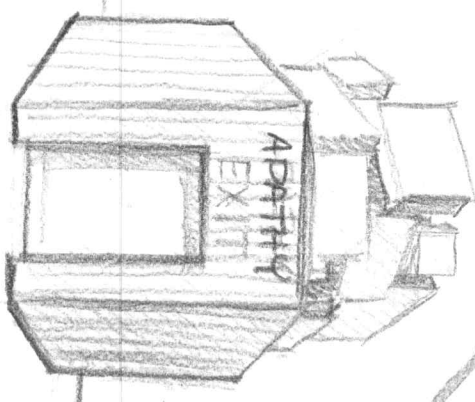


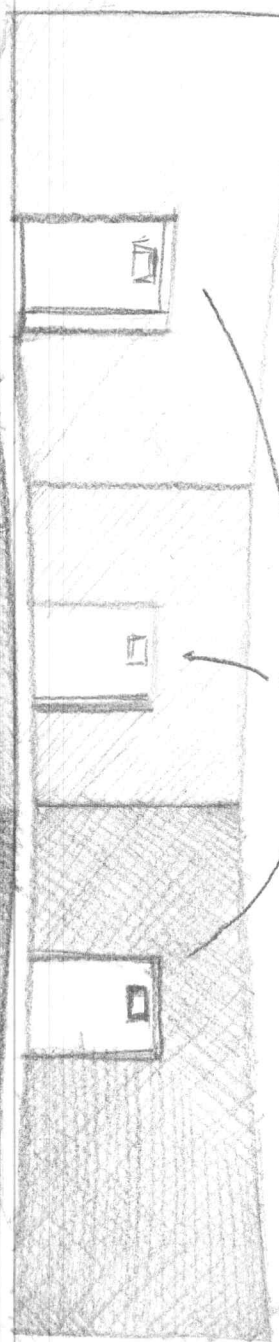
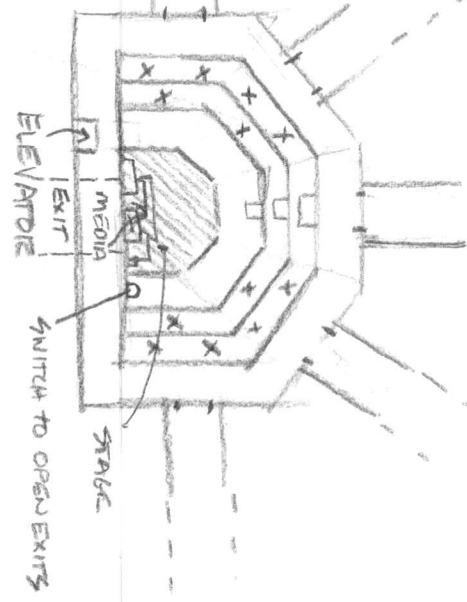
FULLY RAISED STAGE REVEALS EXIT.



- EACH EXIT LEADS TO A SWITCH.
- EACH FLIPPED SWITCH WILL LEFT THE STAGE AND REVEAL AN EXIT DOOR.
- ALL 5 EXIT SWITCHES MUST BE TRIPPED BEFORE STAGE EXIT DOOR WILL OPEN.

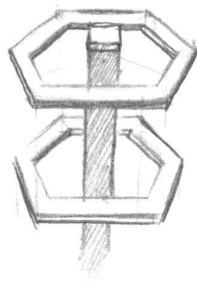
AMPHITHEATER

X = ENEMY POSITIONS
 DEACTIVATES MEDIA AND OPENS EXITS.



5 EXITS

GLASS ATRIUM ROOF

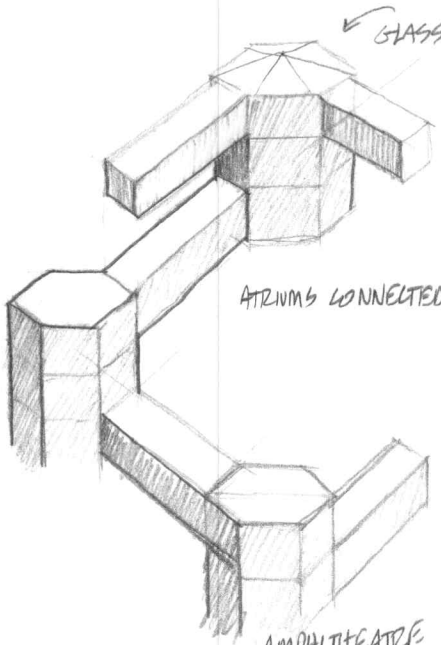


EACH LEVEL HAS A FULL BALCONY WITH AN OPEN MIDDLE PEERING INTO THE DEPTHS BELOW!

