

AFTERMATH  
(aftermath.gam)

2:07-2:15  
3:20-4:00

x soldiers (blue man)

x blue man (spue)

push blue man

to in + broken legs

x legs / buttocks / daylight

pull legs = 4 → Ontop the Pile (plus E, W, N → off)

N → Beside the Pile You Wish In. (N → battlefield)

(souls, post, pile, faces)

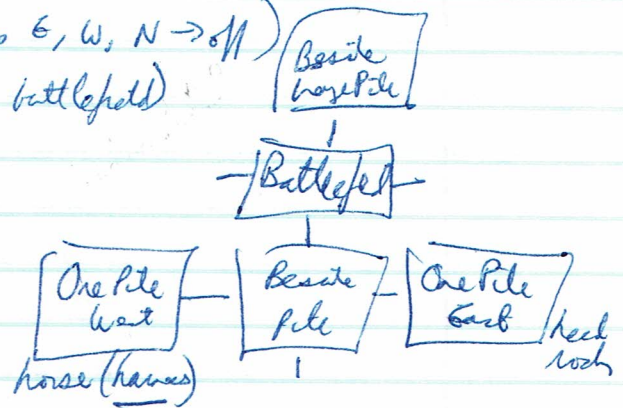
x bodies (see glass trinket)

head (of lt)

- nose, contacts, mouth, cheeks

(pick nose)

- in ground around rocks



Beside large Pile (bodies, uniforms, cart, woman)

cart - boots & uniforms, bayonet

(one wheel is loose, left ae)

Battlefield (a monument must be built at site)

- mound (good place to build monument)

~~the~~

Look through

pull nose