

3:49a - 5:08
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bad writing! directionless.

start @ Front Walk (N) to Front Step

Car, front seat, floor boards

Flashlight (lose each), cell phone - no plan of Attic or basement

i { Downstairs Floor Plan, Upstairs Floor Plan, cell phone, flashlight (closed)

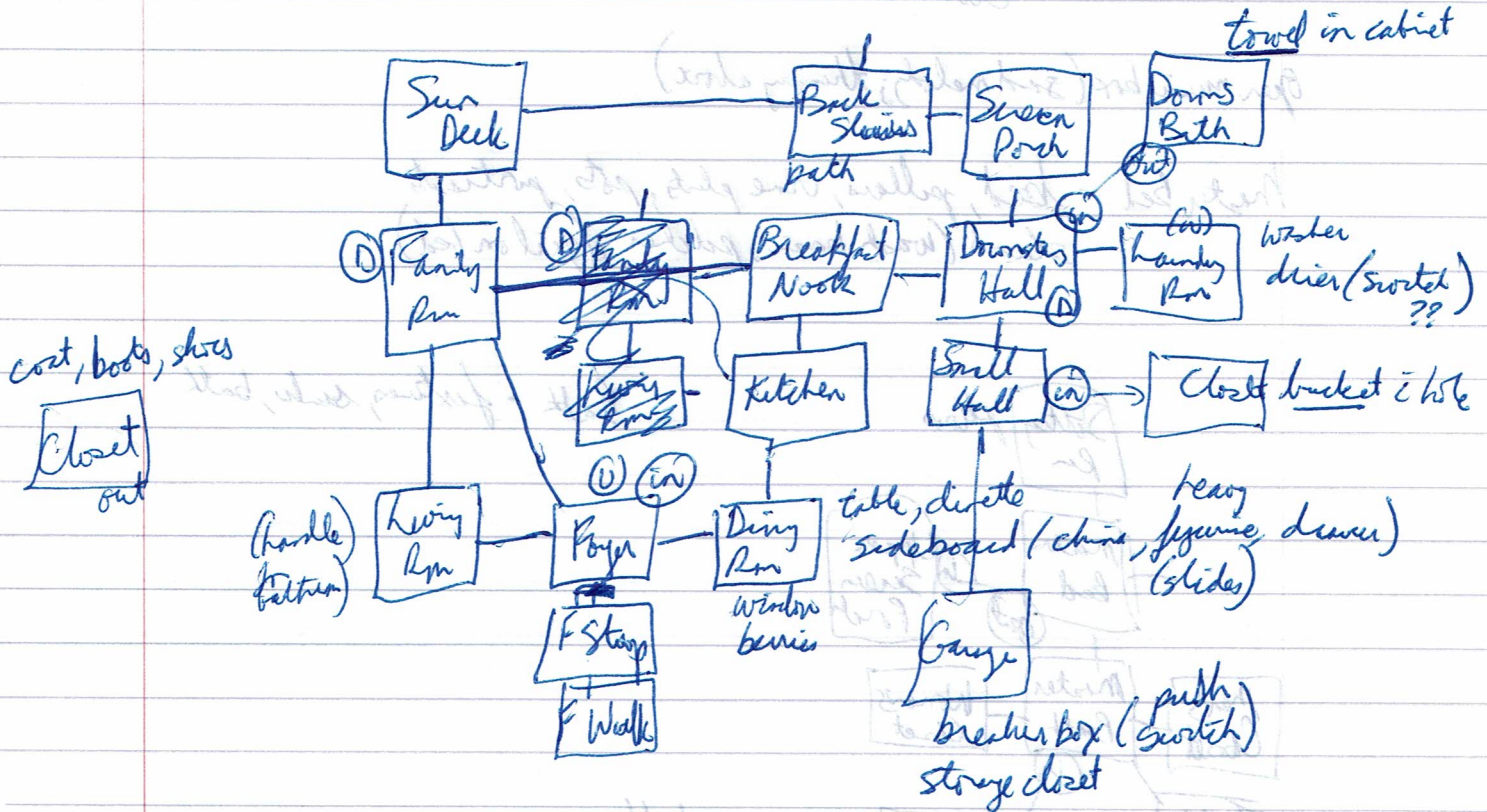
cell phone - (not call ~~phone~~)

Front Step (slab "AM")

open door - woman decapitated body, head whimpers "I am not the one", ghost flees.
Kitchen - counter, stove, dishwasher, skillets, refrigerator, magnets, Sink, bar area, shadows, windows