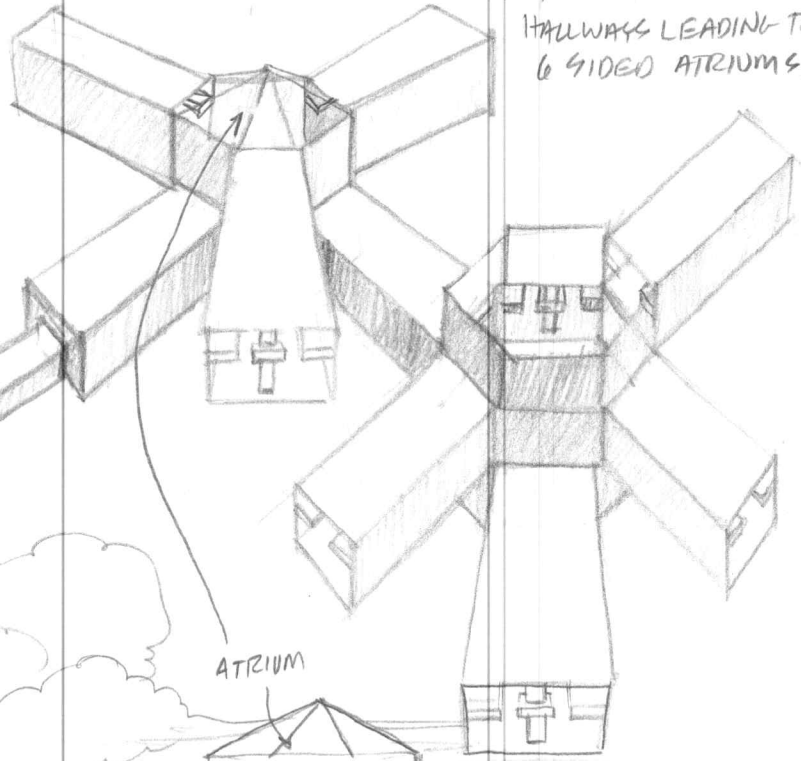
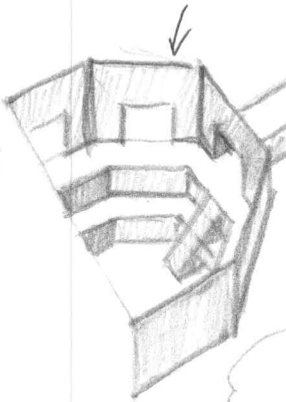
EASY TO GET LOST. MULTIPLE LEVELS, MULTIPLE PASSAGES.

6 SIDED ATRIUM WITH HALLWAYS RUNNING TO DEAD ENDS OR DESCEND TO ADDITIONAL BRANCHES OF HALLWAYS LEADING TO MORE 6 SIDED ATRIUMS.

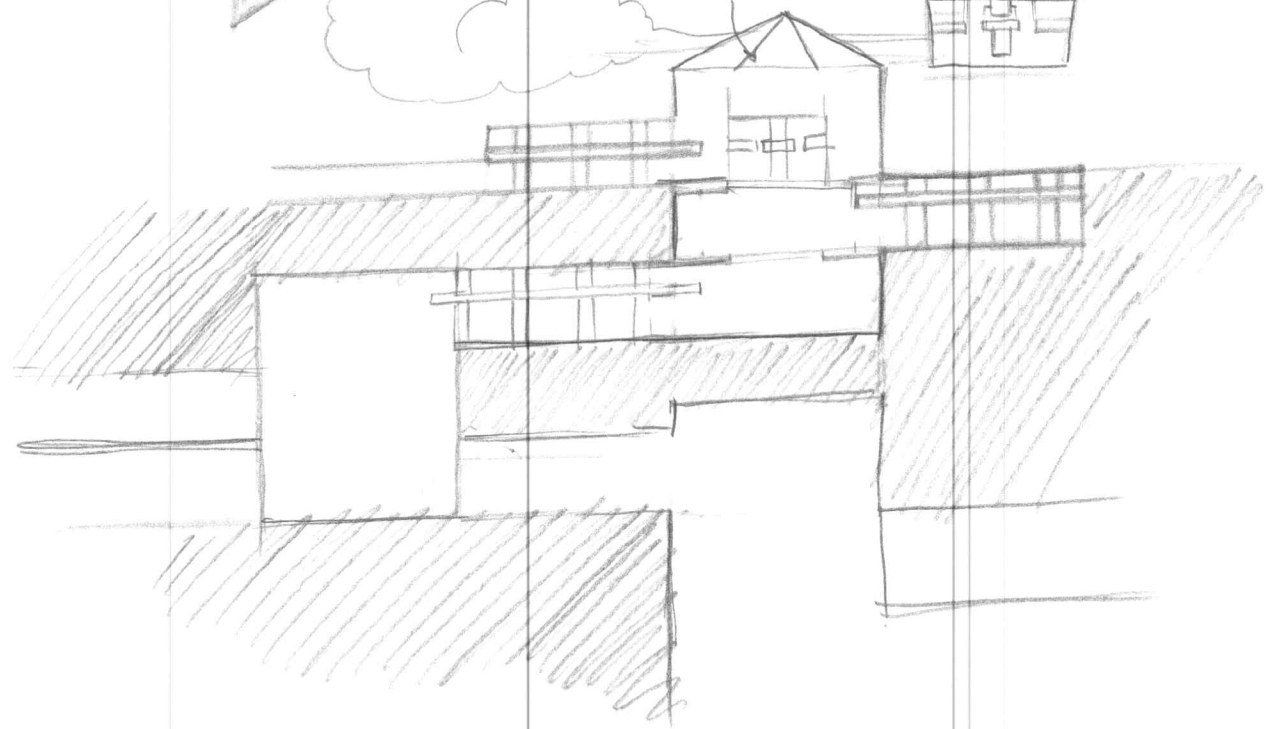
ATRIUMS CONNECTED BY HALLS (SHOPS)



