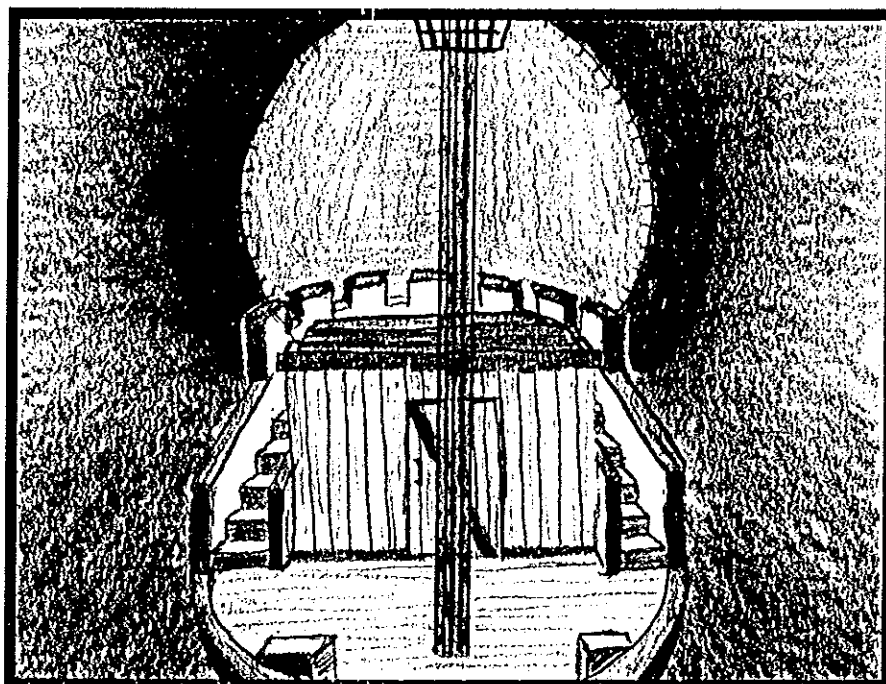
IX.27d 1/2 way down

ZORK 92 J4



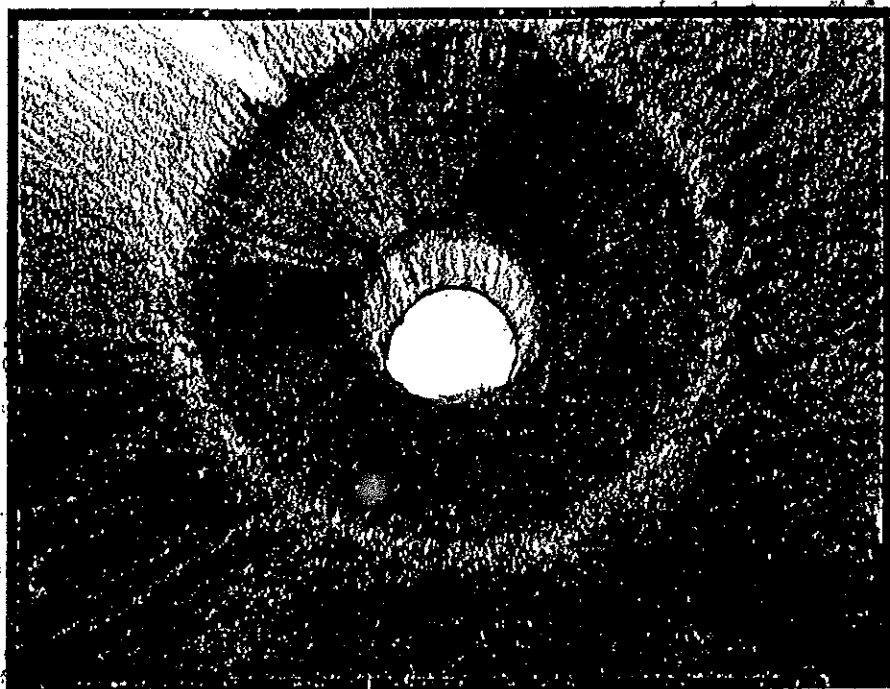
IX. 28U  $\frac{3}{4}$  way up

ZORK 92 J4



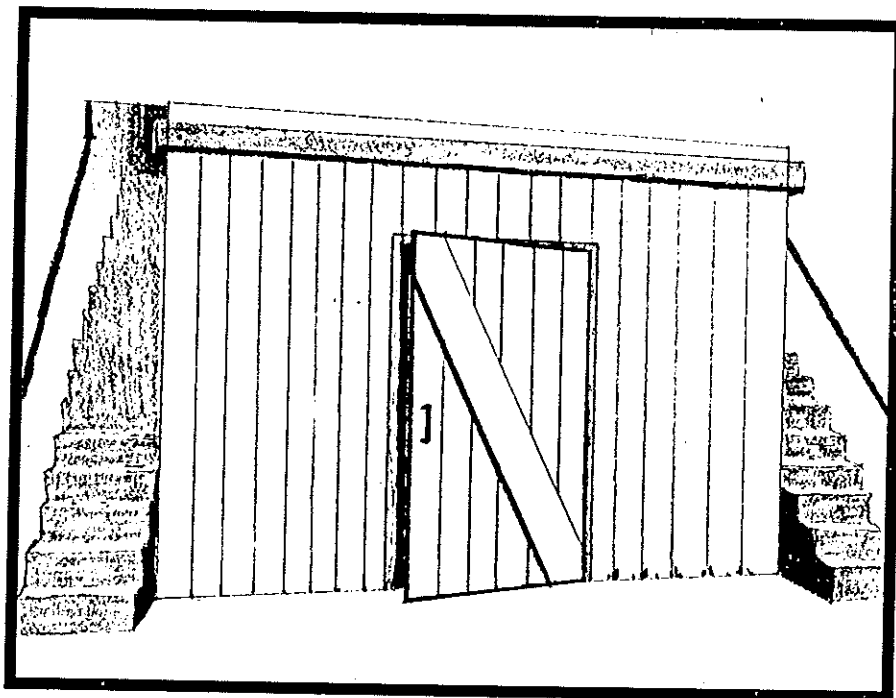
IX. 28d  $\frac{3}{4}$  way down

ORR 92 JA



IX. 29 u Above Deck UP

ORR 92 JA

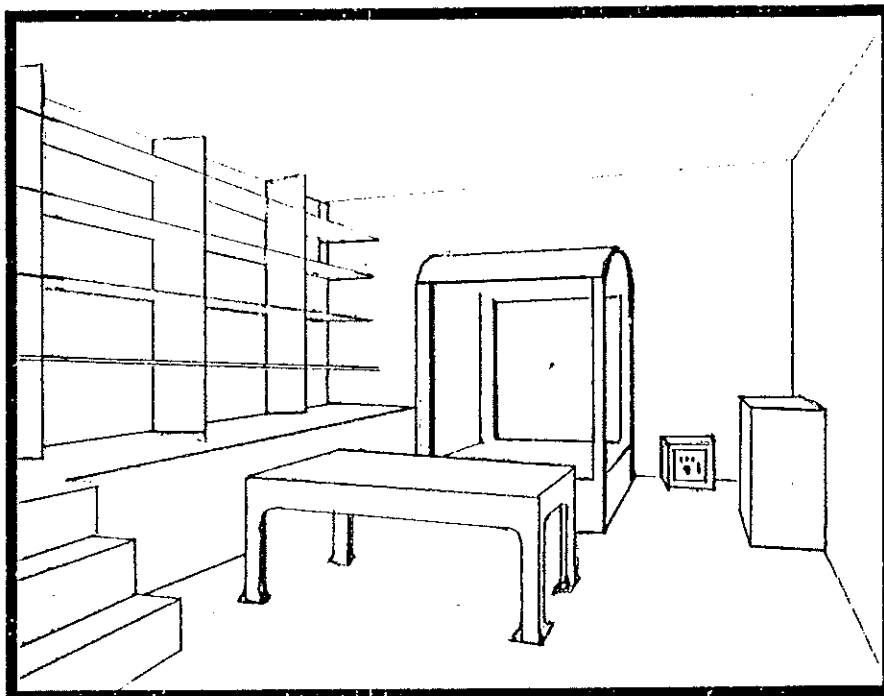


IX. 29c Close Above Deck Cabin Door

ZORK 92 JH

Books on  
Bookshelves →

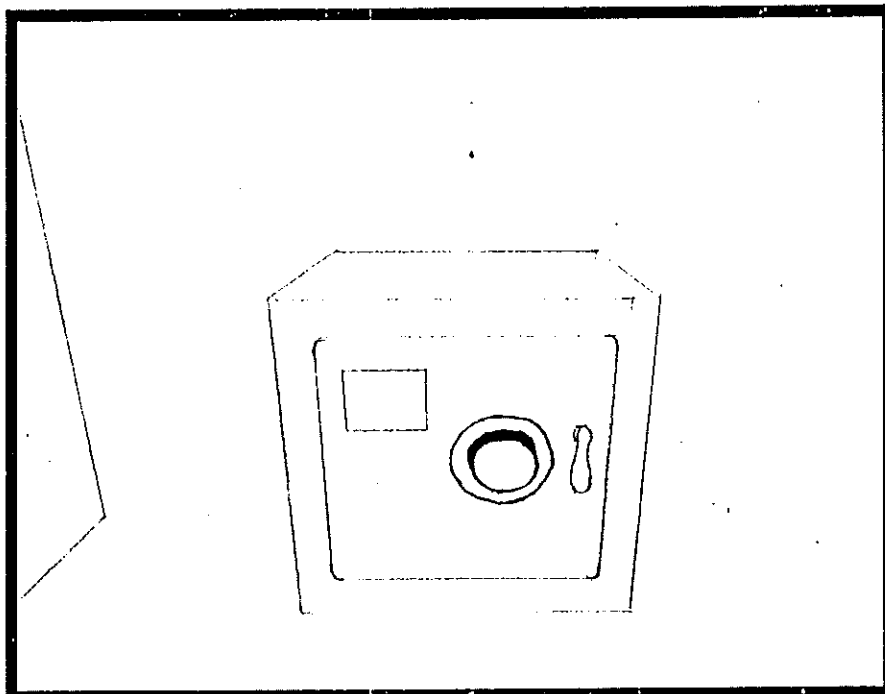
railing on  
platform  
& stairs →



knickknacks on  
desk  
Bedding

IX.30i Int. Ship Cabin

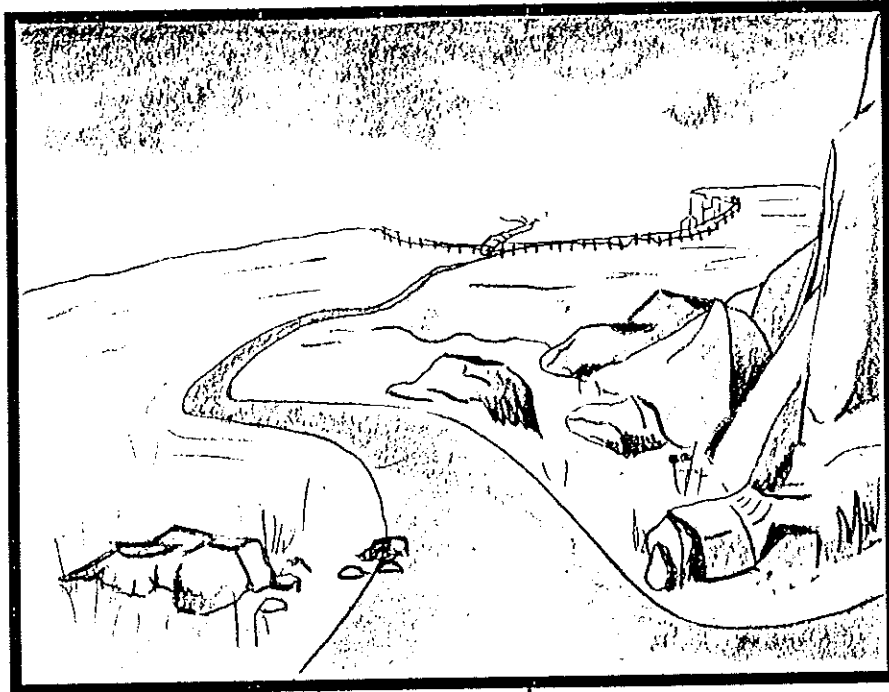
ZORK 92 SA



IX.302 Safe zoom



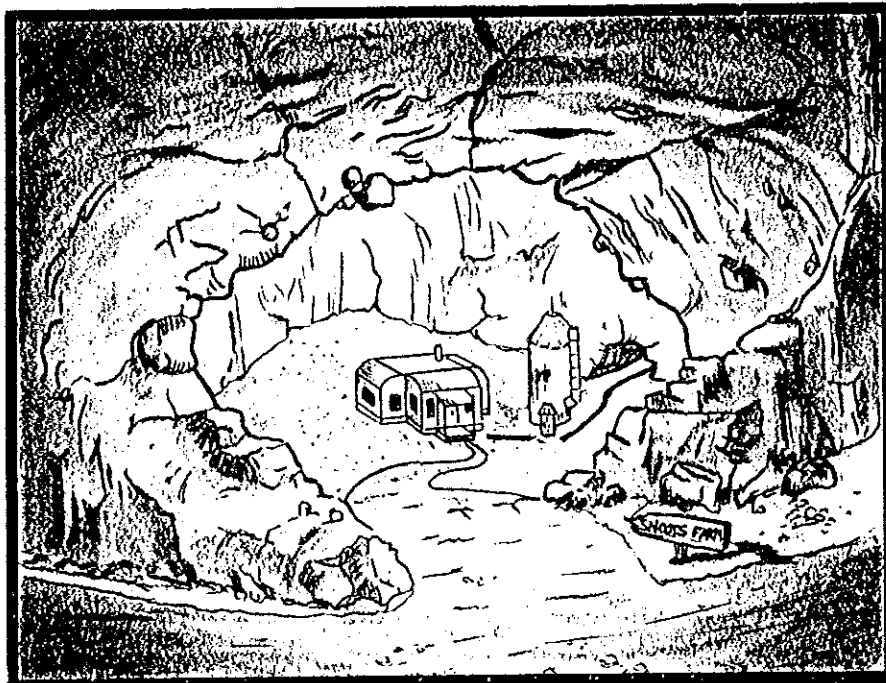
ZORK 92 1P



ACCESS CLIFFS  
OF DEPRESSION  
MIST COMING UP  
FROM CLIFFS.

X.15 EXT. ROAD JUNCTION SOUTH

ZORK 92 TP

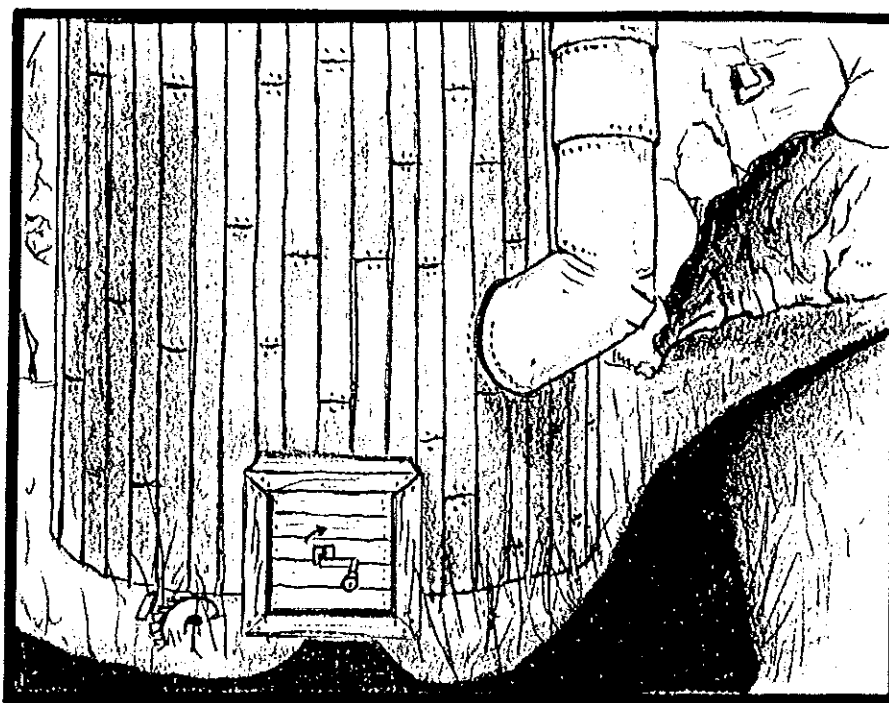


LIGHT SOURCE FROM  
SNOOT'S CAVE

SILLO IS A REMOVED  
OBJECT - NOT TO  
BE MADE PART OF  
BACKGROUND

2 BACKGROUNDS  
NEEDED  
- 1 W/ SILLO  
- 1 W/ GRAIN PILE

X.1W SNOOT JUNCTION WEST



ANIMATE LEVER  
TURNING

ANIMATE SILO  
EXPLODING  
-GO TO SCENE  
X.3C.(1)

SILO IS A  
REMOVABLE  
OBJECT.  
RENDER BACK  
GROUND WITHOUT  
SILO

X.3c CLOSEUP SILO

ZORK '92 TP



ANIMATE EXPLODING  
SILO

-GENERATE AS  
GRAIN

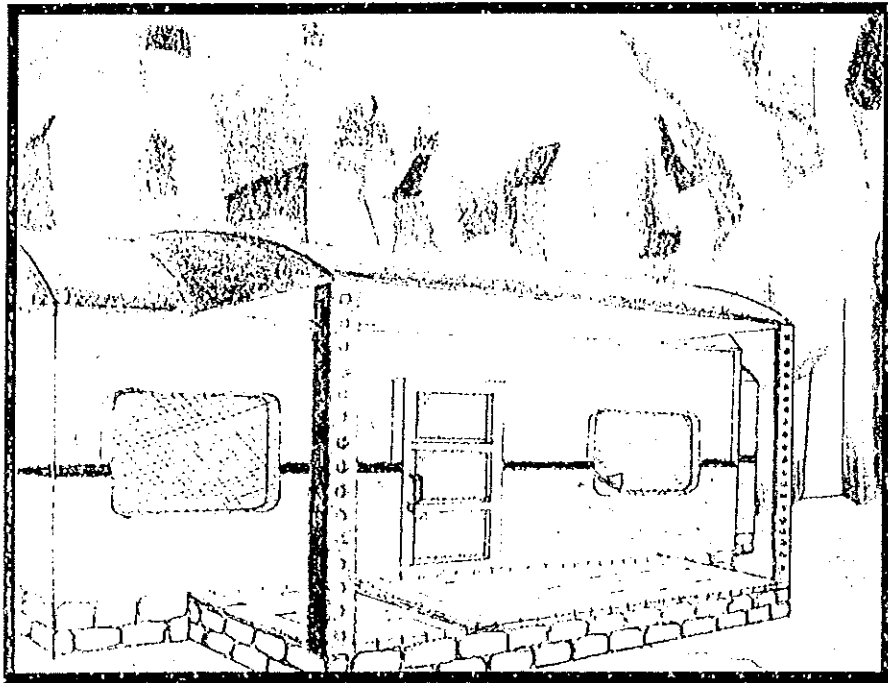
GRAIN PILE IS A  
REMOVABLE  
OBJECT.

