

freed say moving statues in Waker exhibit at history museum.

Waker

by Kevin
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Rel 1, I7, 2blat

[Waker Exhibit, First Rm]

statue on pedestal, diorama, more exhibit N, rest of museum S.

↳ bald, fat, w/ & shippers, red btn.

push btn. 'I am Vel, first Waker of the God-King. Unlike the Wakers that followed me, I was not trained'

2 'The 1st Waking was thrust upon us, & I was ill-prepared'

2. 'For a look into the 1st Waking, pls interact w/ the diorama'

2 'When y have finished, proceed to the next rm to find out more'

x diorama (bedroom in metallic box) x Spotlight.

x box (long, wires around it, tubes, horizontal scan; feet should store it)

x box (box grows? ⇒ voice of Vel narrates: council voted to wake God-King to deal w/ crisis in warlike ~~the~~ Chelny. Vel is High Priest's asst, all priests partied & HP is sleeping at 6M. since G-K had to be wakened, groomed & dressed for noon ceremony, he had to be awakened now.

The First Waking {God-King's Bedroom} bed, wardrobe, E to bath, S to exit, box.

x one (w/ & shippers) x box {keypad} x keypad (0..9, red key, green key - but which keys?)

push green key. (light on + 2 buttons).

push 7 (high pitched)

push 2 (")

push red (lower, higher)

push 5 (H) 9 (H) 3 (H) 6 (H, L) 1 (H) 4 (H) 8 (H)

pull wires {GK wakes, gurgles, "Who are y? Who am I?} ⇒ [NE, First Rm]

N [NE, Second Rm] THE END (for now)