AMPHITHEATRE



ATRIUM

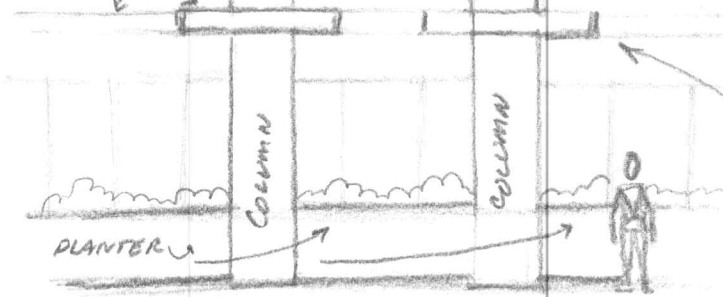


MALL ARCHITECTURE

IMAGE MAPS OF PIPES AND WIRES (VERY DARK) ON ACTUAL CEILING.

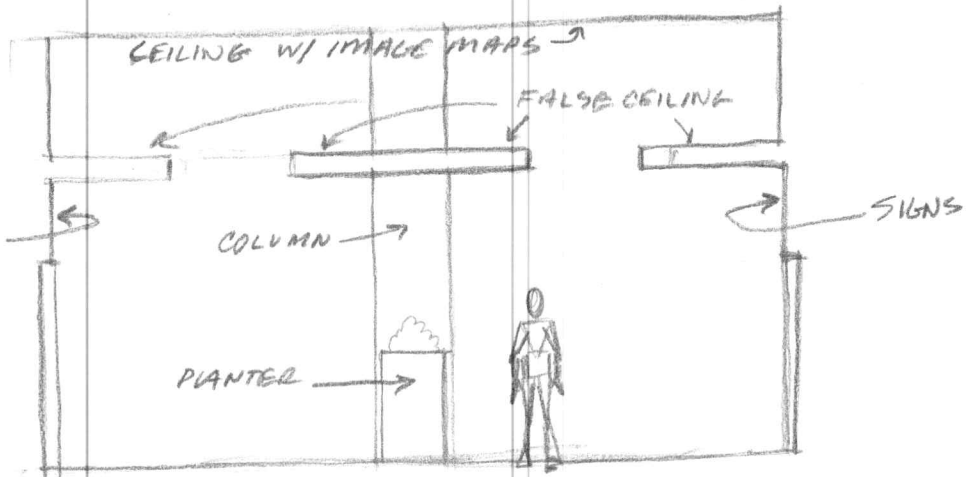
DEPTH

CEILING
FALSE CEILING



FRONT VIEW

FALSE CEILING CREATED BY HANGIN PLATFORMS AROUND SHOPS AND AROUND PILLARS



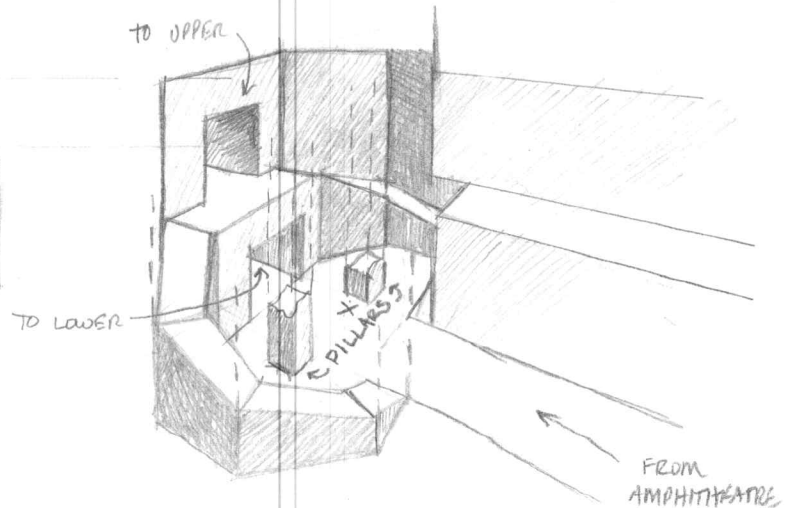