RENDER BACK-  
GROUND WITHOUT  
PILE (SAME AS  
IN X.3C SILO)

SCREEN FILLS  
WITH GRAIN

X.3C.(1) CLOSEUP SILO

ZORK '92  
E.C.



X 4.0 F.A.T. FRONT PORCH W/ST FARMHOUSE

ZORK '92 TP

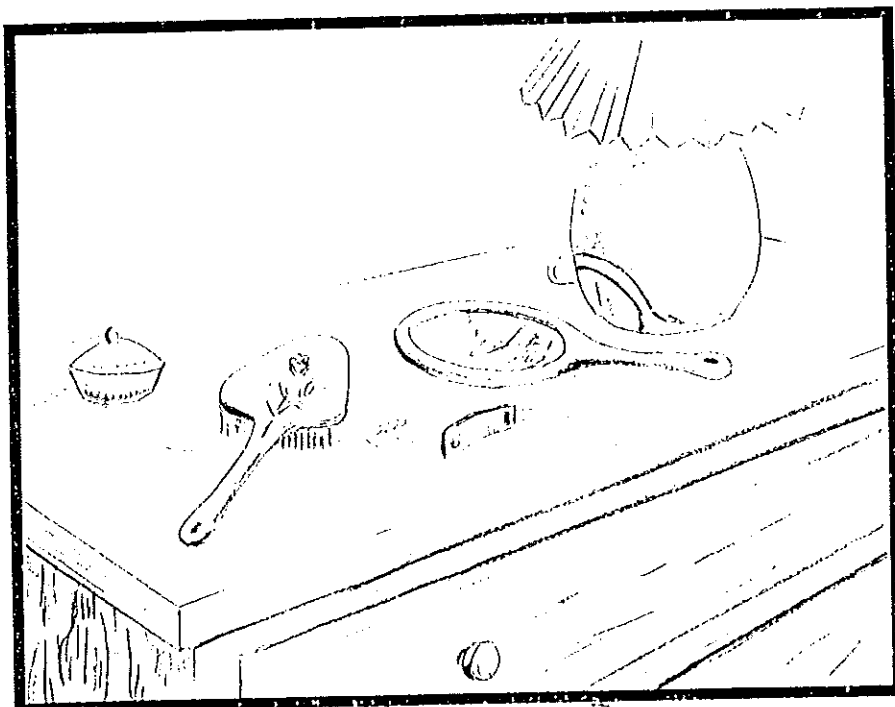


PICTURE FRAME  
IS A REMOVABLE  
OBJECT

X 4.0 THE TRANSFORMING CHAIR - 1514 101

20RK'92 TP

DOUG, THIS TOO  
IS FEMININE FOR  
REBECCA?

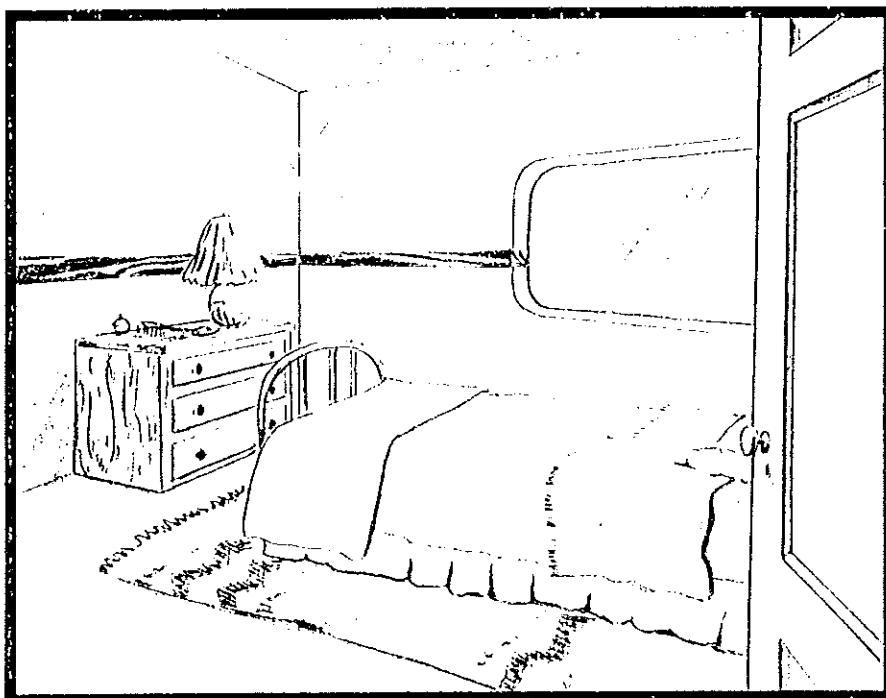


ALL OBJECTS ON  
DRESSER (EXCEPT  
LAMP) ARE  
REMOVABLE  
OBJECTS. NOT  
TO BE PLACED  
AS PART OF FURTHER  
GROUND

LIGHT SOURCE  
FROM WINDOW  
ON RIGHT SIDE  
OF DRESSER  
IS NOT ON

X.6C CLOSEUP REBECCA'S DRESSER

LONG 10 TP

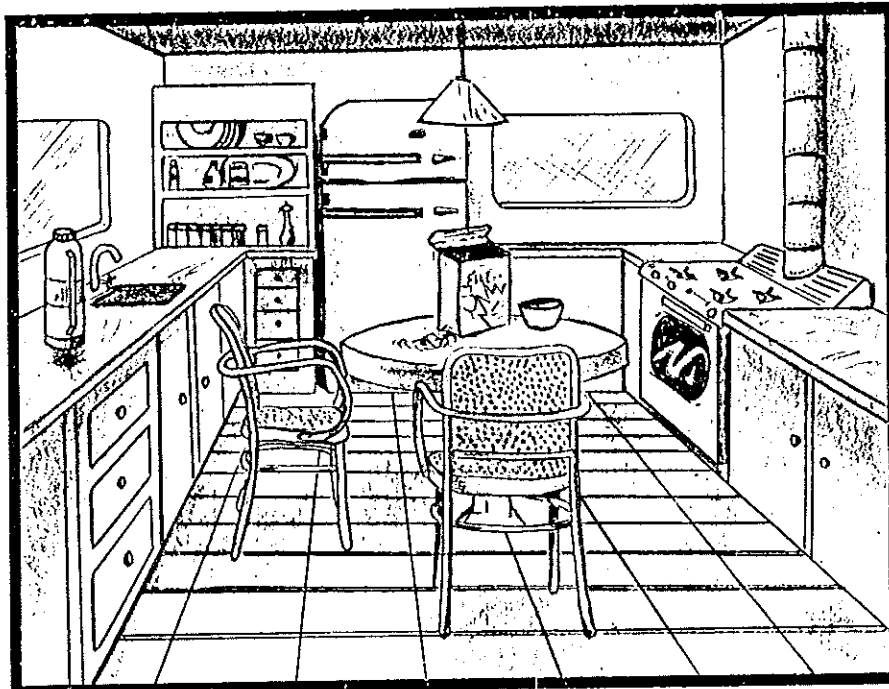


LIGHT SOURCE  
THRU WINDOW  
& GLASS WALL

ALL ITEMS ON  
DRESSER ARE  
REMOVABLE  
OBJECTS. NOT  
TO BE PLACED  
ON BACK GROUND

X.6i INT REBECCA'S BEDROOM

ORK '92 TP



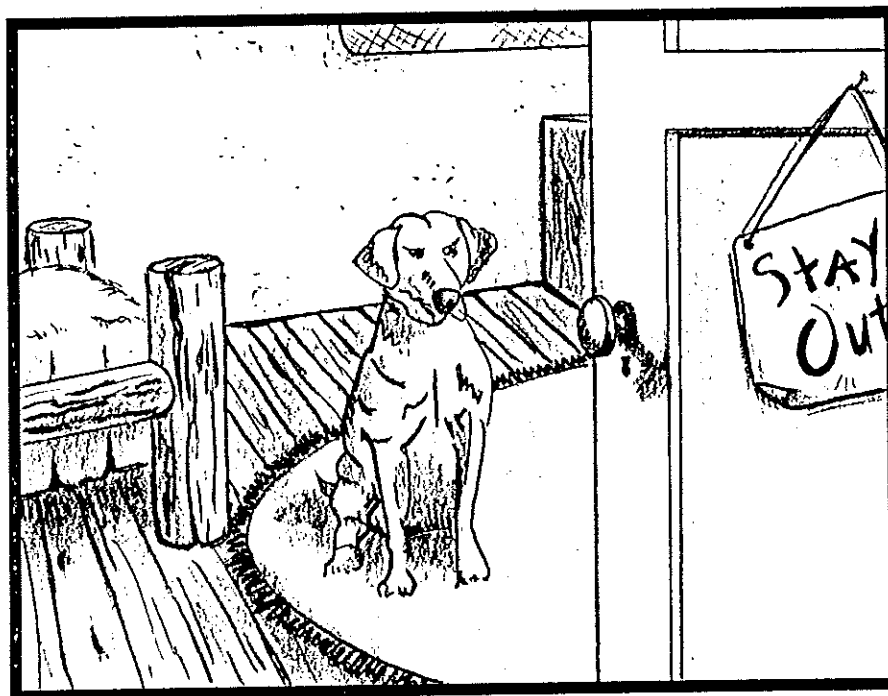
WHACO CEREAL BOX  
AND THERMOS  
ARE REMOVABLE  
OBJECTS. NOT  
TO BE RENDERED  
WITH KITCHEN

LIGHT SOURCE FROM  
WALLS AND TWO  
WINDOWS.

ANIMATE DRIP  
FROM SINK!

X.5i INT. KITCHEN SNOOT FARMHOUSE

ZORK '92 TP



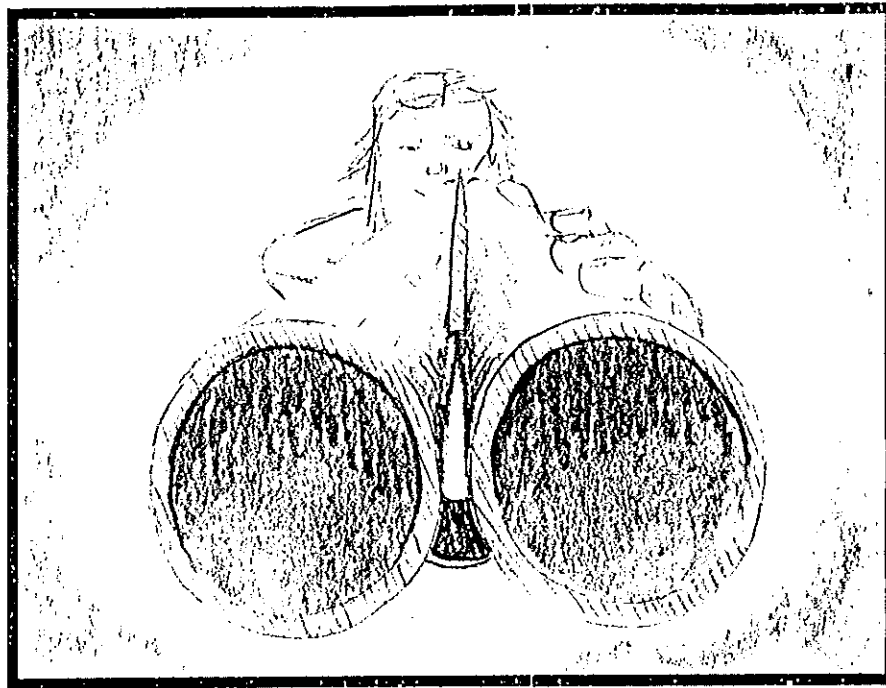
THE DOG IS  
A REMOVABLE  
OBJECT. NOT  
TO BE RENDERED  
WITH BACKGROUND

DOG ANIMATED  
AS FEROCIOUS

What's the  
Deal  
w/ the  
Portrait

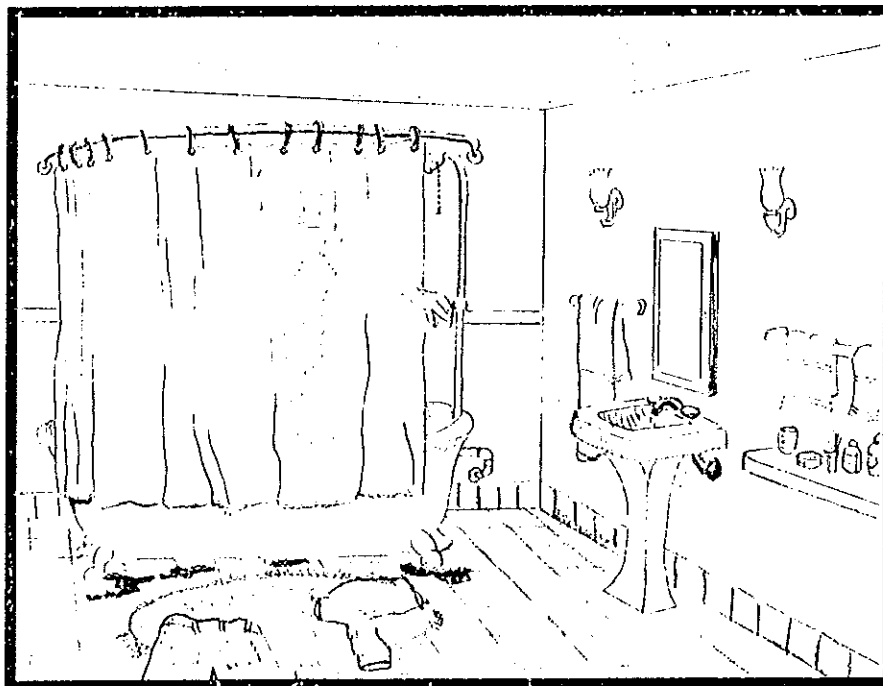
X.7c DOOR TO SNOOT'S ROOM

ZORK '92 IP



X.9C CLOSEUP SHOTGUN BARREL - BUSINESS END

ZORK '92 IP



91 INT BATHROOM

REMOVABLE OBJECTS

-50% OR LESS OF  
SHOWER CURTAIN  
FOR ANIMATION

-REBECCA  
-TOWEL

-ALL CONCRETE WALL

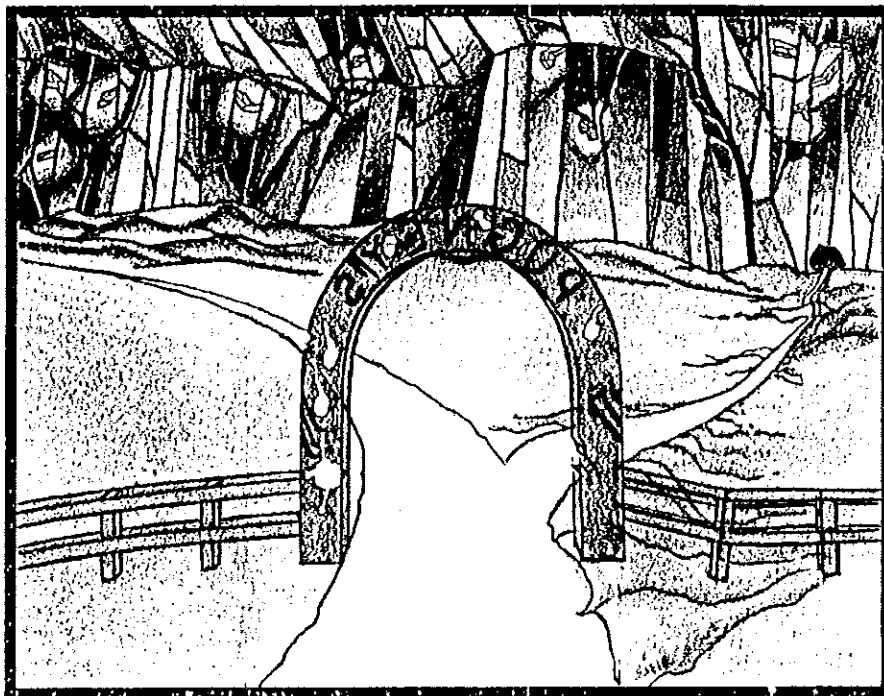
FAR WALL 1/2  
CONCRETE, 1/2  
GLASS, STEEL  
DIVIDER

-MIRROR AND  
GLASS NEEDS  
TO BE FOGGED

-WATER ON FLOOR  
PUDDLES

-CLOTHS NEED TO  
MATCH CLOTHS  
REB. IS WEARING

ZORK 1c  
E.S.

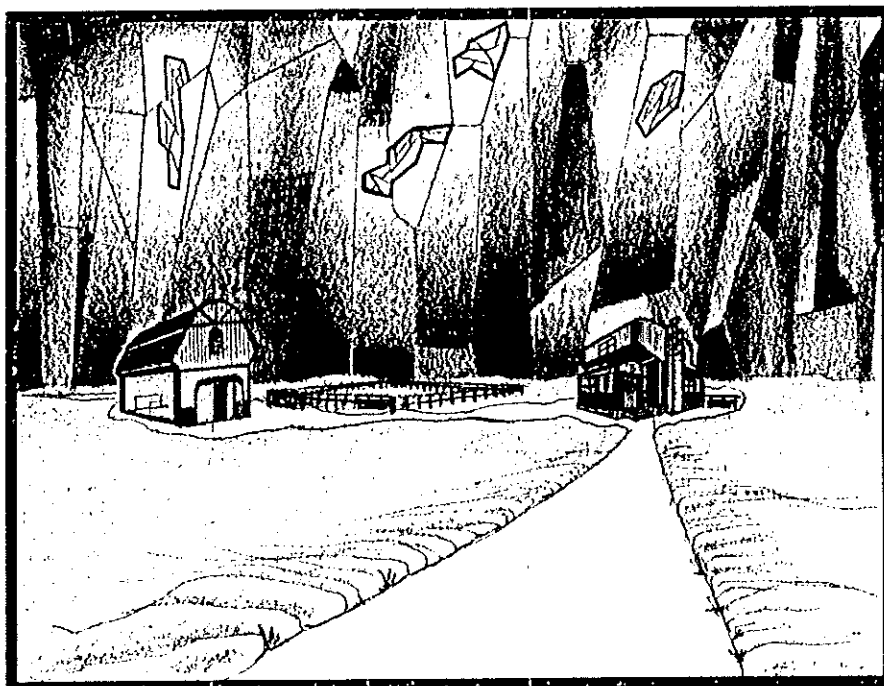


\* VEINS OF  
ILLUMINYTE  
ARE EXPOSED IN  
CAVERN WALLS  
TO GIVE TWILIGHT  
EFFECT.

