

16 Jan 86

Notes

8601/1a

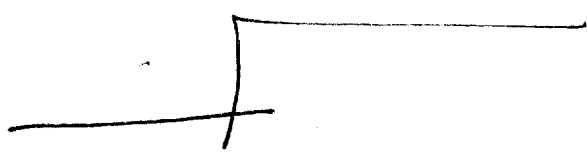
860
101
052
~~1344~~
16 Jan 86
1304
1430
Eval ~~1344~~ 2

Bill

Monitor: Fred
FT Meade, MD
16 1304 JAN 86

PI little else
AV POW Camp

155455
171455



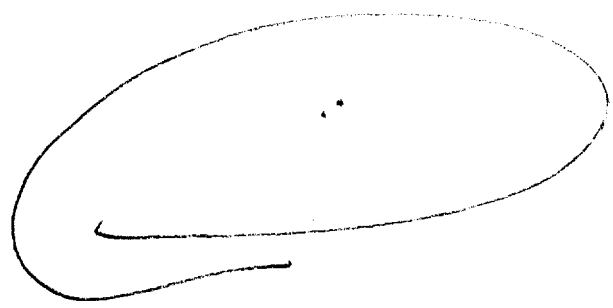
A across
flat
hard

S2 smooth B

A up down
ang
across

B structure

155455
171455



A cylinder
hard

B ———

A across
plus
B water

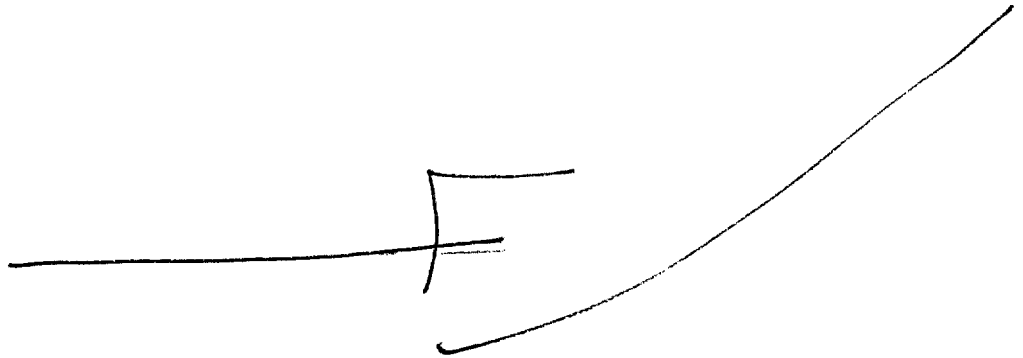
155455
171455



a across
curry up
curry down
across
hard

B —————

155455
171455



A across
hard
cold

B —————

A up/across
hard

a structure

A sloping up
hard

B land

Brown
gray
smooth

AOL Break
Spitted

AOL Break
clean
clean

rough
arrow
green
rutted
clean
clean smell
unpl

AOL Break
unplanned
smell

bunny smell
white
gray
sh. lush sand
wid
around
open
slimy up
sunny
cold

AI Break
make me feel
uncomfortable.
Not quite right

52
heavy
high
hard
large
granular

AI Break
I'm impressed.
but a little
solen, awed.