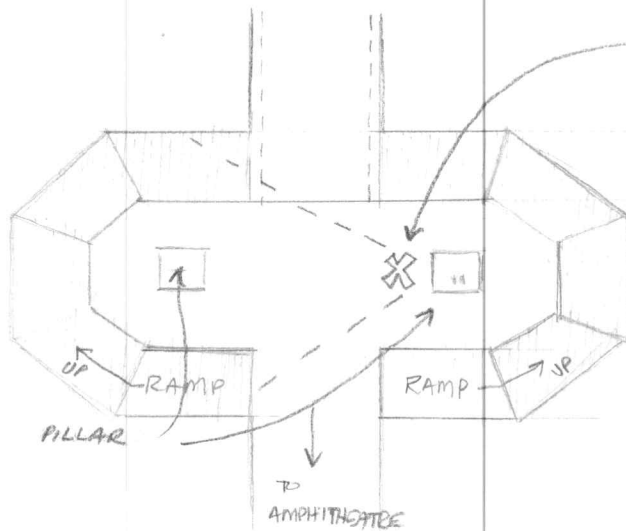
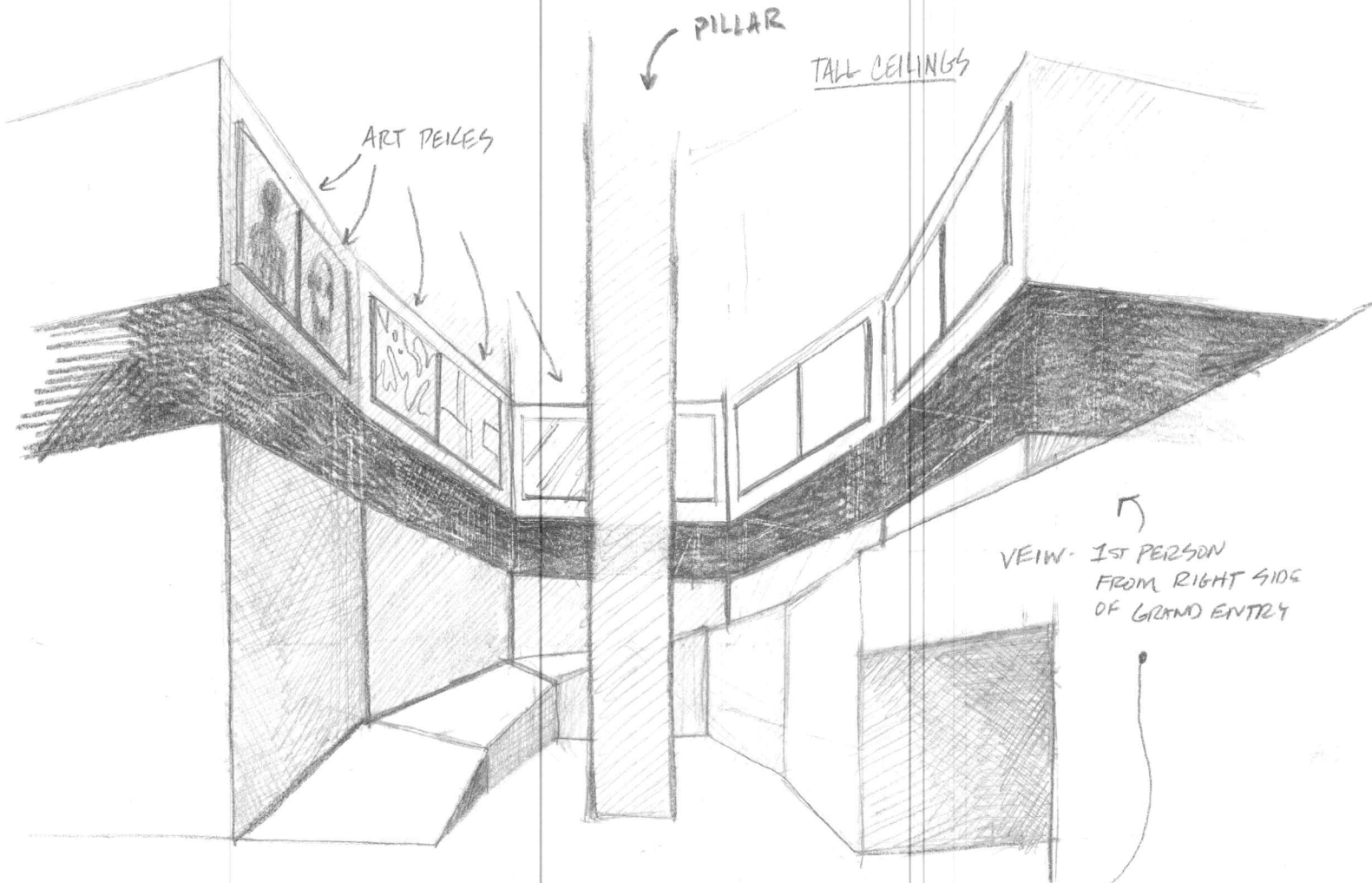
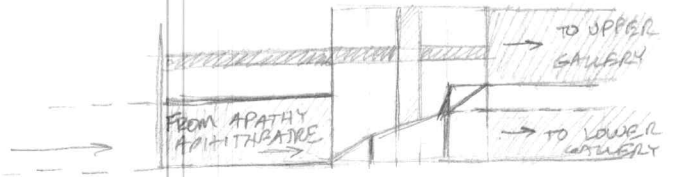
SIDE VIEW

BASICALLY, A LARGE HALL X-TRA TALL WITH A PARTIAL DROP CEILING 1/3 DOWN FROM THE TOP.

GALLERY GRAND ENTRY -

UPPER HALLWAY LEADS TO CHAMBER OF PHILOSOPHIES
LOWER HALLWAY LEADS TO ART GALLERY!