\* FENCE IS MADE  
OF TRANSLUMINYTE

XI. 1c EXT. PUGNEY ROAD  
JUNCTION EAST

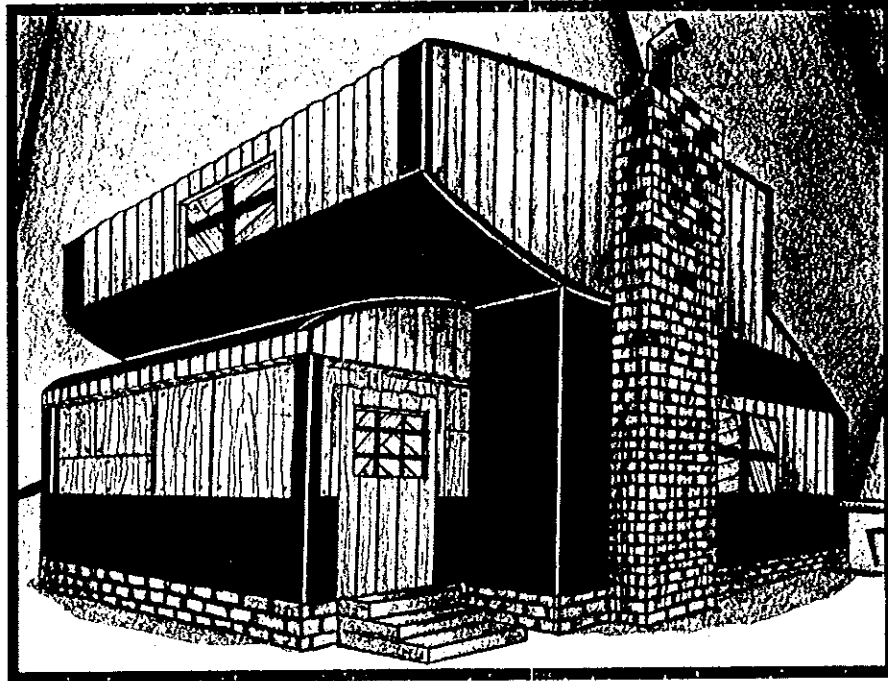
ZORK '92  
E.S.



\* BARN WALLS  
ARE MADE OF  
TRANSLUMINYTE

XI. 1w EXT. PUGNEY ROAD JUNCTION WEST

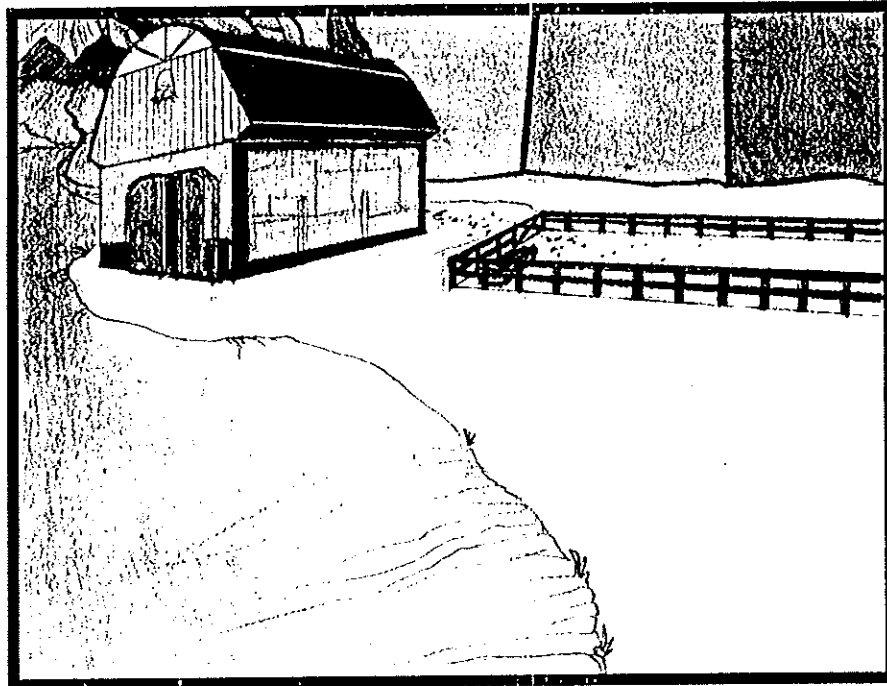
ZORK '92  
E.S.



\* WINDOWS ARE ALL  
BOARDED UP FROM  
INSIDE.

XI. 2C CLOSE EXT. PUGNEY HOUSE PORCH

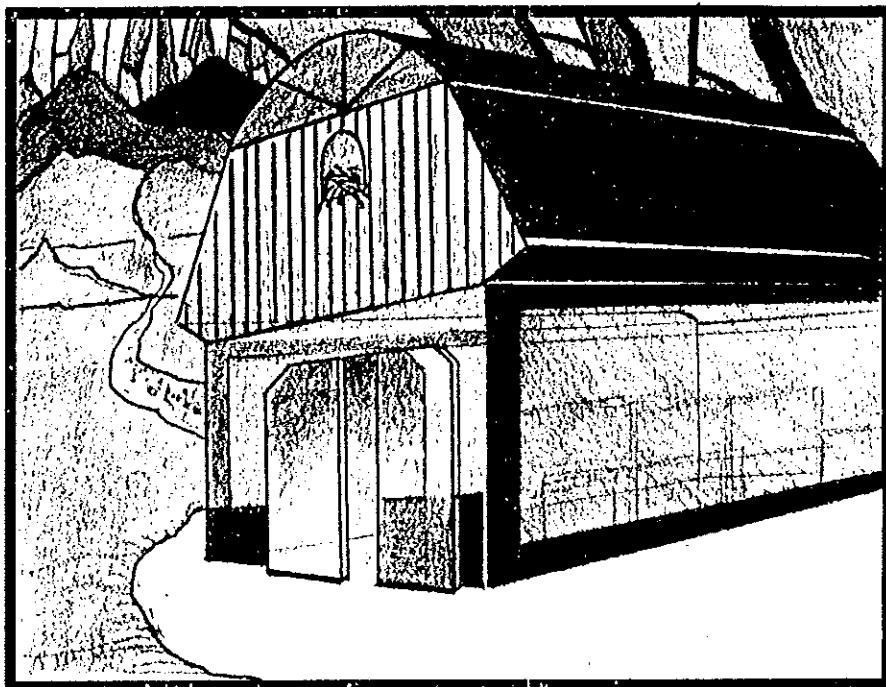
ZORK '92  
E.S.



XI. 2S EXT. FROM PUGNEY HOUSE SOUTH

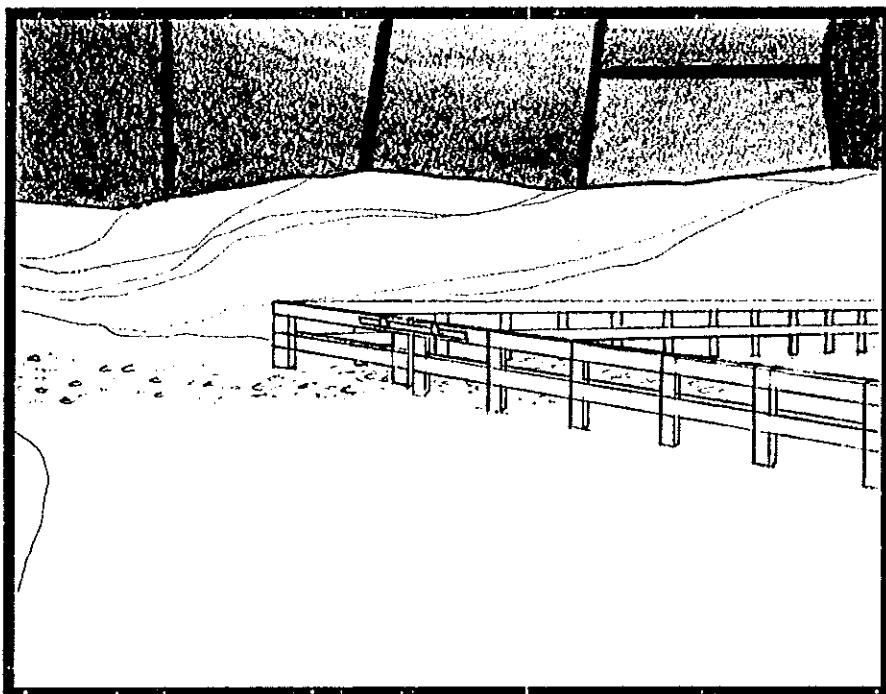


March 12  
E.S.



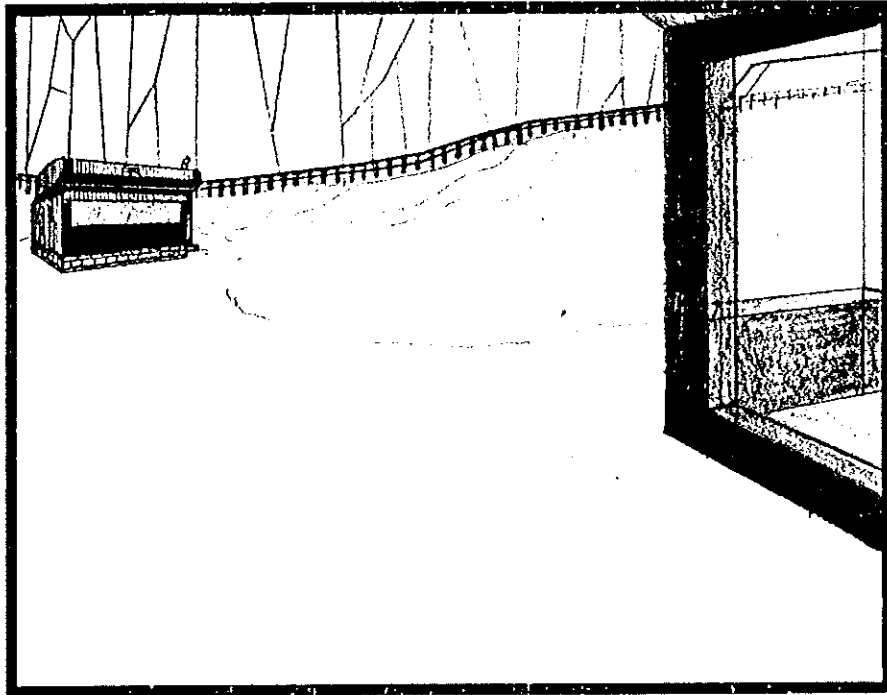
XI. 3c CLOSE EXT. PUGNEY BARN

March '92  
E.S.



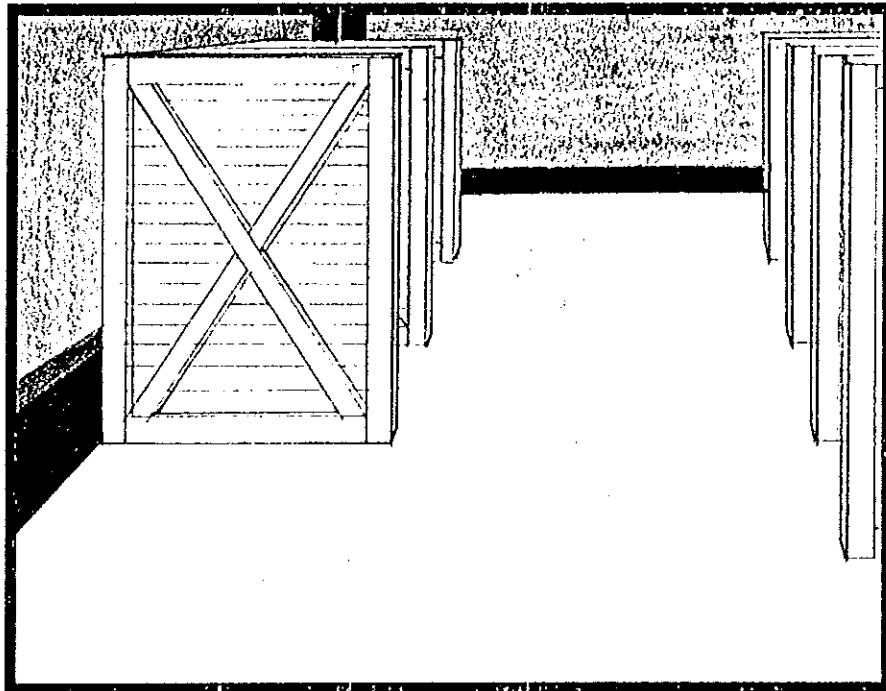
XI. 4w EXT. CATTLE PEN WEST

CHICK '92  
E.S.

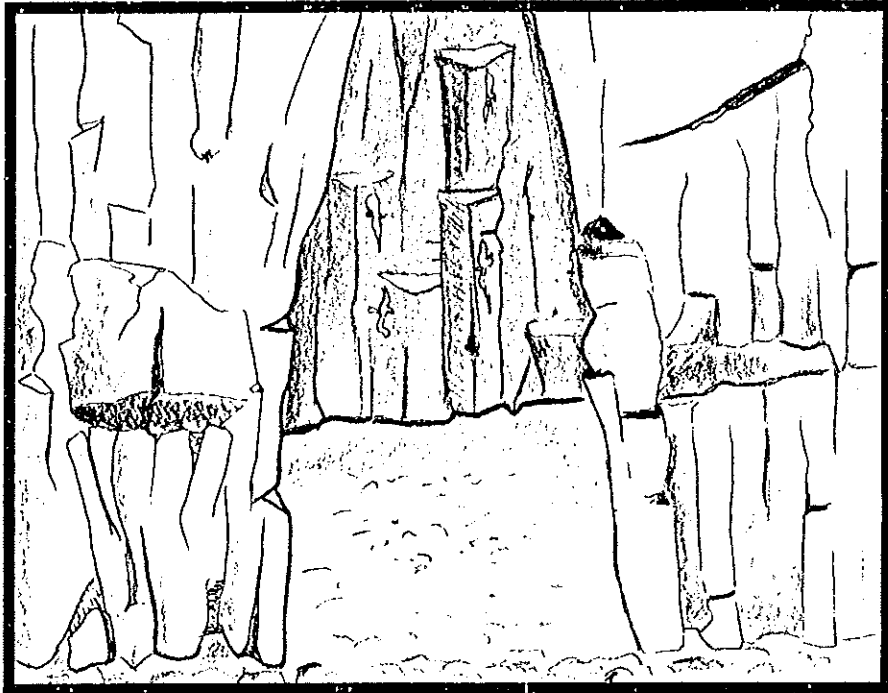


XI. 4e EXT. CATTLE PEN EAST

CHICK '92  
E.S.



XI. 3i INT. PUGNEY BARN



BIRDS ARE  
REMOVABLE OBJECT

XII. 1W PIT ENTRANCE WEST

ZORK '92 TP

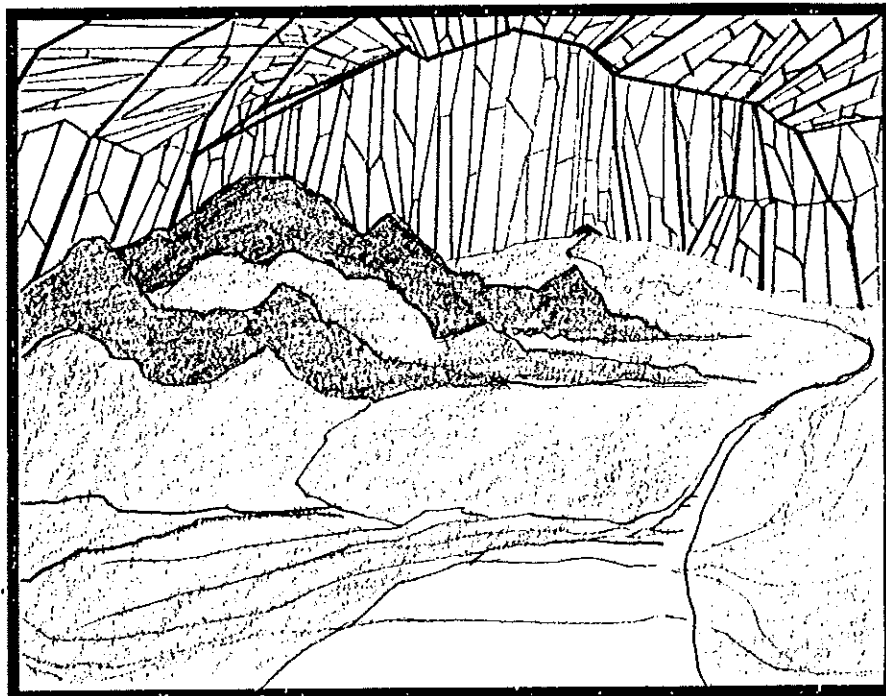


BIRD DROPPINGS  
ON WALLS

ANIMATE VULTURE  
FALLING OVER  
DRUGGED

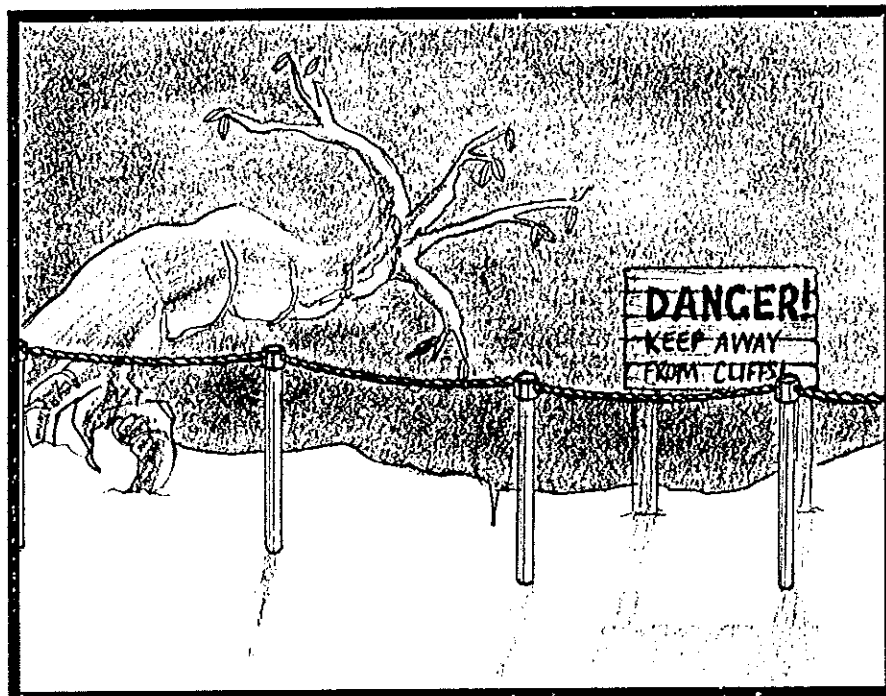
XII. 2C CLOSE VIEW OF PIT AREA

ZORK 12  
E.S.