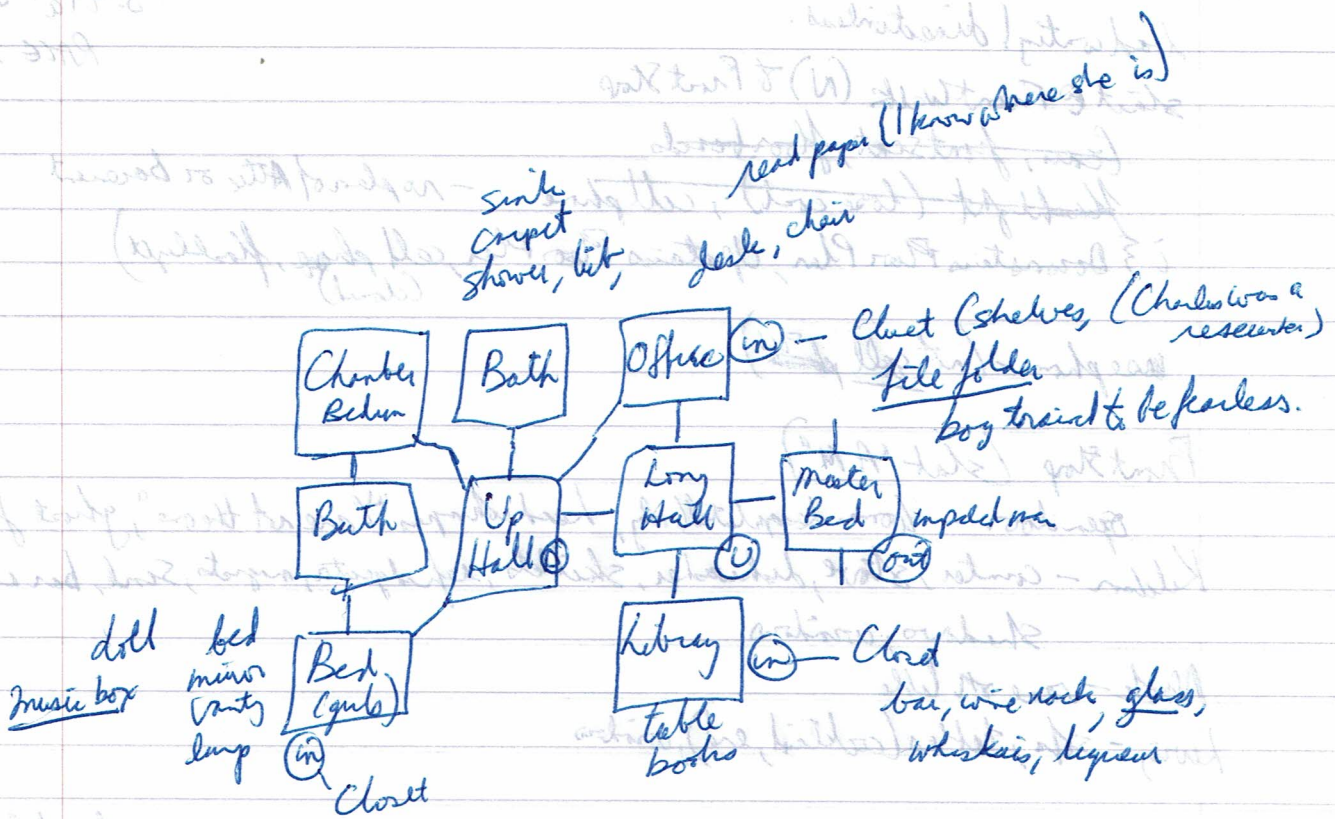
Nook - vase on table

Living - sofa, tables (cocktail, end), window



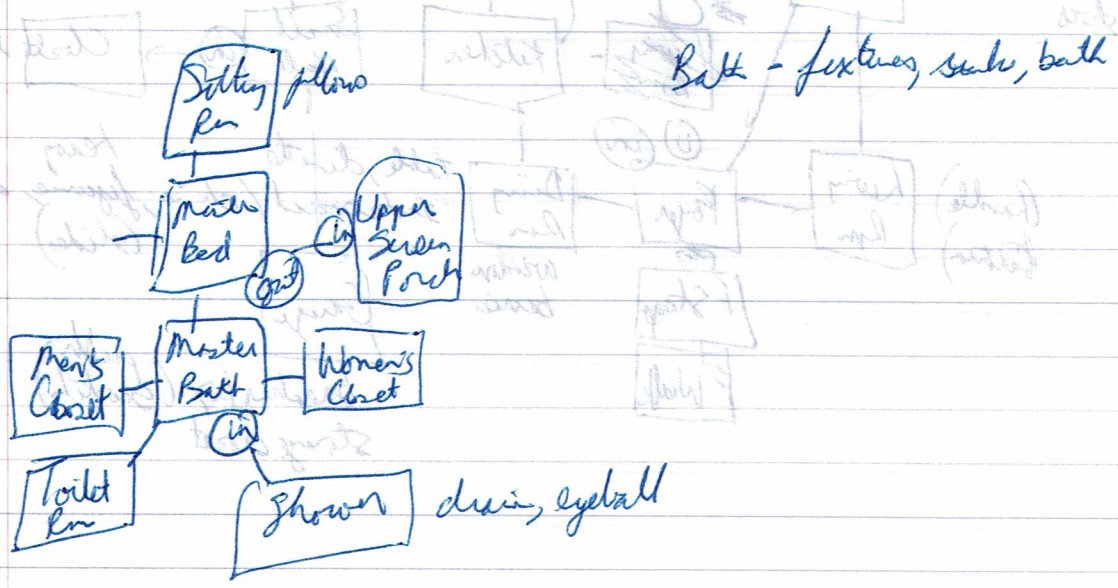
W.P. 1000
2000

3:45 - 2:00
10:00

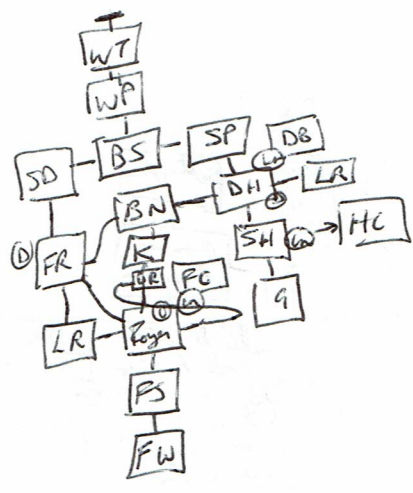


Open music box (sad melody; thumping above)

Master Bed - bed, pillows, vine plants, pots, portraits
stand (wash basin, pitcher, (girl on bed))



- i. Downstairs Floor Plan, Upstairs Floor Plan, cell phone, flashlight
- l. [Front Walk] trees, bushes, path, columns, lantern light, stoop to N.
- N [Front Stoop] 'A M' in concrete slab, lantern, door
- open door. {it cracks open; wind blows in out + it rebounds shut in your face}
- you door. {door is warped now, auto move} [Foyer] look. {stairs U, door under stairs, drawings W/E, NW, NW} IN → [Foyer closet] coat, boots, shoes. x coat (warm, pockets sewn shut)
- out. W → [Living Room] sofa, window, cocktail table, arm chair, end table, door N+E.
- x end table {chopped} & handle {for bathroom?} take handle {decapitated woman ghost screams "you are not the one" someone around}
- N → [Family Room] rock W, sliding door N to sundark, N/E/S/D/SE. x window. look through window {see shadows of someone around}
- N → [Sun Deck] window E is reflective so you can't see in E/S.
- E → [Back Stairs] N/E/W, window S are reflective (can't see in)
- E → [Screen Patch] S/W. pins to N/E, window S is well set up with
- S → [Downstairs Hall] N/E/S/W/D/IN. IN → [Downstairs Bath] toilet, cabinet sink
- x sink (no faucet, but you can wash things) open cabinet {blood stained towel}
- out → [D Hall] W → [Breakfast Nook] E/S/W, (outside sink) bench seat, long table {glass vase}
- take vase {air cold; it moves out of reach} S → [Kitchen] N/S, stove, dishwasher, skylight, refrigerator, magnets, counter, (cups, etc)