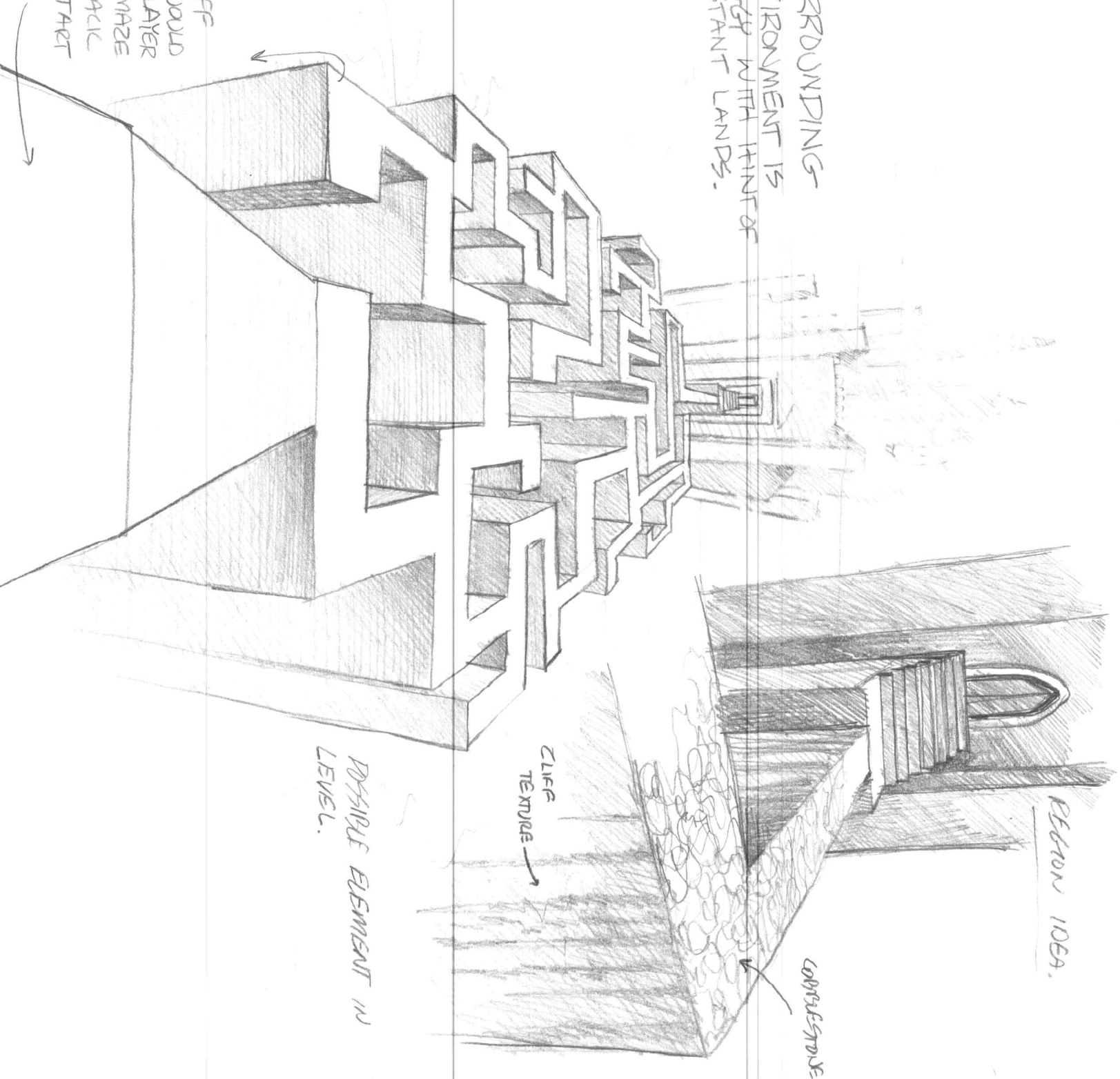
GALLERY AREA #1



Sketch

SURROUNDING ENVIRONMENT IS FOGGY WITH HINTS OF DISTANT LANDS.

FALLING OFF AN EDGE WOULD LAND THE PLAYER IN A LOWER MAZE THAT LEADS BACK TO MAZE START



REGION 105A.

CORNERSTONE

CLIFF TEXTURE

POSSIBLE ELEMENT IN LEVEL.