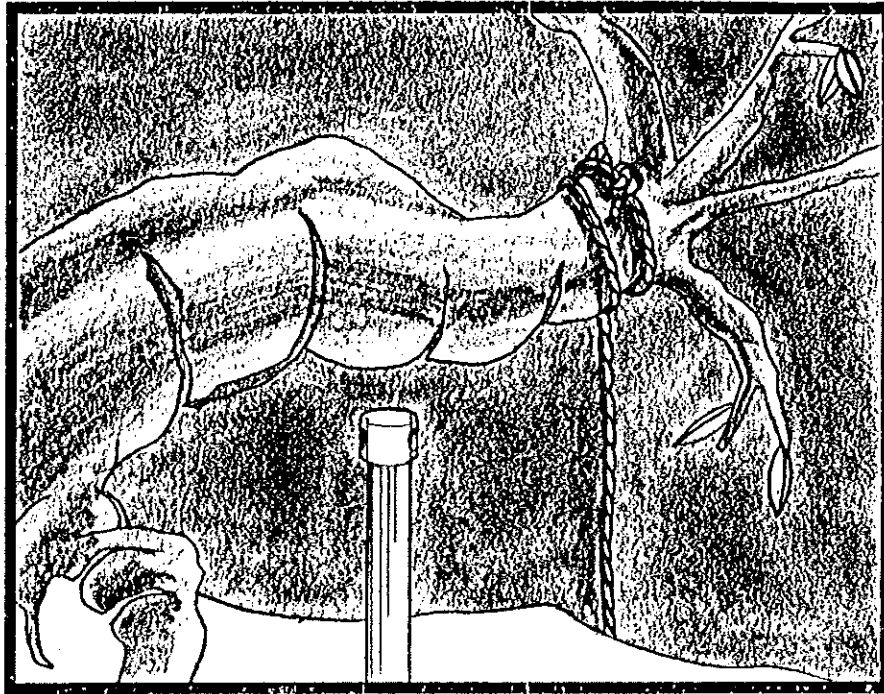
XIII. In EXT. CLIFF EDGE NORTH

ZORK '92  
E.S.



XIII. Is EXT. EDGE SOUTH

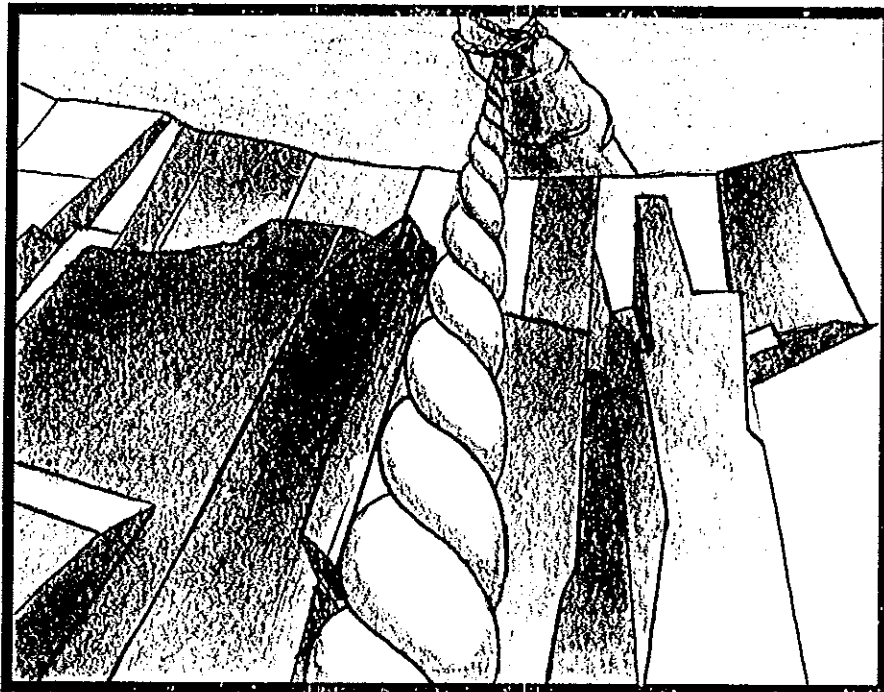
-CORK 12  
E.S.



\* THIS  
STORYBOARD  
WILL HAVE  
TWIN THAT  
SHOWS THE  
ROPE STILL ON  
THE POLES  
LINING THE  
TOP OF THE  
CLIFF.

XIII. 2C CLOSE TWISTED TREE

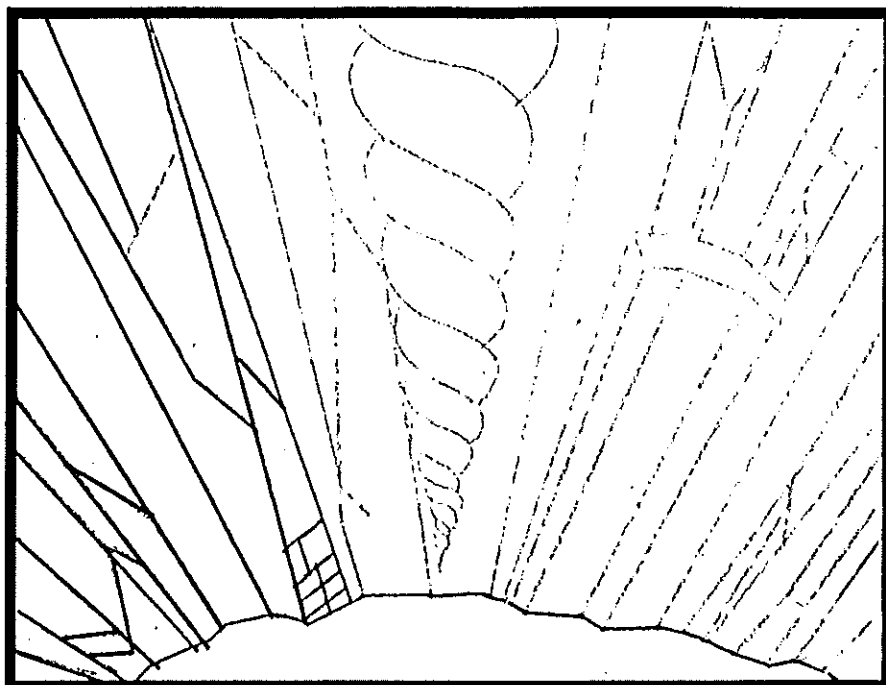
-BORK '92  
E.S.



\* CLIFFS ARE  
MADE OF  
TRANSLUMINITE

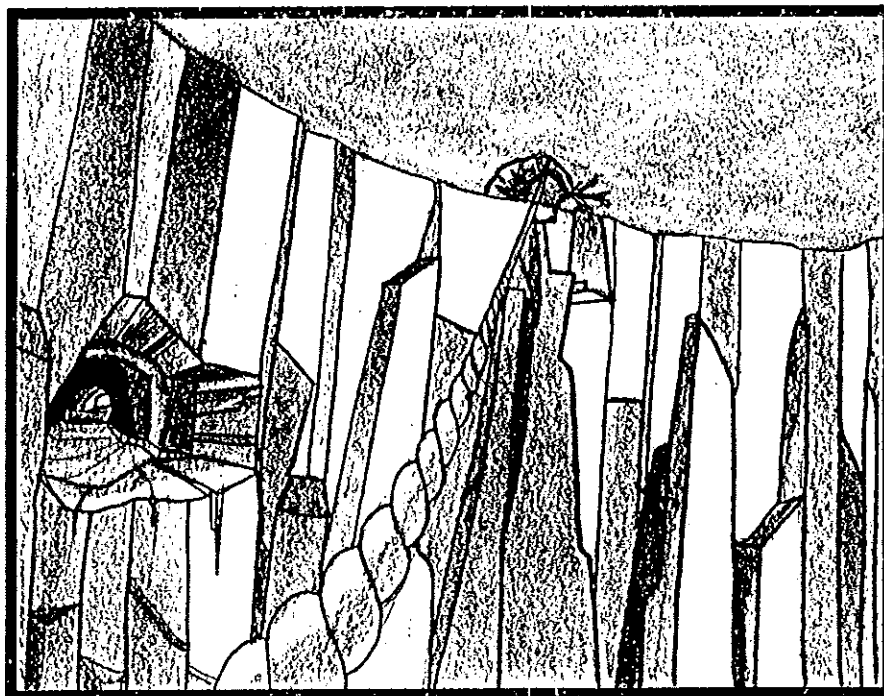
XIII. 3U CLIFF SIDE POSITION 1 UP

BOOK 7L  
E.S.



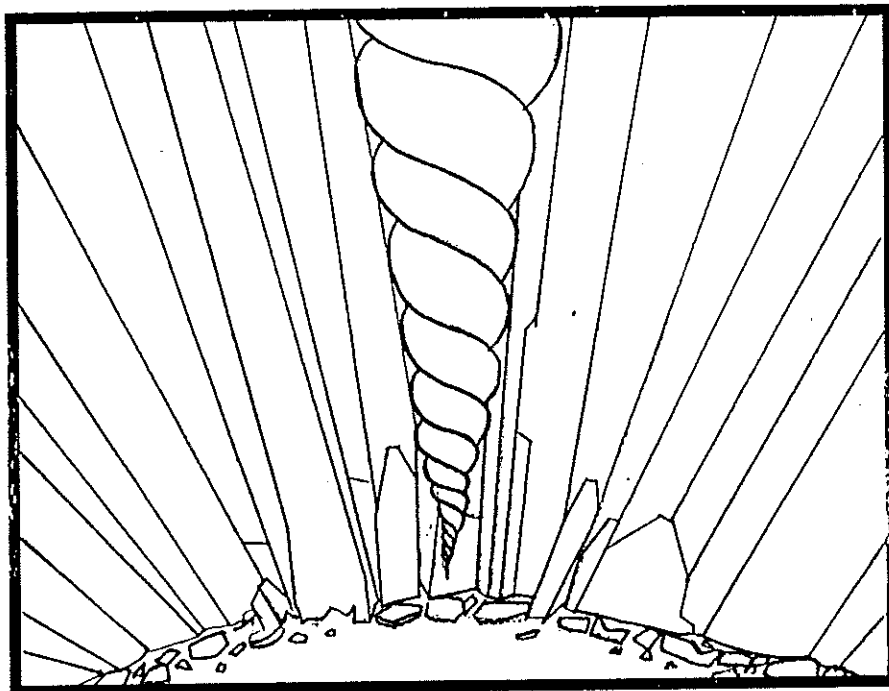
XIII. 3D CLIFF SIDE POSITION 1 DOWN

BOOK 72  
E.S.



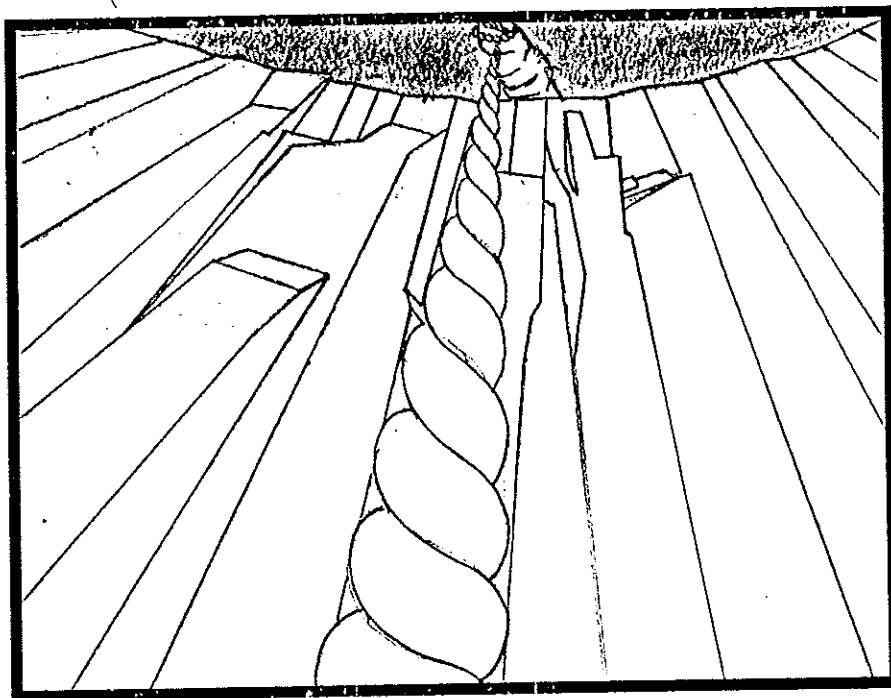
XIII. 4U CLIFF SIDE POSITION 2 UP

TORK '12  
E.S.



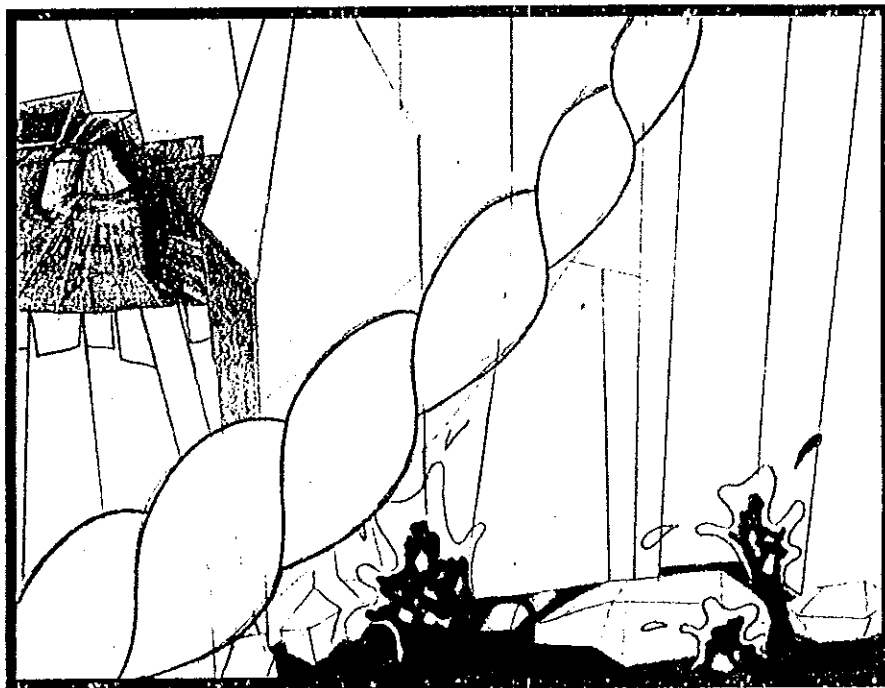
XIII. 4D CLIFF SIDE POSITION 2 DOWN

TORK '92  
E.S.



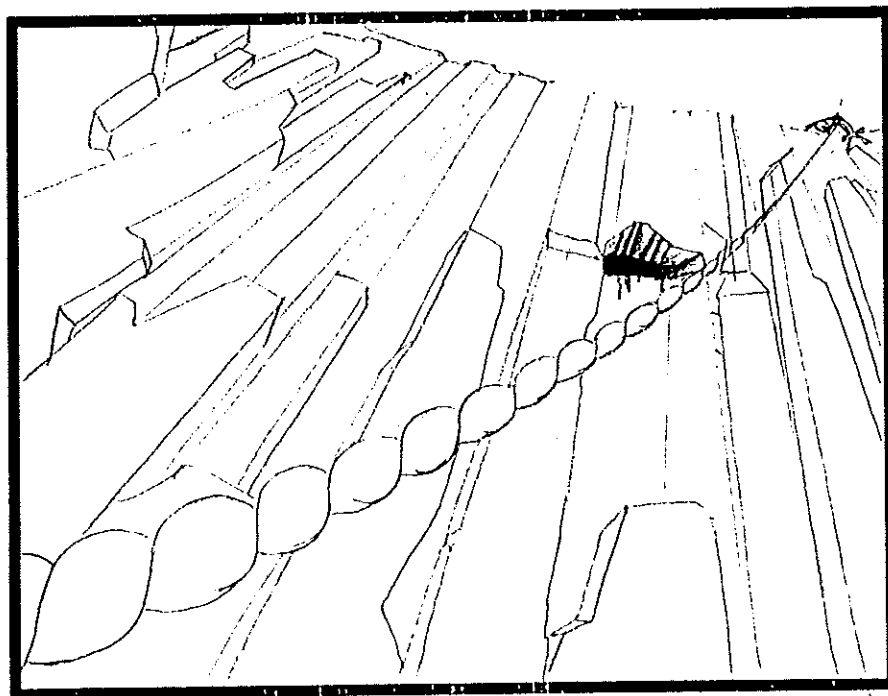
XIII. 5U CLIFF SIDE POSITION 3 UP

WORK '12  
E.S.



~~XIII~~. 5D CLIFF SIDE POSITION 3 DOWN

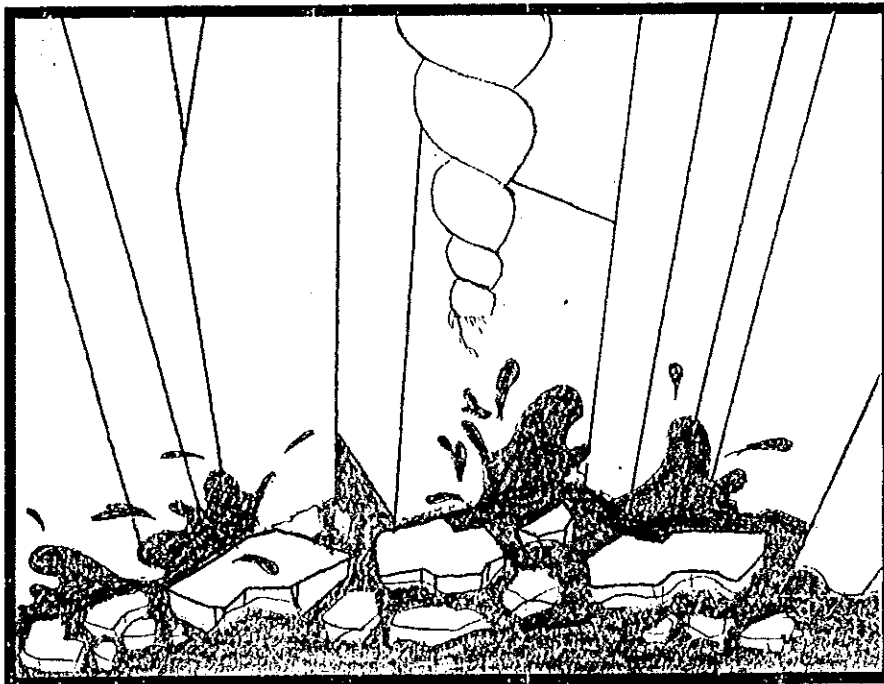
WORK '92  
E.S.



~~XIII~~. 6U CLIFF SIDE POSITION 4 UP

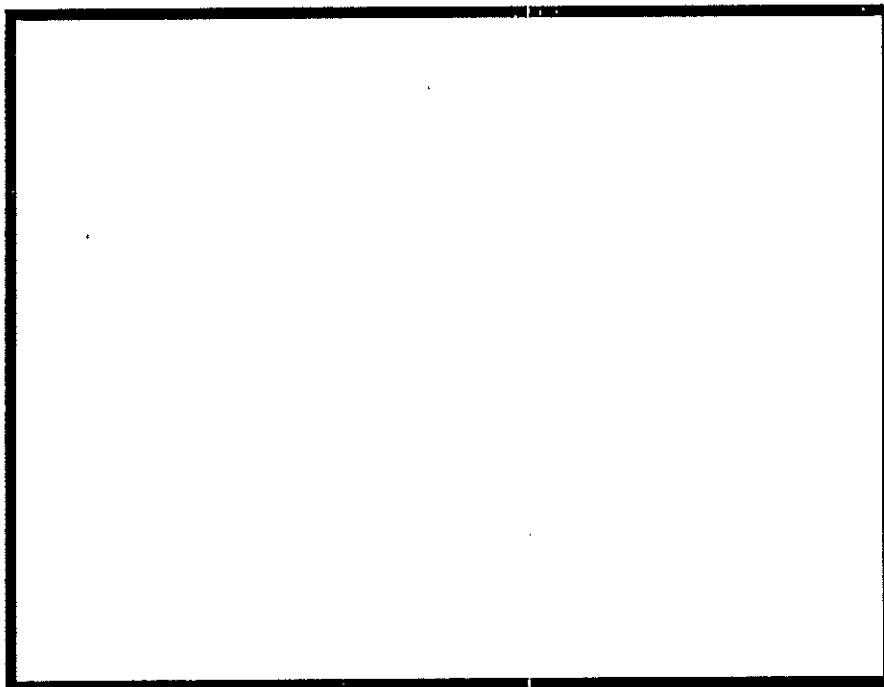


ZORK 1c  
E.S.