- sink, bar area, shadows. x stove (oven door open). S. [Dining Room] table, chairs, window, bushes, sideboard, N/W
- x sideboard: set of chairs, brown glass figurine, drawer. x figurine (heavy, man in wings, blue tinted, doesn't belong)
- take drawer. open it {set of silverware} take figurine (seems good, but it slides around when you let go.)
- W. S. [Small Hall] near garage. S [Garage] dk, storage chest, bins, breaker box. {opens; switch}
- W. S. [Small Hall] → [Hall Closet] rusty bucket (hole in bottom) / N of Back Stairs → [Worn Path] N/S
- N → [Wooded Trail] metal gate N.



U from [Foyer] → [Upstairs Hall] N/E/D/NB/SW/WW

N → [Upstairs Bathroom] ^{casual} ^{shower curtain, towel} ^{shower} ^{ensemble}, ^{chairs}, ^{bath tub}, ^{shower}

/E of Upstairs Hall → [Living Hall] N/E/S/W/U. N → [Office] desks, chair, window N, pencils; S, N, SW.

x desks. x papers. read papers (I know interests) in → [Office Unit] shelves, files

x shelves (file folders) like file folder. open it. read it. (Case study 15479 - age 4 male was made numb to hours until age 6)

SW → [Upstairs Hall] E.S. [Library] x shelves, books, table (link to eyes), window

read some books (hear a thing in the attic) in [Library Unit] bar, wine rack, glass.

x booze (bottle of lych utiny) clad x wine rack (bottle of wine) take bottle of wine.

OUT. N.E. [Master Bedroom] En st arty: man imp led the head walks then & walks leaves &

l. {bed, bedspread, pillow, cases in its, portraits, stand with basin, palette, chandelier, girl jumping on bed the screen & new out)

N, S, W, OUT. N → [Sitting Room] pillow, chair. S.S. [Master Bedroom] bed, closet & W, porch room SW, shower in, sink

in [Shower] x drain {see eyeballs}