RULES MAZE

PATHS AROUND THE BUTTES

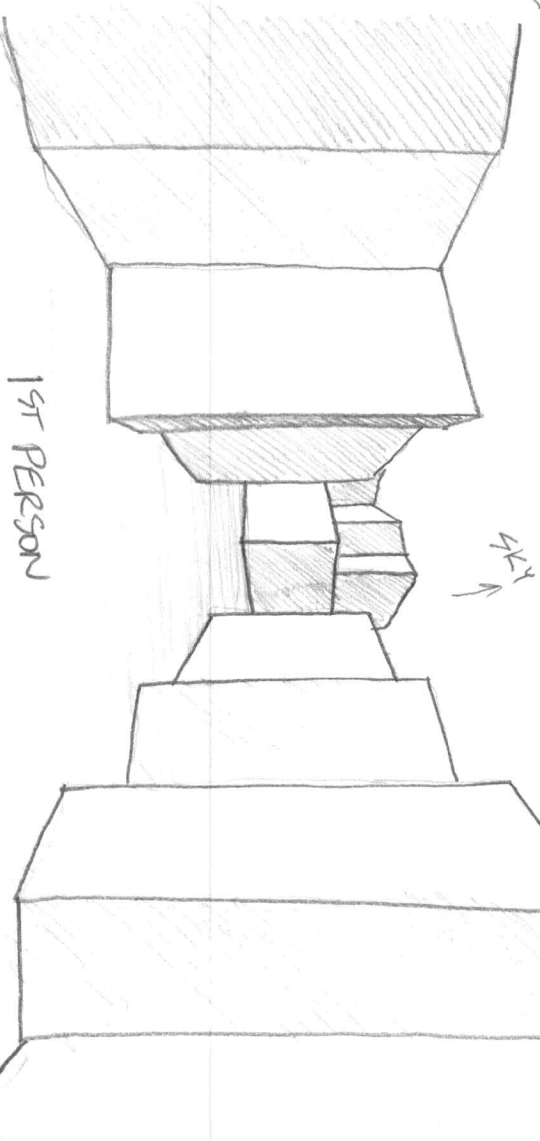
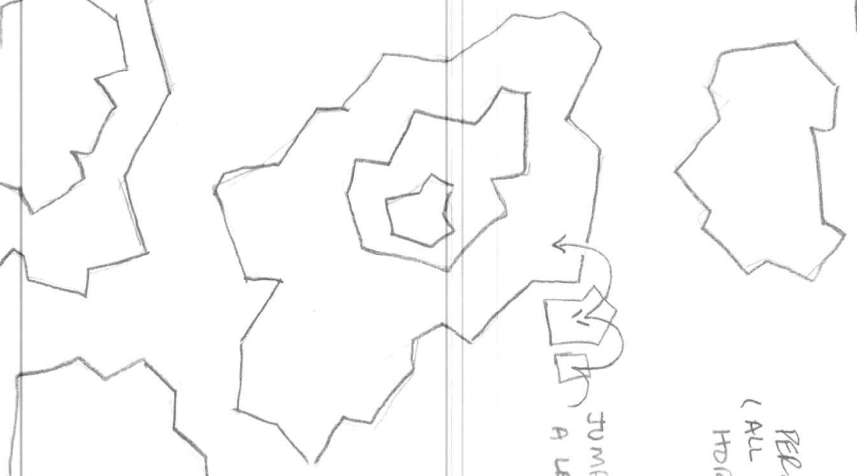
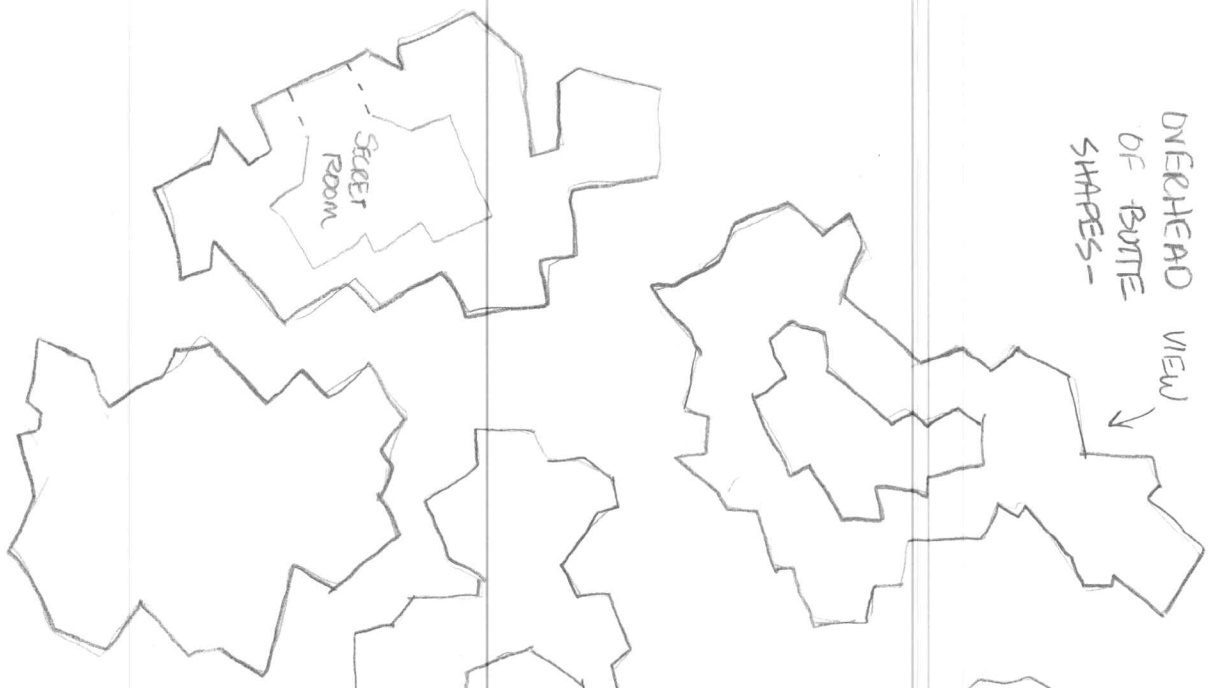
MAZE DEFINED BY AREAS SURROUNDING CLIFF SHAPES

OVERHEAD VIEW OF BUTTE SHARES -

PERIMETER CLIFF (ALL SKY NO HORIZON)

JUMP UP A LEVEL

ISOMETRIC VIEW



1ST PERSON

(RULES MAZE)

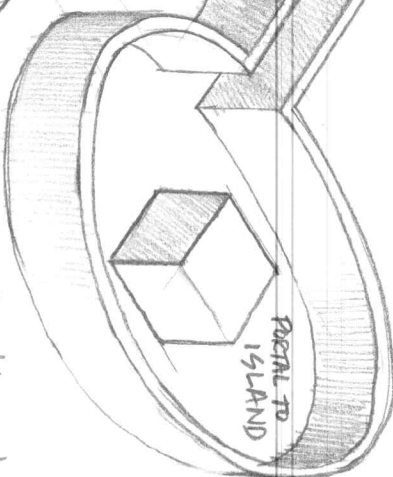
PRIDE

(ABSTRACT MAZE)