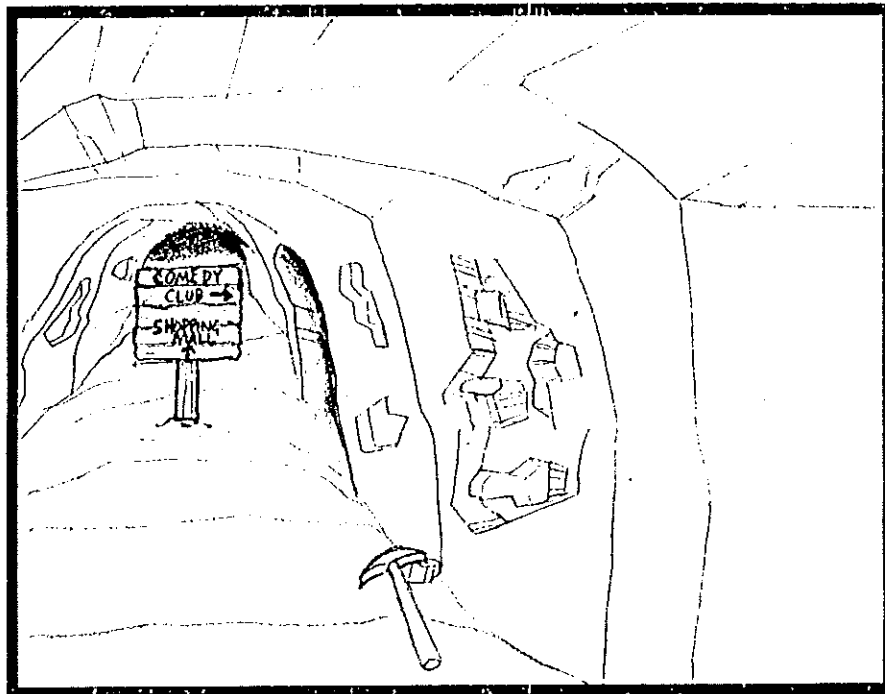
XIII. 6D CLIFF SIDE POSITION 4 DOWN

ZORK '92  
E.S.



XIII. 7c CLOSE TEXT ROOM

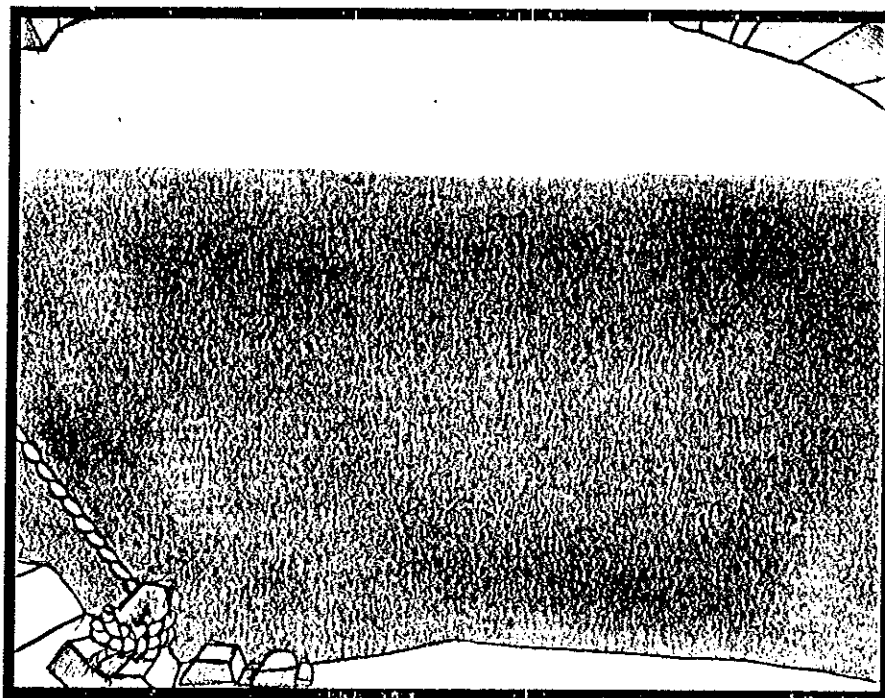
JORK '72  
E.S.



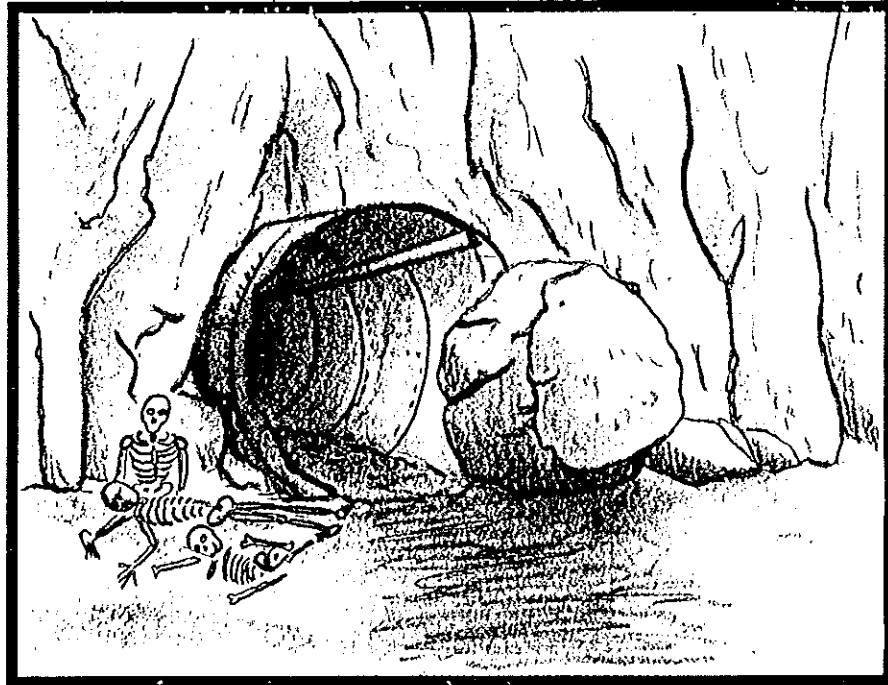
\*HAVE  
INTERSECTION  
TO COMEDY  
CLUB + OTHER  
THINGS — HAVE  
SIGNS.

XIII. 8n INT. MAZE ENTRANCE NORTH

JORK '72  
E.S.



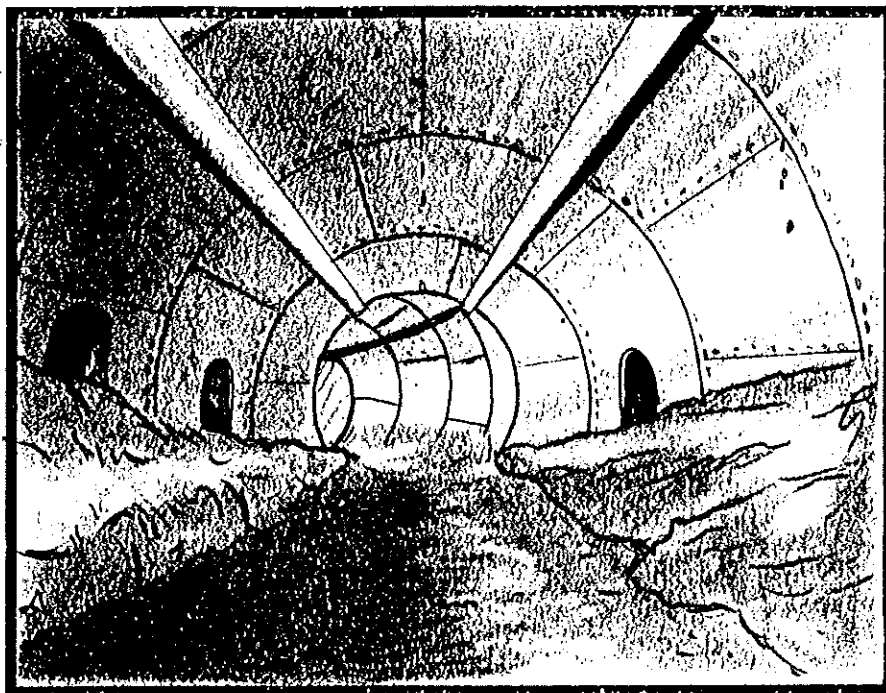
XIII. 8s EXT. MAZE ENTRANCE SOUTH



LARGE BOULDER  
IS A REMOVABLE  
OBJECT  
NOT TO BE  
RENDERED WITH  
BACKGROUND

XIV. 1W CAVERN ENTRANCE WEST

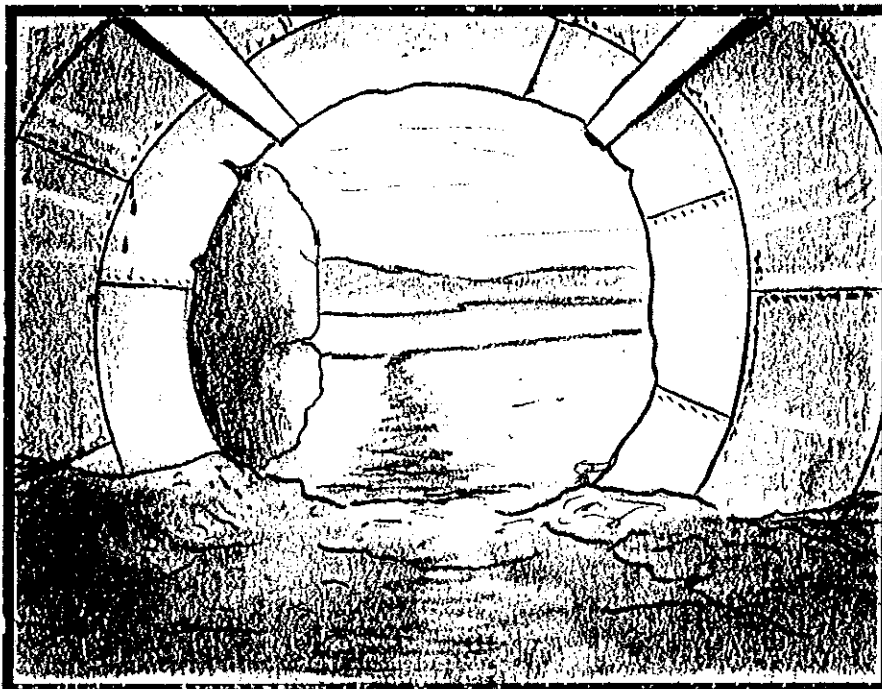
ZORK '92 17



SLIMY, MOSS  
GROWING, WET  
RUSTED METAL  
DRIPPING WATER  
ANIMATE FROM  
CEILING  
DARK  
SIMILAR TO  
SEWAGE PIPE

XIV 2w INT. CAVERN 1 WEST

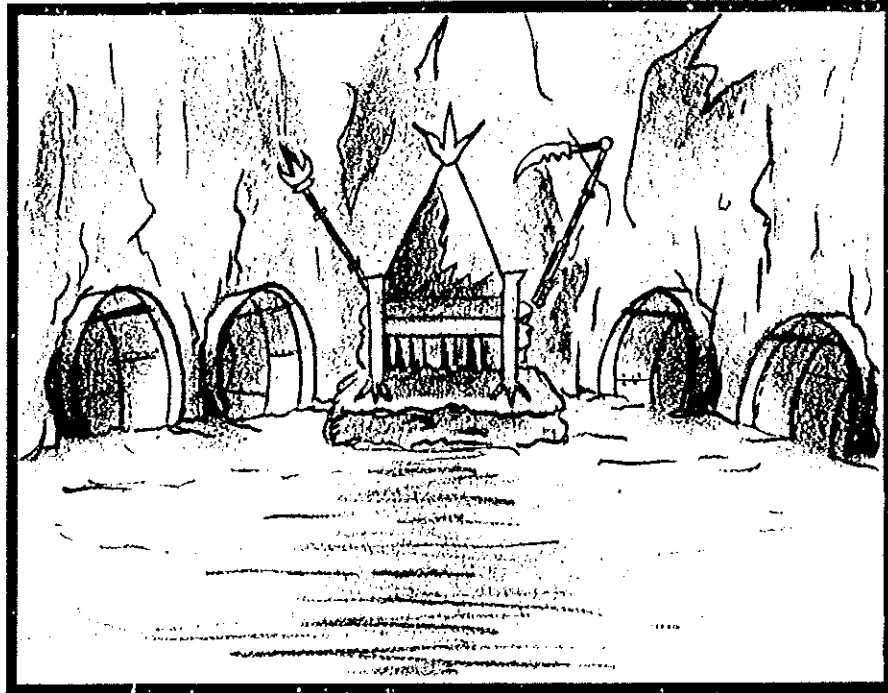
ZORK '92 1P



WET INSIDE;  
MOSS-MOLD  
GROWING  
ANIMATE DRIPPING  
WATER

XIV. 2e INT. CAVERN 1 EAST

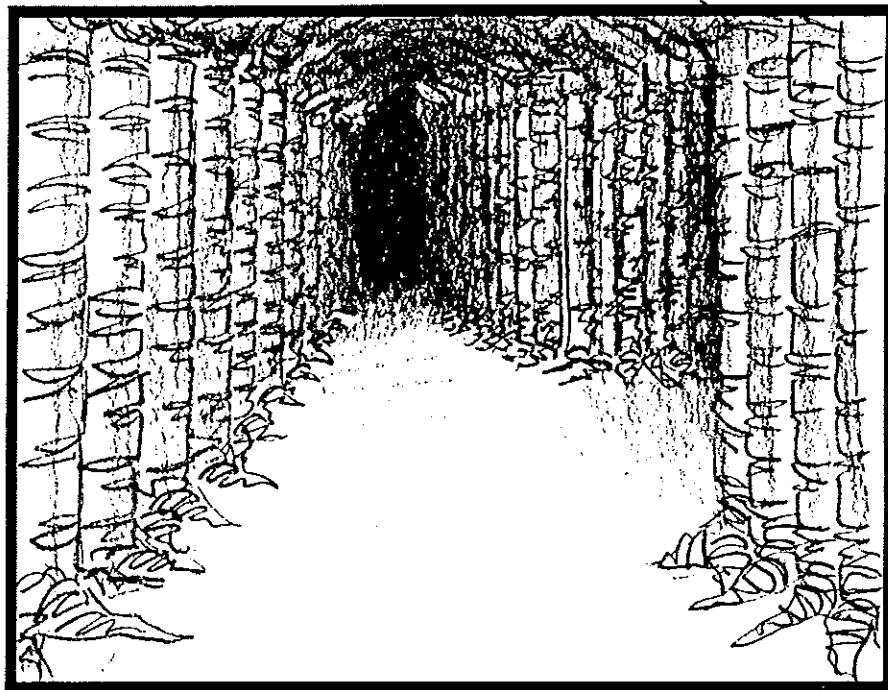
LORK 42 IT



DARK  
MATCHING GARGOYLES  
CREATE ARMS  
OF THRONE

XIV. 3C CLOSE LEADER ROOM

ZORK '92  
E.S.

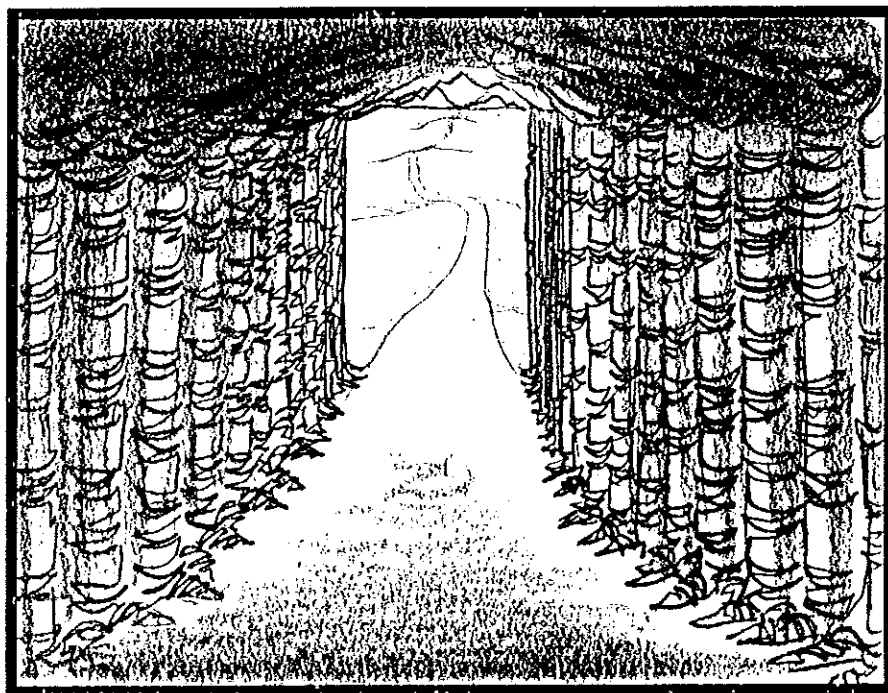


\* SIDEWAY "T" RIGHT  
(REVERSE FOR LEFT)

#18-SEE  
LIST

XV. FOREST OF THE SPIRITS  
IN EXT. FOREST ENTRANCE NORTH

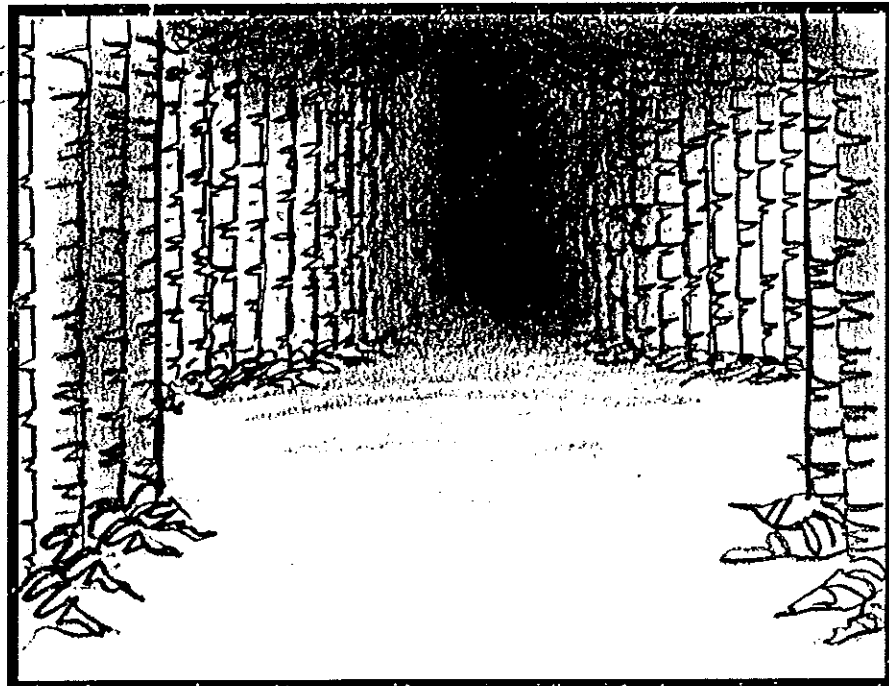
ZORK '92  
E.S.