high
wide
enclosed
smooth

AI Break
windows

structured S 4
Built S 4
triangular

Break

plume
plimentary
plunging
soft
quiet
clear

~~AI Break~~

AI Break
Cancelled

large
lofty
stealthy
Total

wide
around
open
slomping up

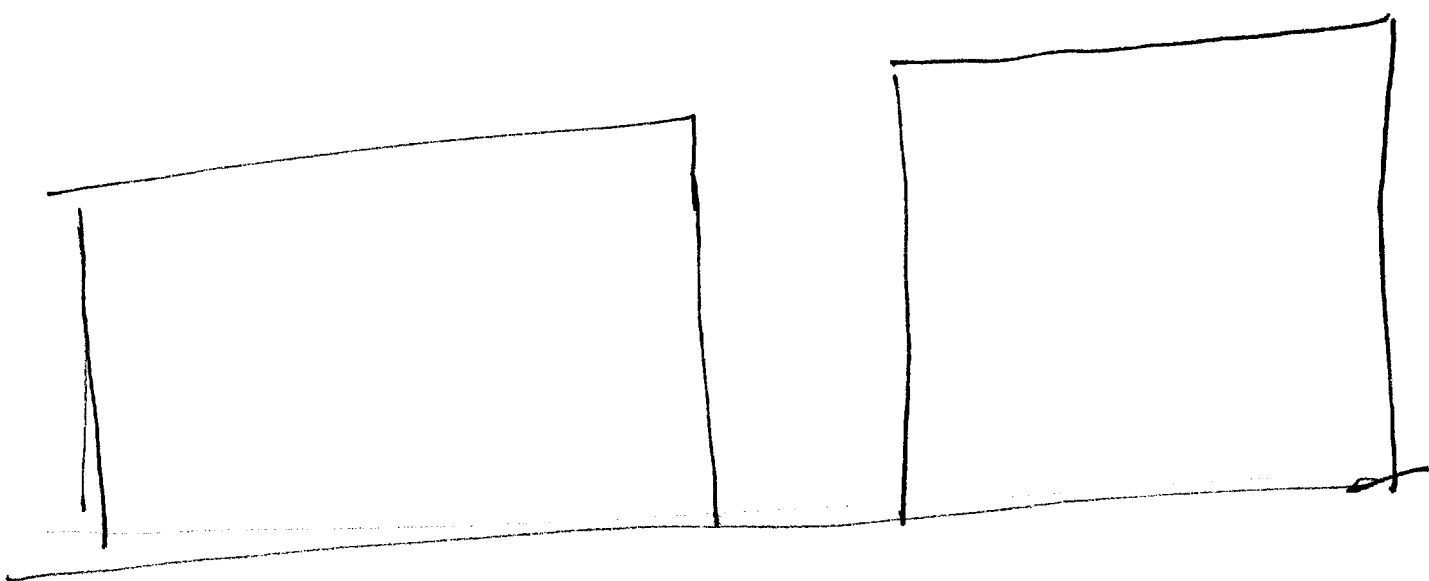
heavy
high
large

granular

high
inclined
wide

smooth

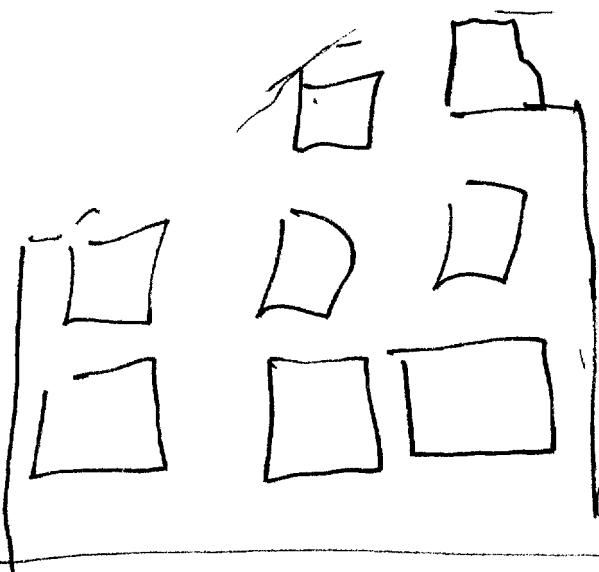
SK



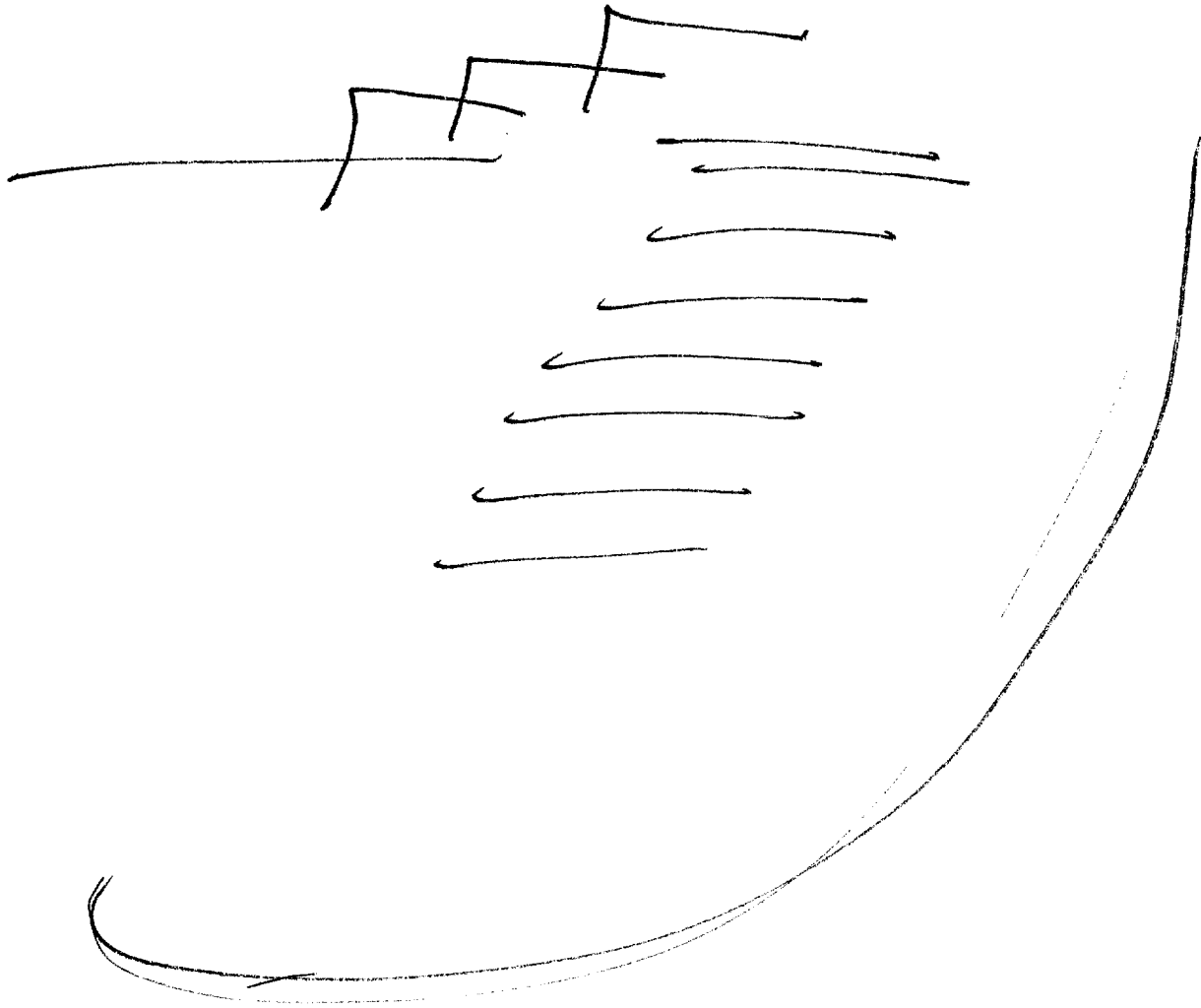
AOL SK

AOL
SK

AOL Frank
Berlin 1945



155 4 55
171 455



A across
flat
hard
men made

B structure

A up / down
up / across
up / across
hard
smooth

B structure

A down
ACROSS
RUNNING ALONG
HARD
MAN MADE
B structure

A curving around
hard
man made
B structure

S 2
white
gray
grayish
loom
rough
textured
pitted
used S-4
enormous S-4
CLOSED S-4
HEAVY
TIERED
STRUCTURED S-4

DI Break
omniscient
feeling
waiting for
the other shoe to drop

BLACK

curly
Heavy
THICK
congealed
LASTING

HEAVY

HEAVY

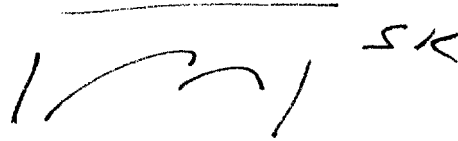
LASTING

AI BREAK
FEEL ATTRACTED,
FEEL AFRAID

BUILDING

COMPOUND

FACING



#.

MIRAGE

LONG
NARROW
LOW

OPEN
ENCLOSURE

DESIGNED
PURPOSE

people

AI Break

Don't
fully sit
feel uncomfortable
very a game.