DUNGEDN OF FEAR

PALACE OF PRIDE

PRIDE



PORTAL TO ISLAND

DUNGEDN OF FEAR

(TWISTY MAZE)

MAZE BEGINS AT OUTER EDGE OF MAZE

(TRAP DUNGEON)

ENTRANCE TO ABSTRACT

ENTRANCE TO RULES

ENTRANCE TO TRAP DUNGEON

PILLAR 1

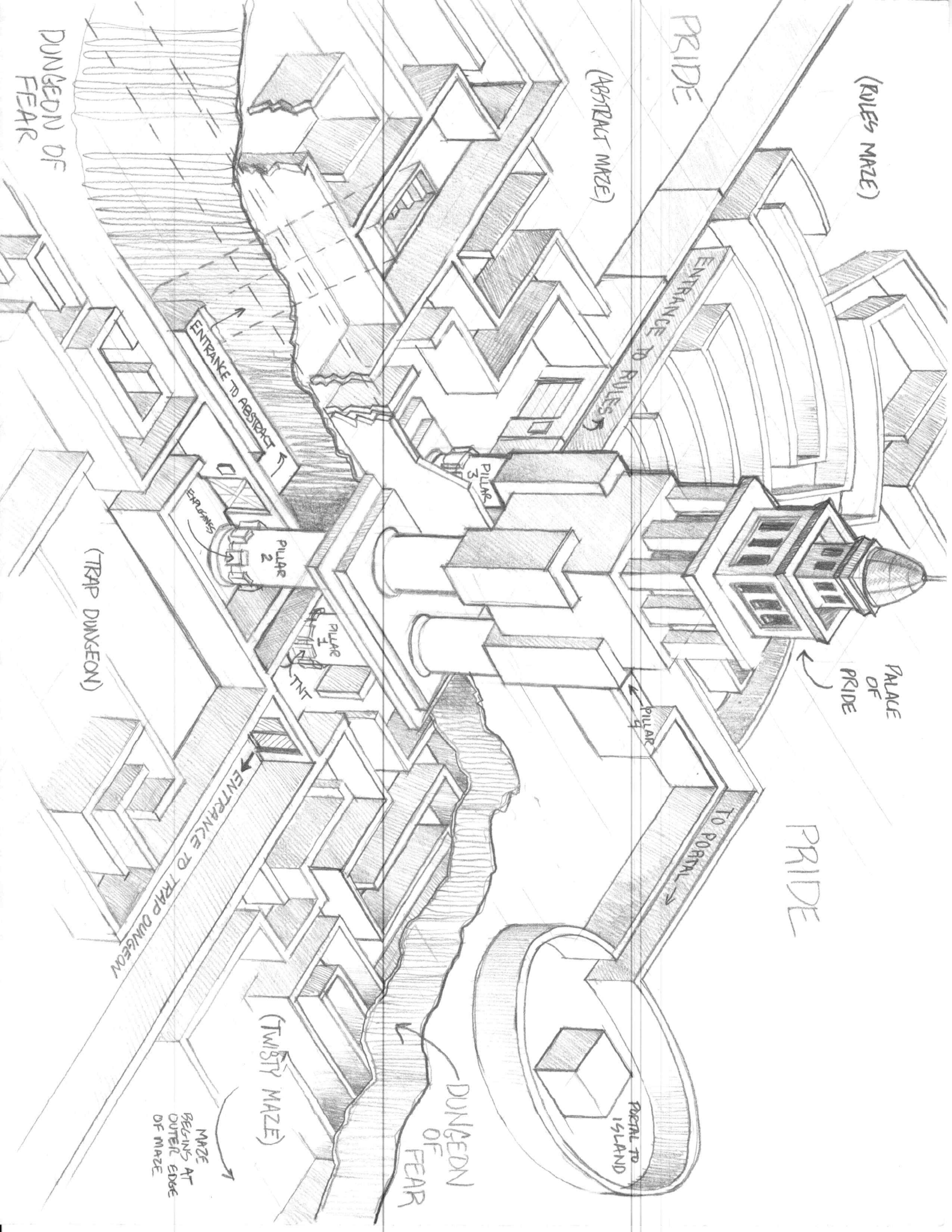
PILLAR 2

PILLAR 3