#1-SEE LIST

XIV. IS EXT. FOREST ENTRANCE SOUTH

ZORK '72  
E.S.



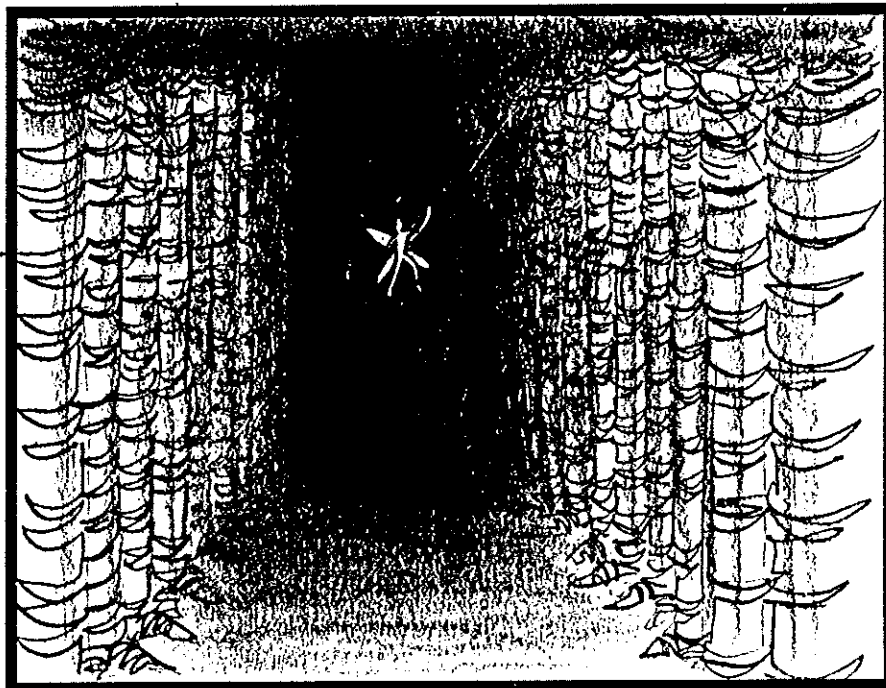
\* 4-WAY

#10 - SEE LIST

\* BOWMAN IS  
FIRING  
ARROWS AT  
THE FAIRIE

XV. 2 BLIND BOWMAN ENCOUNTER

ZORK '92  
E.S.

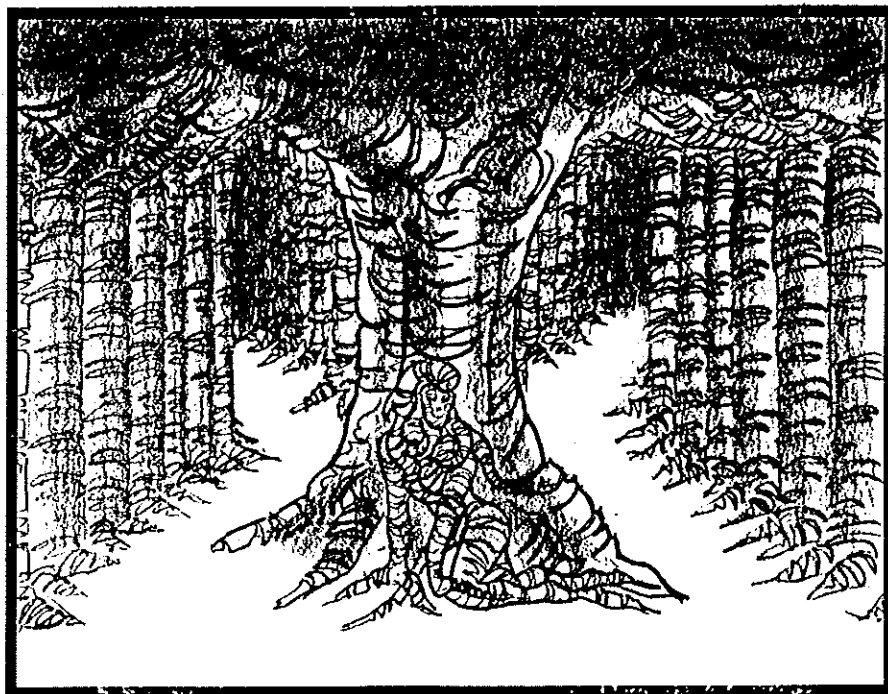


#1 - SEE LIST

\* ARROWS ARE  
BEING SHOT AT  
FAIRIE.

XV. 3 CLOSE FAIRIE CAPTIVE

ZORK '92  
E.S.



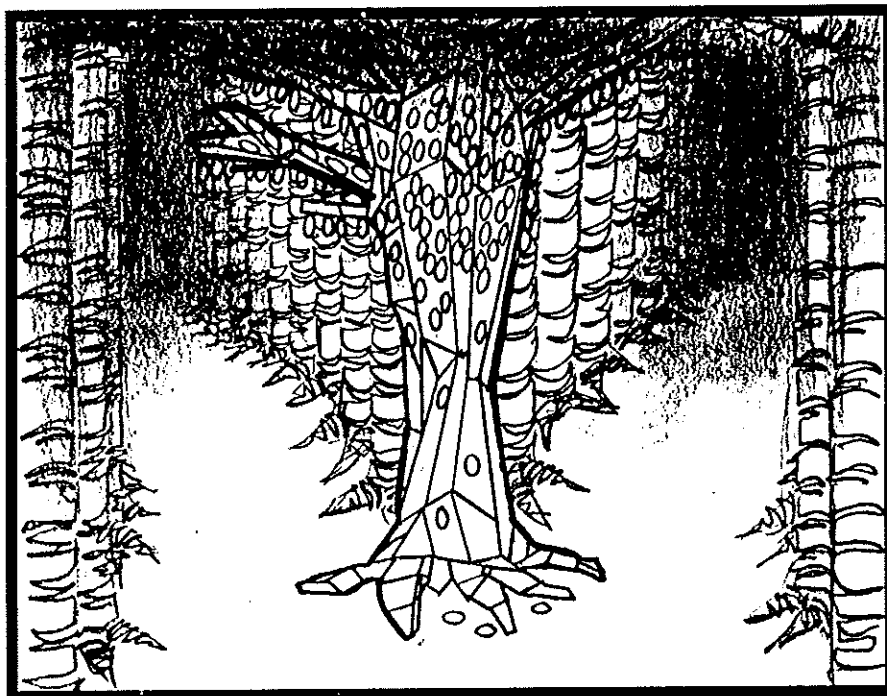
#5 - SEE LIST

\* TREE SPIRIT  
IS INTEGRATED  
INTO TREE.

\* YOU CANNOT  
SEE BACKSIDE OF  
TREE FROM EITHER  
PART OF THE "Y".

XV. 4 TREE SPIRIT ENCOUNTER

ZORK '92  
E.S.

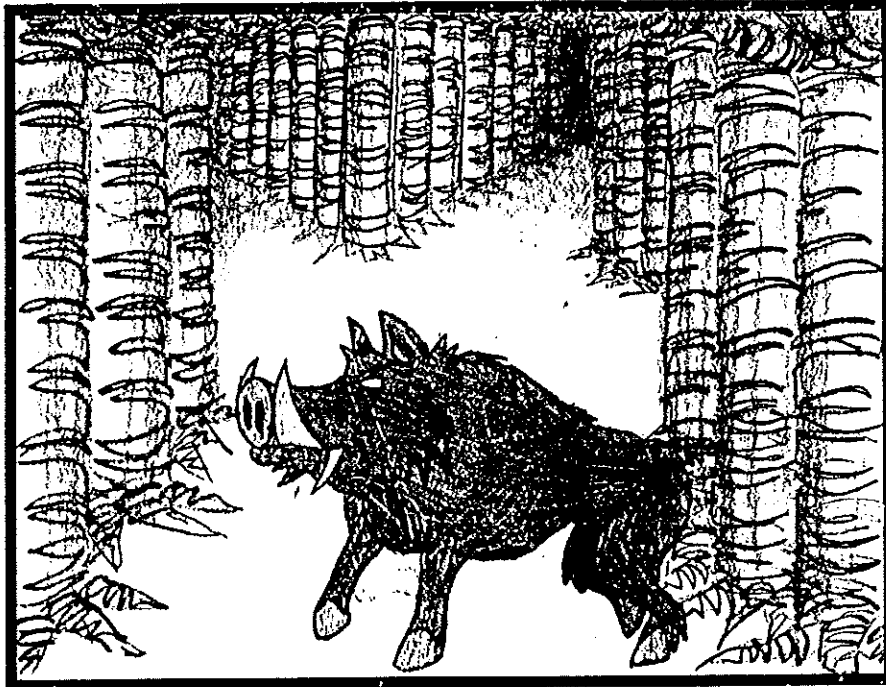


#5 - SEE LIST

XV. 5 COIN TREE ENCOUNTER



2011/12  
F.S.



#10-SEE LIST

XV. 6 WILD BOAR ENCOUNTER

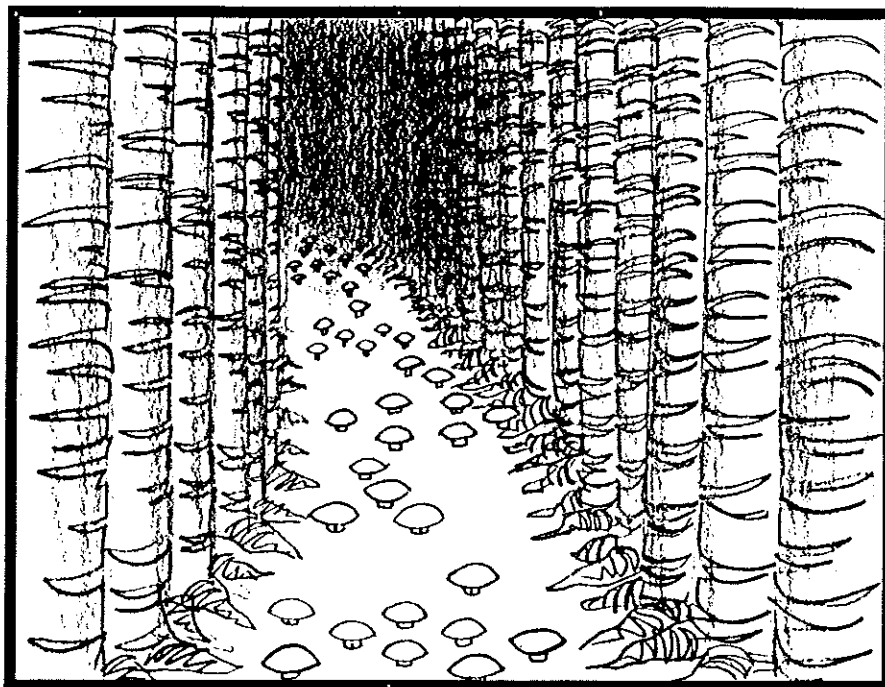
2011/12  
F.S.



#2-SEE LIST

XV. 7 SPRING TRAP ENCOUNTER

WORK '92  
E.S.



#3 - SEE LIST

\*THERE WILL PROBABLY  
BE 7 ANIMATIONS  
TO THE MUSHROOM  
PEOPLE.

\*THERE MUST ALSO BE  
A SCENE SHOWING  
SQUASHED MUSHROOM  
PEOPLE.

XV. 8 MUSHROOM PEOPLE ENCOUNTER

WORK '92  
E.S.



XXIX. 13 ZOOM MUSHROOM PEOPLE  
(N.P.C. IS LOOKING DOWN AT THEM  
AND VICE VERSA)

-back 72  
F.S.

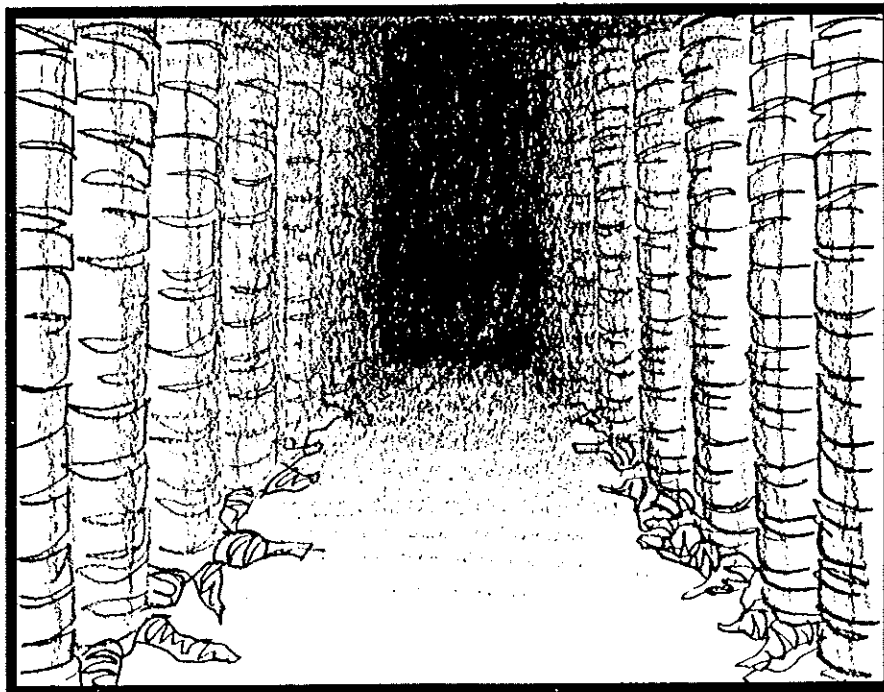


#1 - SEE LIST

\* THE SPIDER IS  
BETWEEN YOU  
AND EXIT.

## XV. 9 GIANT SPIDER ENCOUNTER

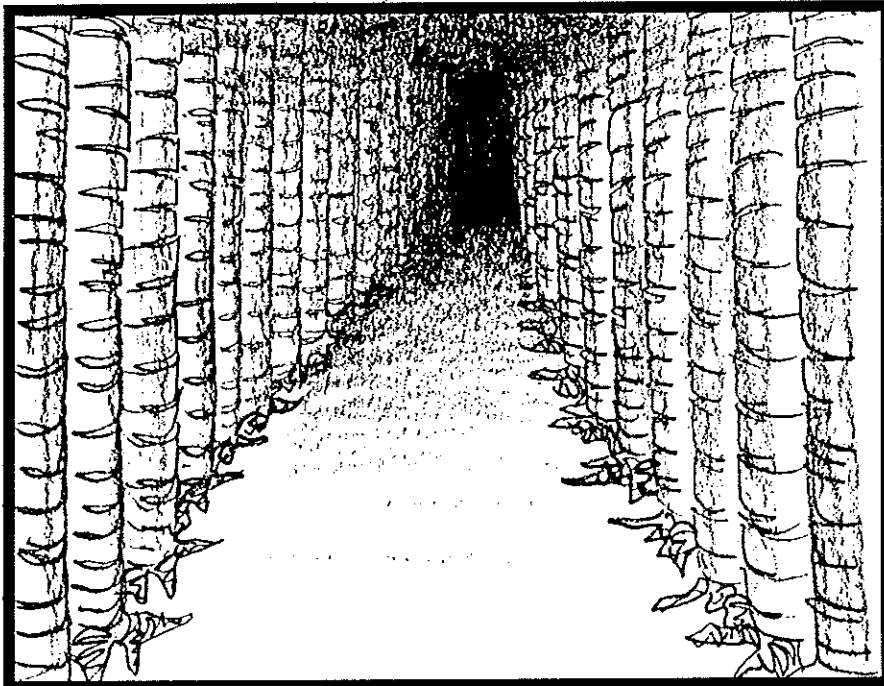
CORK 72  
E.S.



\* STRAIGHT-A-WAY

#1 - SEE LIST

CORK 72  
E.S.



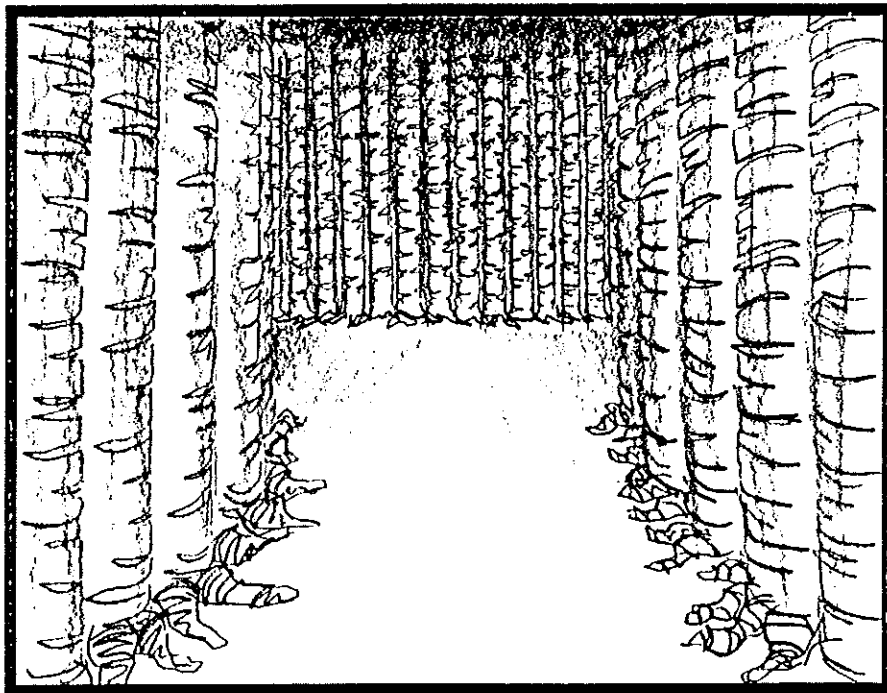
ALTERNATE

\* STRAIGHT-A-WAY  
FADE RIGHT

(REVERSE FOR LFT)

#2 - SEE LIST

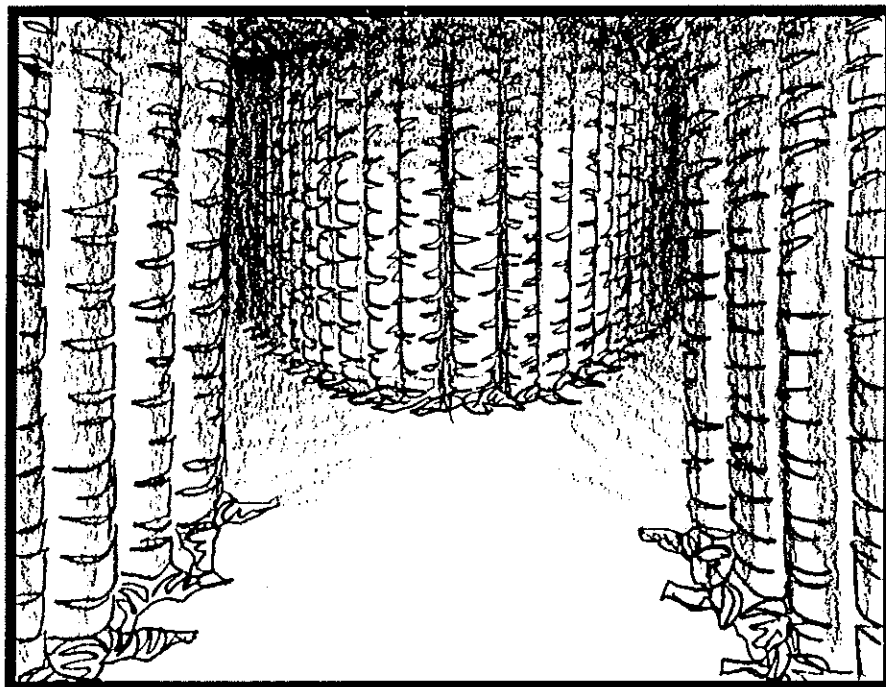
ZORK 12  
E.S.