Adrenaline is

52

AOL AKS

QUIET
SOMBER
WAITING
EXPECTING
LOOKING
HOPING
RESTIVE

COMMON BOND
LINKED

TENACIOUS

BLUC

SIMILARITY

COOL

DUNGON
LIKE
QUALITY

SET UP

TOWERS
PITS



ELECTRO MAGNETIC



EAR MARKED
CONTROLLED

SHADOWY

Closed

Closed
SEPTIC

AI Break
& feel lines

INTERLOCKING

(V) Cell 44

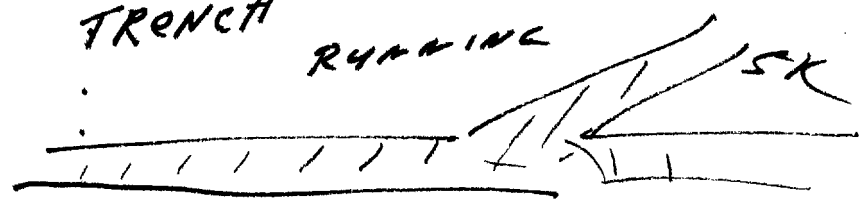
TRAUMA

VERY LOW

VERY LOW

TRENCH

RUNNING



collected
HURRIED

measured

FROST

AOL Peak
FROST

AI Break
This is a very
strange plan

AOL Best
Blue people

PI
T...
should

52

AO C

13.
AP

BUILDING

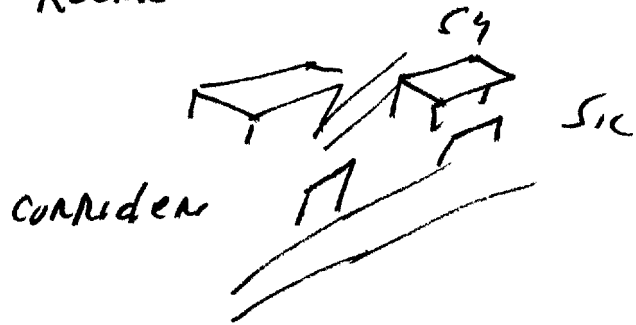
MULTI-STORIED
LARGE
OPEN

RE-ORIENTED
PURPOSE

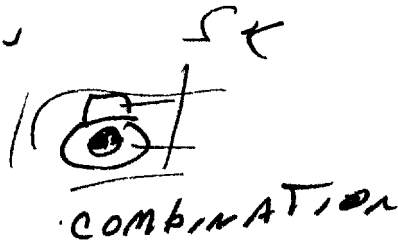
SCIENTIFIC FEELING

SENSE
OF
ENERGY

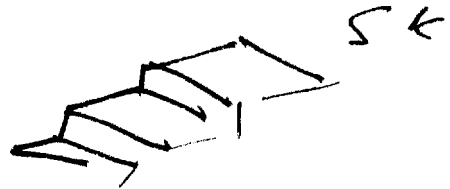
ROOMS



LOCKS



ATTIC STAIRS



OPEN

ASCENDING

CROSSED

52

D

AT

BT

F

I

AO L

14
ALS

CONTROLLED
' HAVEN CONTROLLED
WAITING
FORMULATING
' STRANGE LIGHT

AO L Break
underground
facility

TINTED

equipment
STORAGE

MAZE
like

1 Heavy

heavy

TRUNCATED

BREAK

AOL

15

SHADOWY

PRIOR EMANATIONS

FIGHT

IMMATERIAL

TRANLUCENT

LARGE

OMINIOUS

COOL

ENCLOSED

FLICKERING

DUCKY

DARK

DEEP

e

AOL GREEN
 DEAD

INTERVIEW SUMMARY
There are two different types of structures at the site. one may best be described as a building; interconnected, interrelated and perhaps with a series type quality.

The second type of structure is lower, also probably in a series of some sort and reminds me of a trench

Site has a very closed feeling, a dungeonlike quality. people are quiet, somber waiting. This is not your fun type place.

The Trauma is a tangle thing. Mirage and shadowing are terms that seem to apply. To me, Site has a surrealistic quality. Like a tortured painting of Dante's inferno

ENDS

1430 HR

OBJECTS
EMANATIONS ?

WALLS
CELLING
TUNNELS
LINES
LABYRINTH

CLOSED
ATTRIBUTES
EMANATIONS ?
DARK
FOR BODILY

CLOSED
ATTRIBUTES ?
EMANATIONS

TIME
PURPOSE
COLLECTED
CONTROLLED
LOCKED
LEFT
LINKED

CLOSED

18

SUBJECTS

?

EMANATIONS.

AT Bank
depressed

CLOSED

SUBJECTS

?

EMANATIONS.

Death

CLOSED

TOPICS

EMANATIONS?

divided

SEGREGATED

STOP

CENSOR