\* STRAIGHT-A-WAY  
"T"

#4-SEE LIST

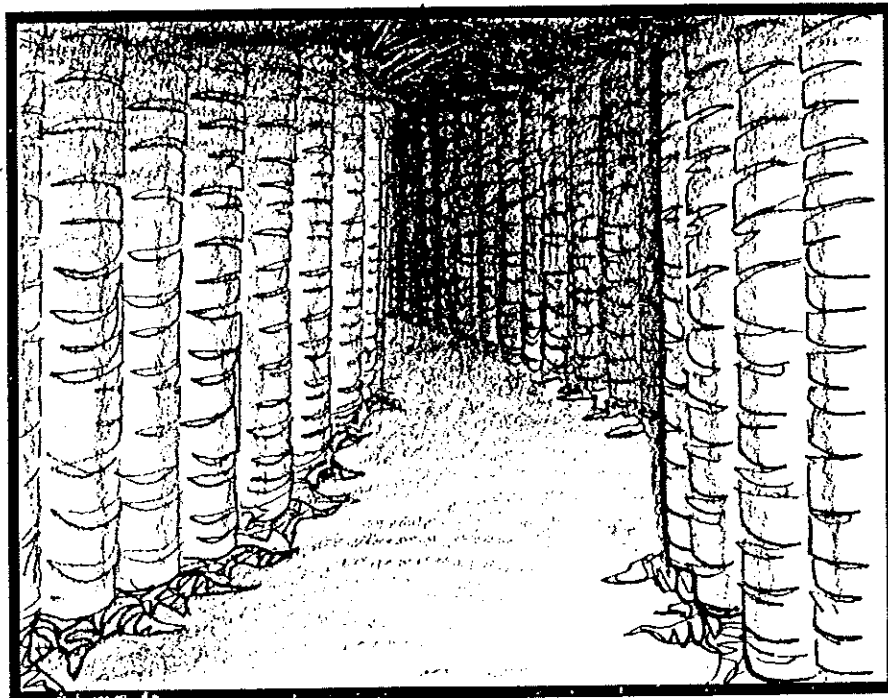
ZORK '92  
E.S.



\* STRAIGHT-A-WAY  
"T" ALTERNATE

#5-SEE LIST

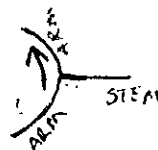
2011 72  
F.S.



\* SIDEWAY "T" R.T.  
ALTERNATE

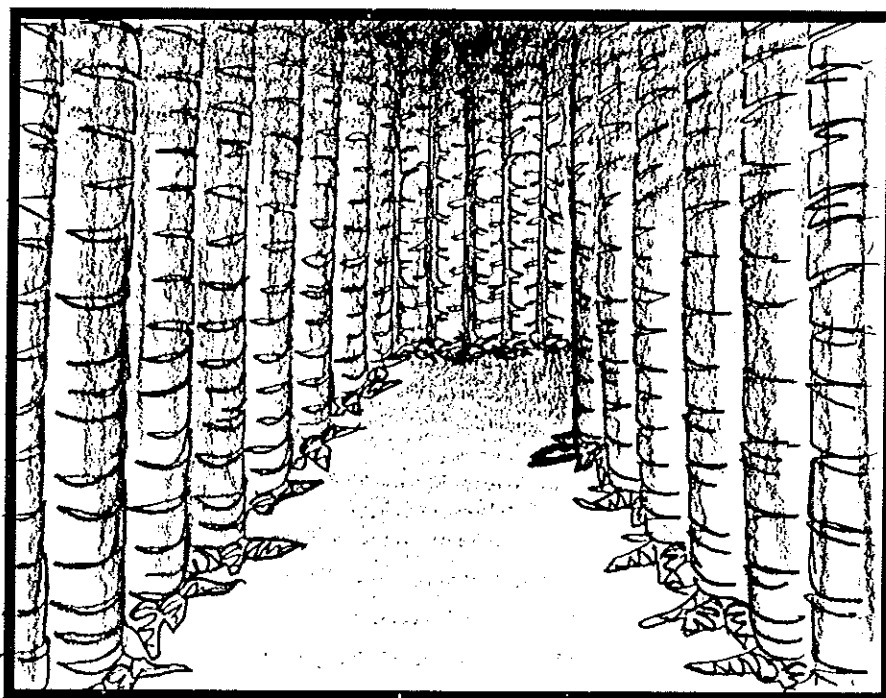
\* NPC MAKES  
U-TURN OFF OF  
Y-WAY INSTEAD OF  
GOING STRAIGHT.

\* REVERSE FOR  
U-TURN LEFT.



#8 - SEE LIST

2011 92  
F.S.

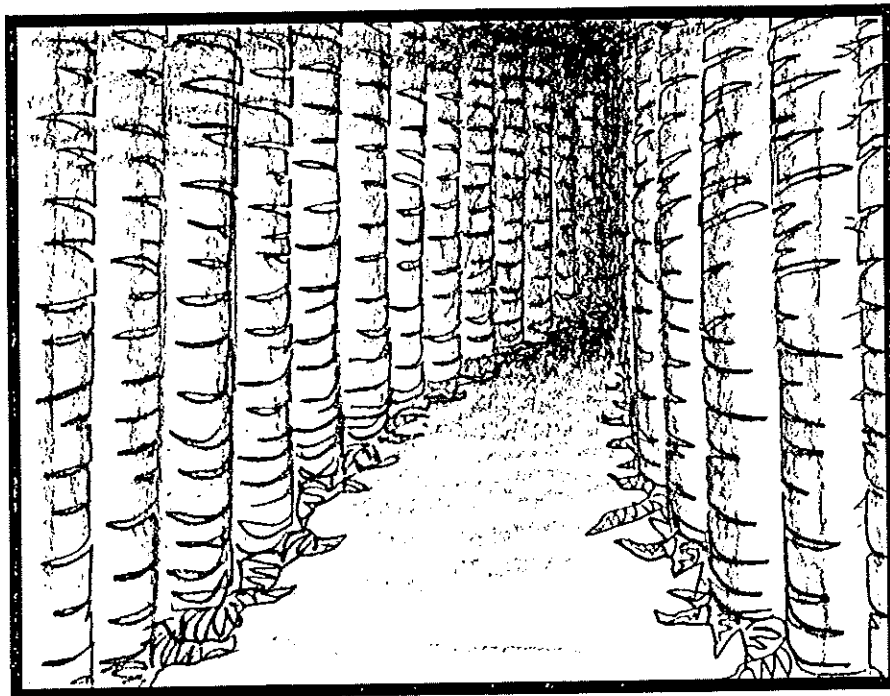


\* L-WAY RIGHT  
(REVERSE FOR LEFT)

#11 - SEE LIST

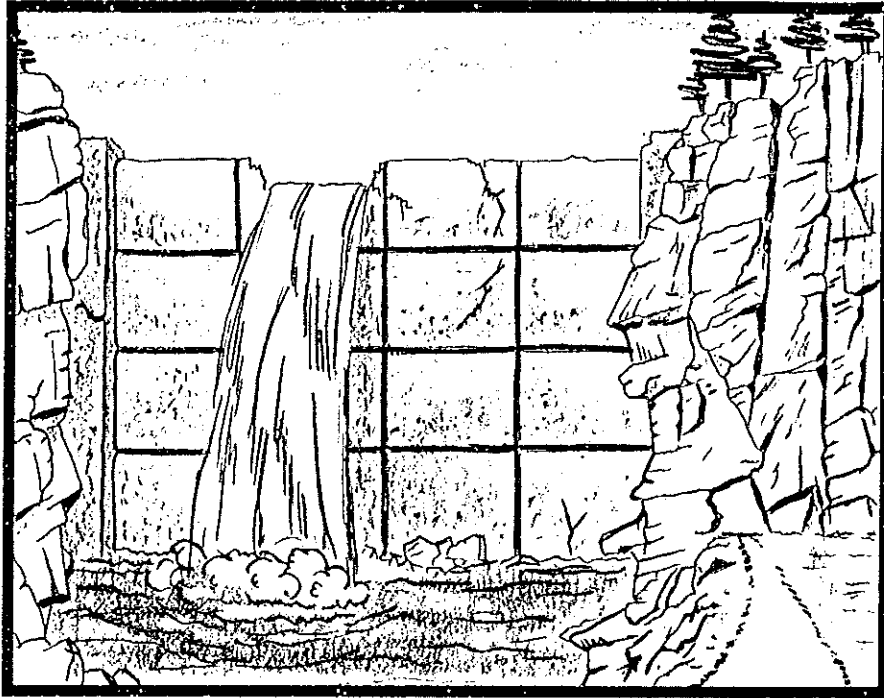
COPIA

E.S.



\* L-WAY RIGHT AL  
(REVERSE FOR  
LEFT)

# 13 - SEE LIST



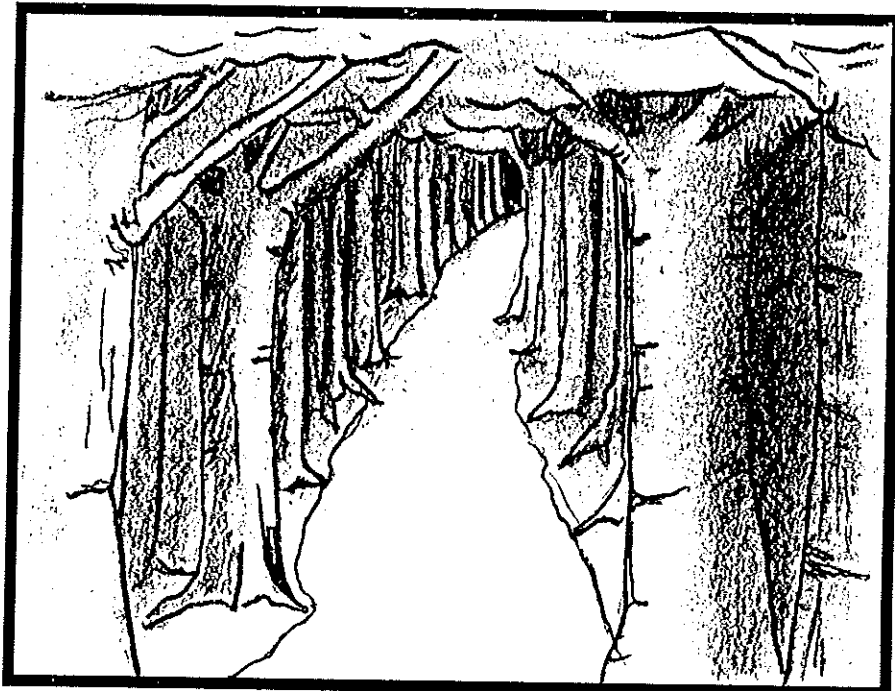
INVISIBLE DOOR  
IS A REMOVABLE  
OBJECT

ANIMATE WATERFALL  
AND RIVER

LABEL DAM WITH  
FCD # 3

XVI.1w EXT. WATERFALL ENTRANCE WEST

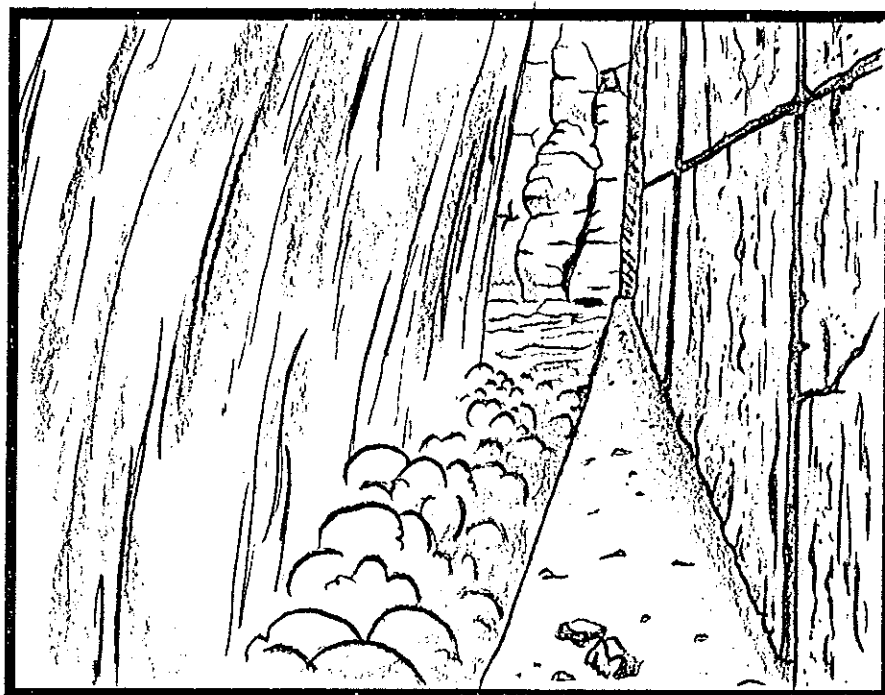
ZORK '92 TP



XVI.1e EXT. WATERFALL ENTRANCE EAST



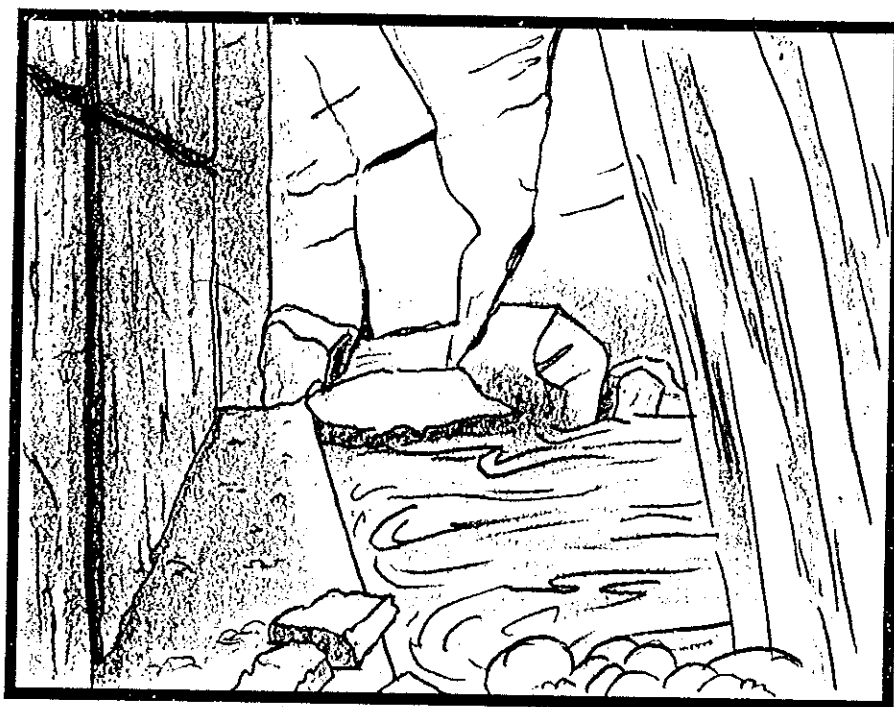
ZORK '82 11



ANIMATE  
WATER

XVI. 2w INT. WALKWAY PART 1 WEST

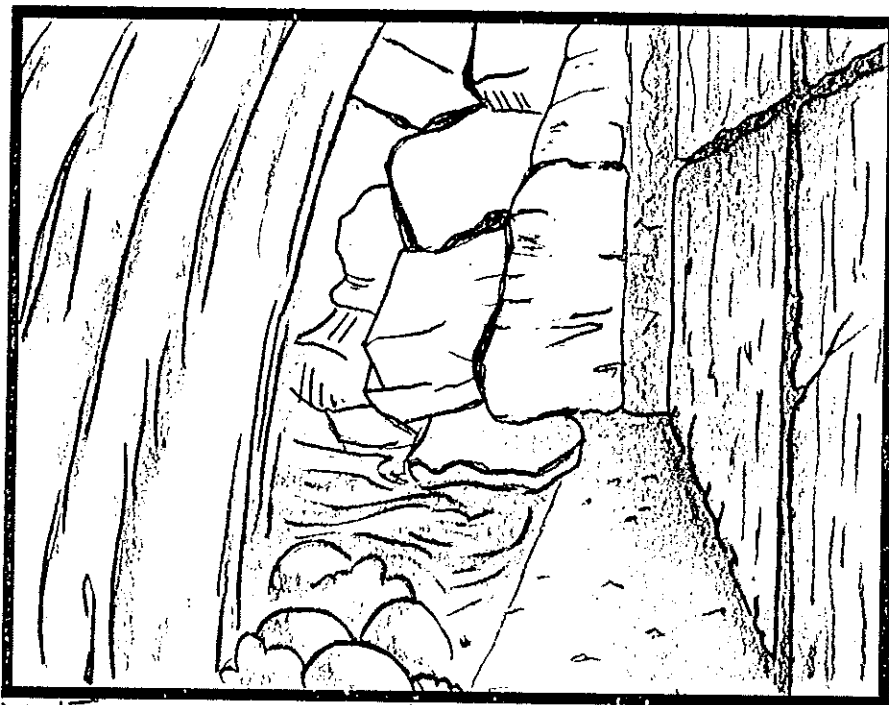
ZORK '92 11



ANIMATE  
WATER

XVI. 2e INT. WALKWAY PART 1 EAST

ZORK '92 TP

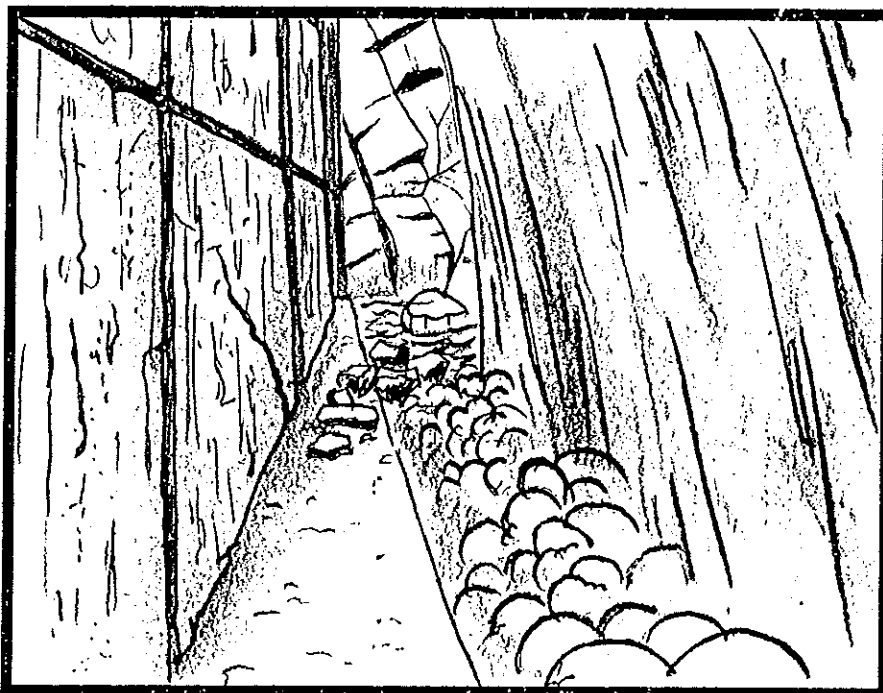


INVISIBLE DOOR  
IS A REMOVABLE  
OBJECT

ANIMATE WATER

XVI. 3w INT. WALKWAY PART 2 WEST

ZORK '92 TP

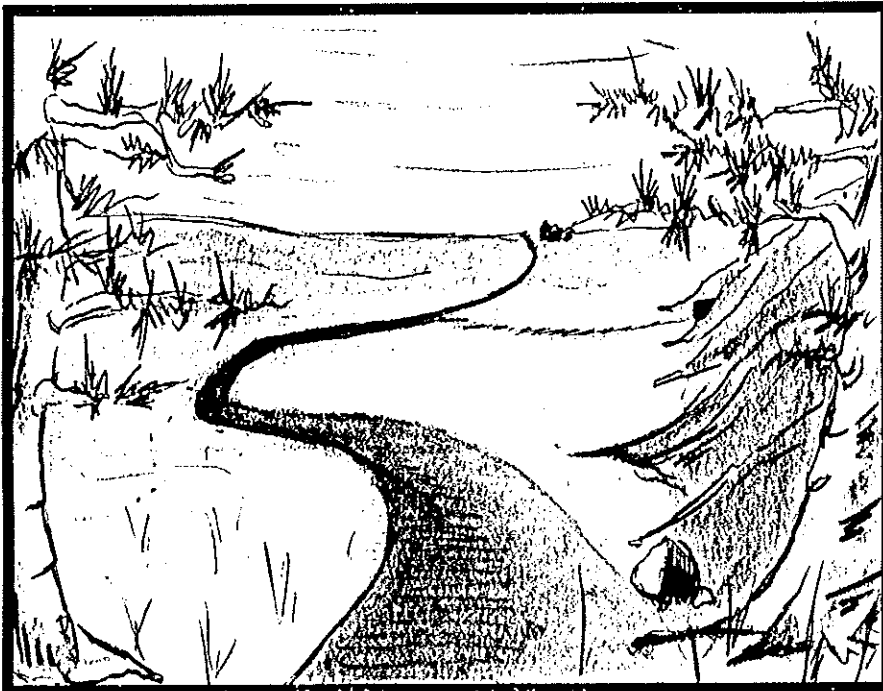


ANIMATE WATER

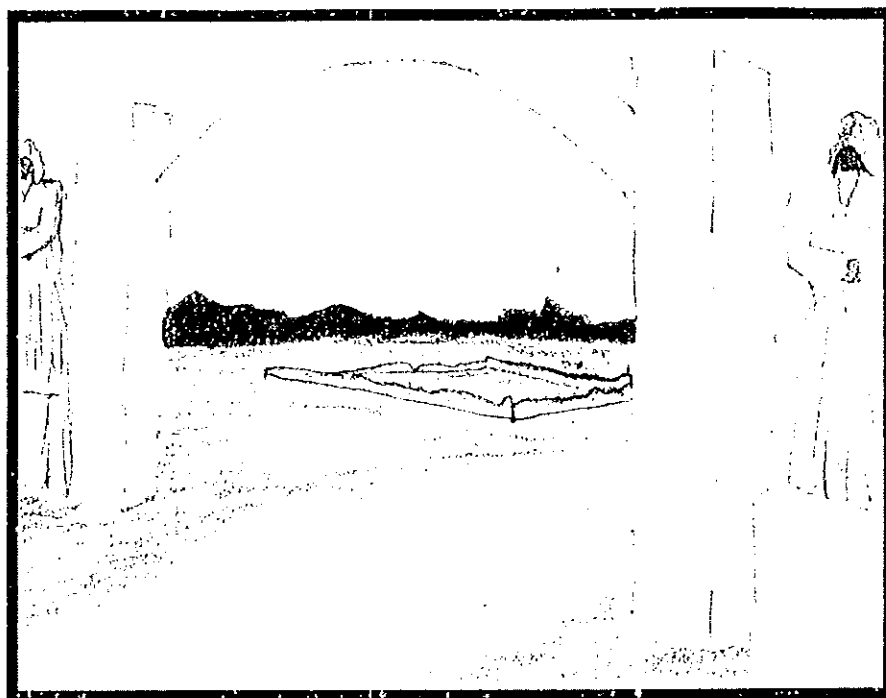
XVI. 3e INT. WALKWAY PART 2 EAST



XVI. 4N EXT WATERFALL EXIT NORTH

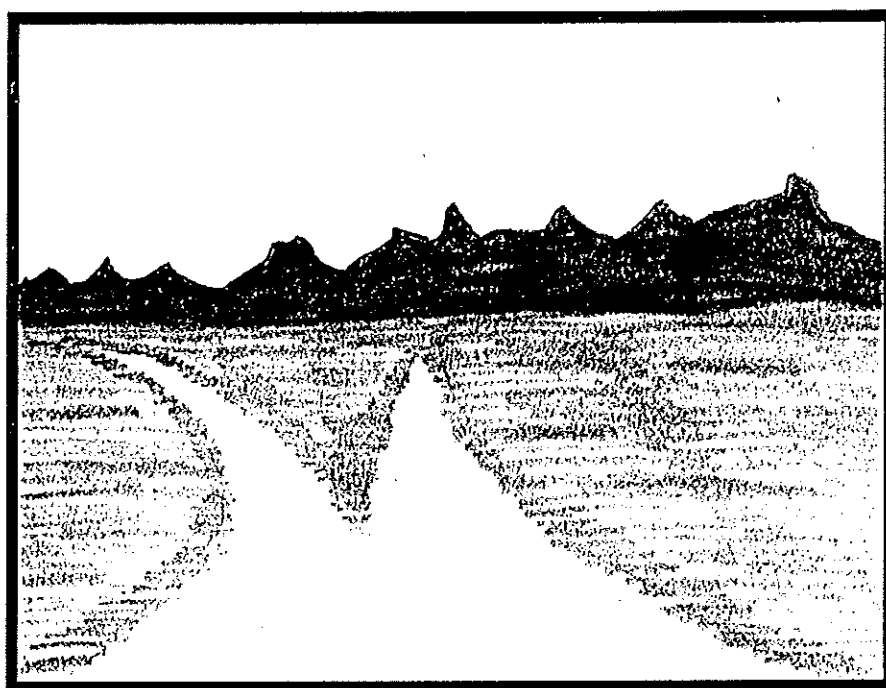


XVI. 4S EXT. WATERFALL EXIT SOUTH

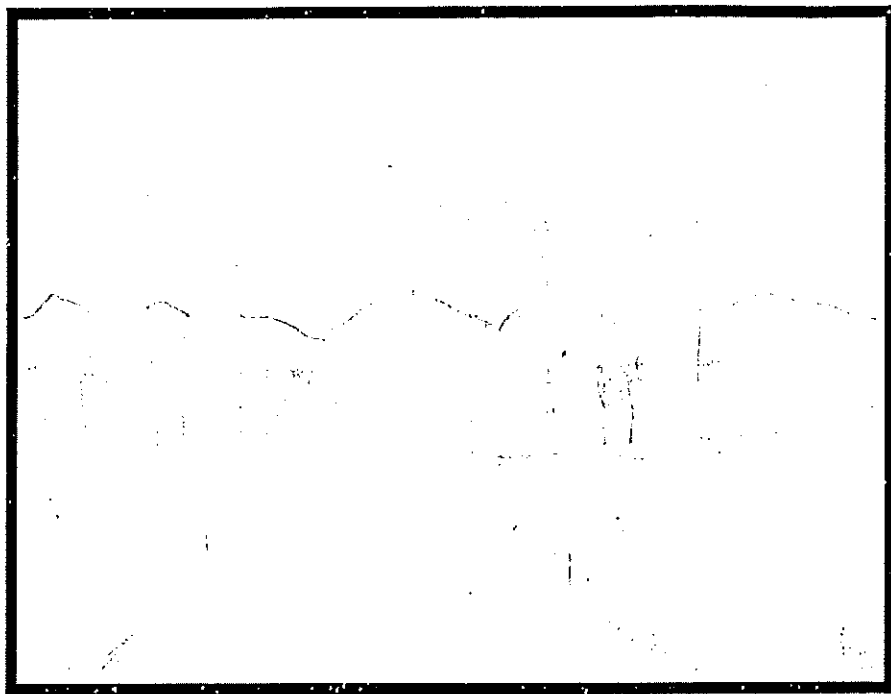


← SHIELD IN HAND

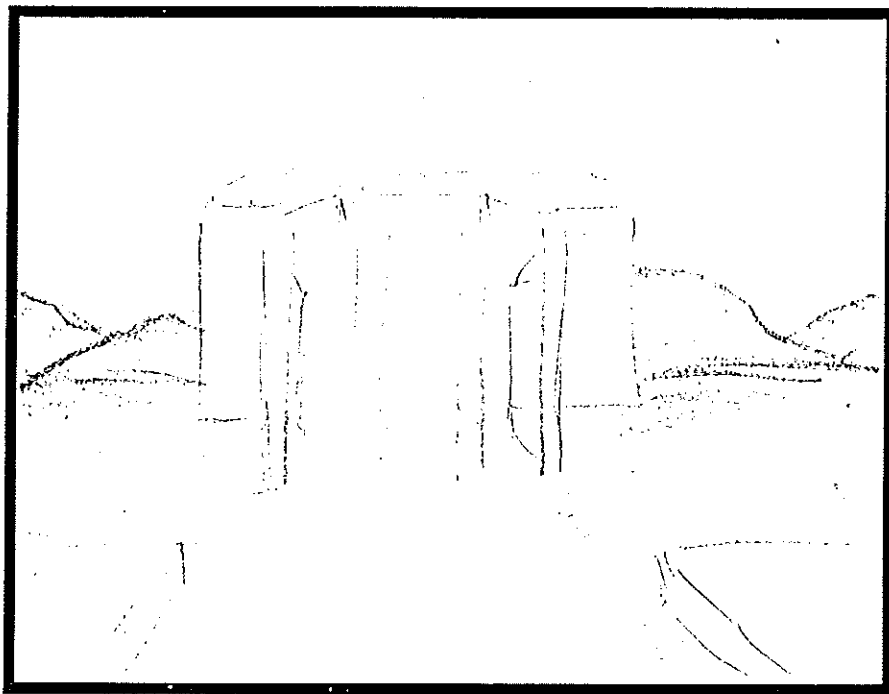
XVIII. 1e EX. Old Gate East



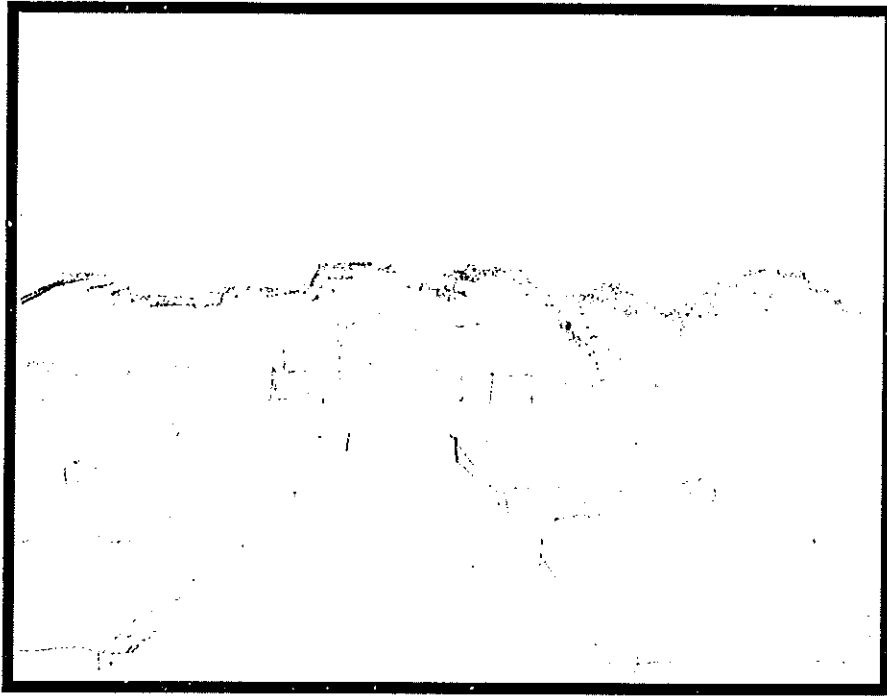
XVIII. 1w Ext. Old Gate West



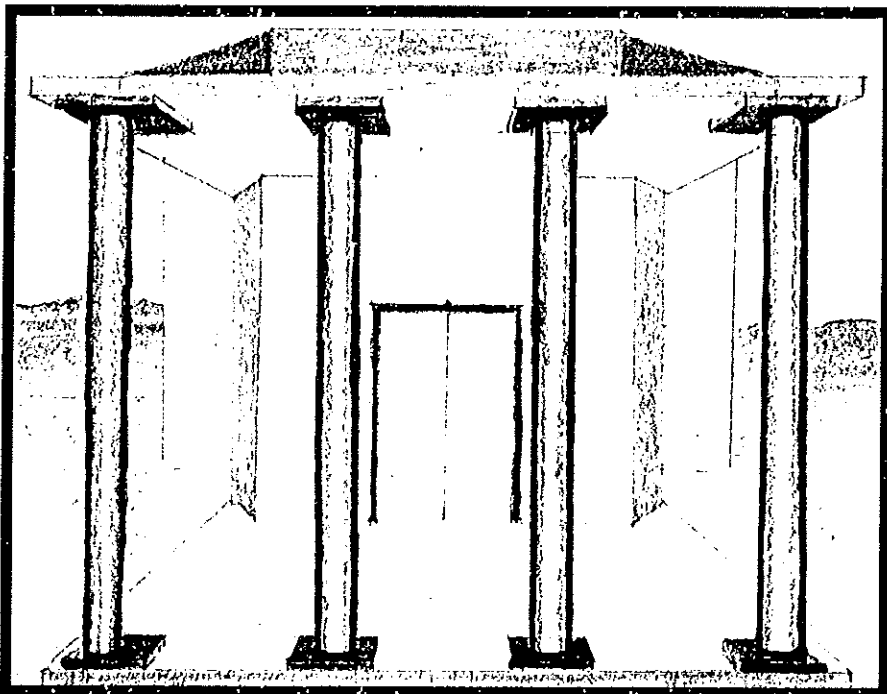
XVIII, 2 w



XVIII, 2e

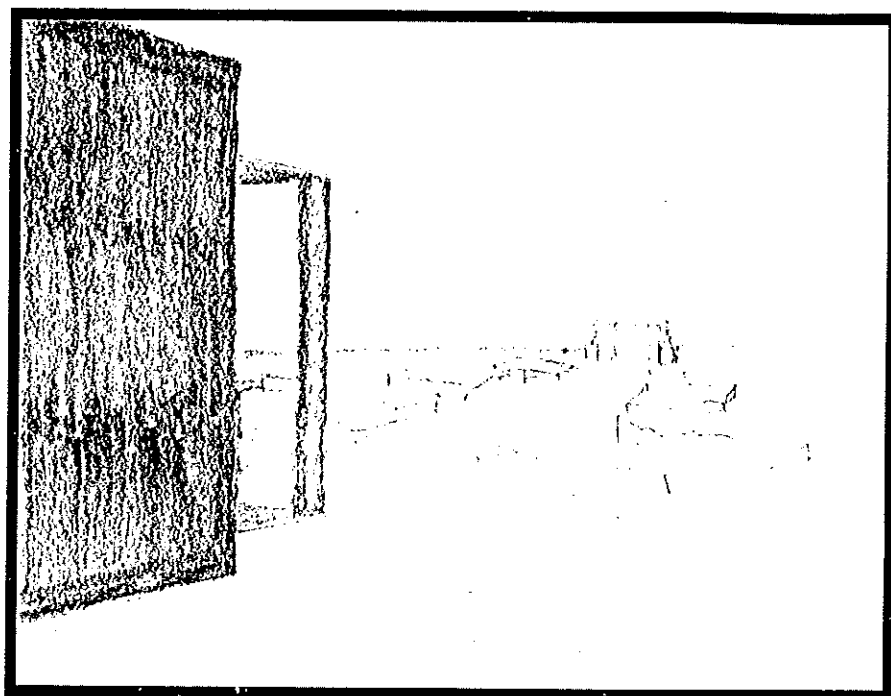


XVIII.3w

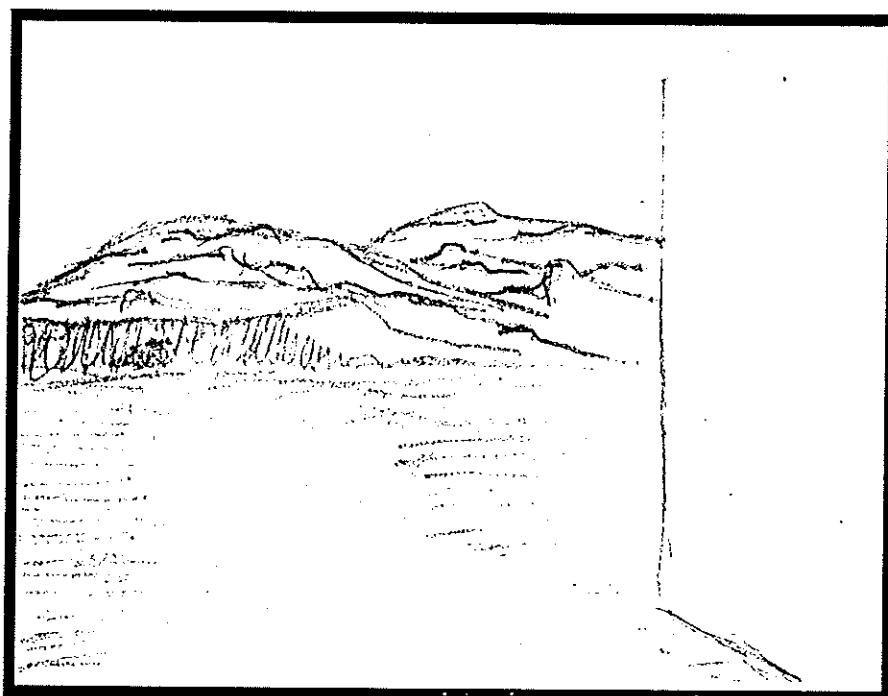


PATHWAY →

XVIII.3e



XVIII.4w



XVIII.4e