PILLAR 4

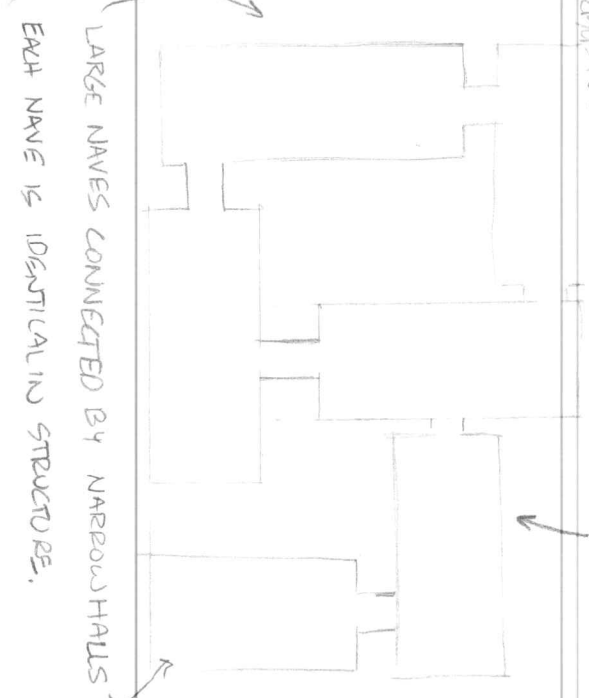
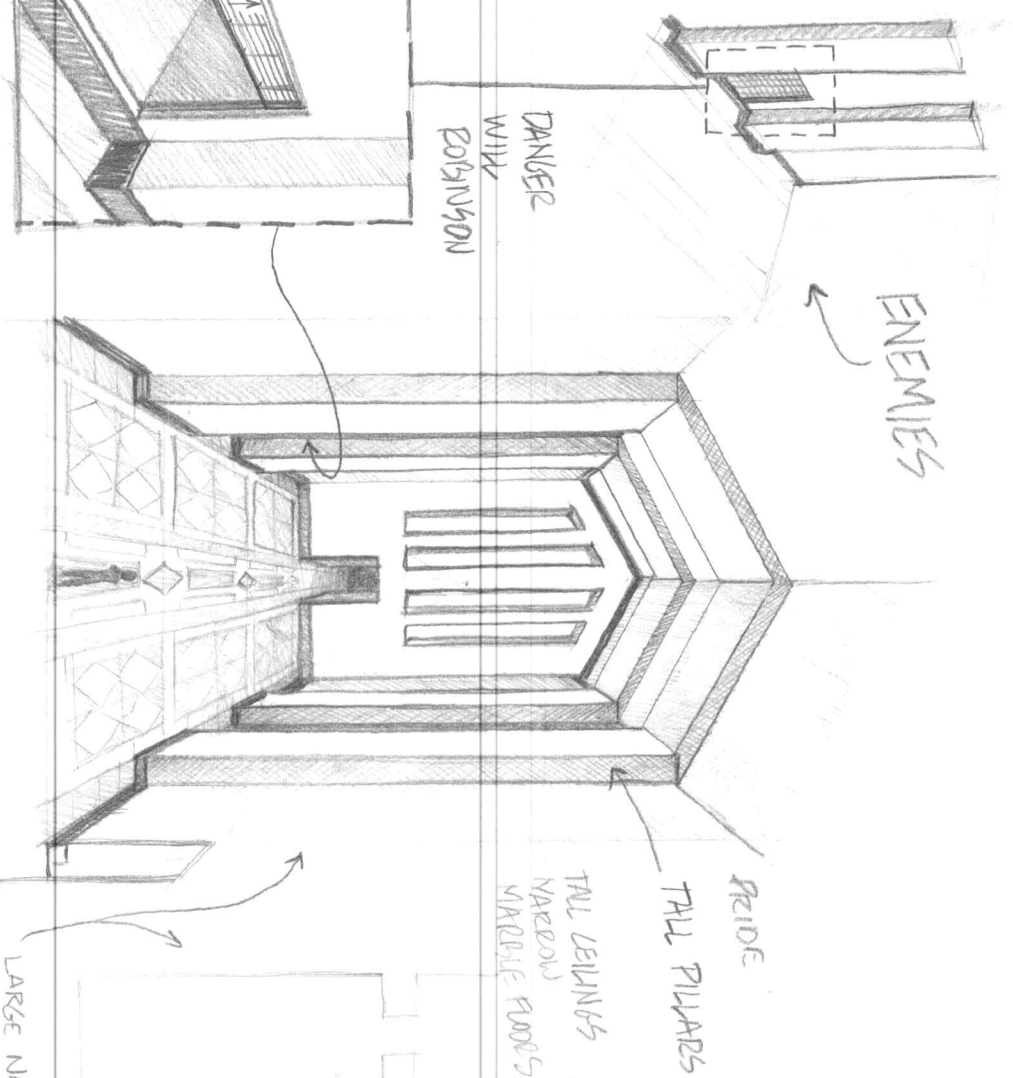
EXPLORES

TO PORTAL



LEGALISM
SUBREGION #1 - PRIDE

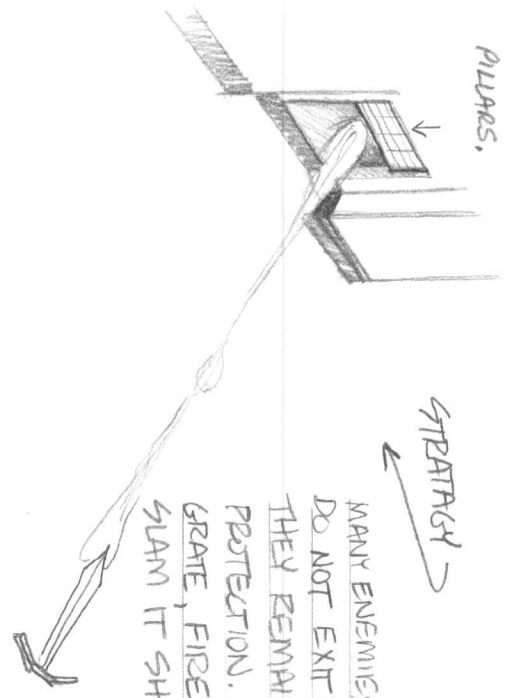
DALE,
HERE ARE A FEW LEGALISM
IDEAS. I REALLY LIKE THE
ENEMY ATTACKS IDEAS.
LET ME KNOW!
Mike

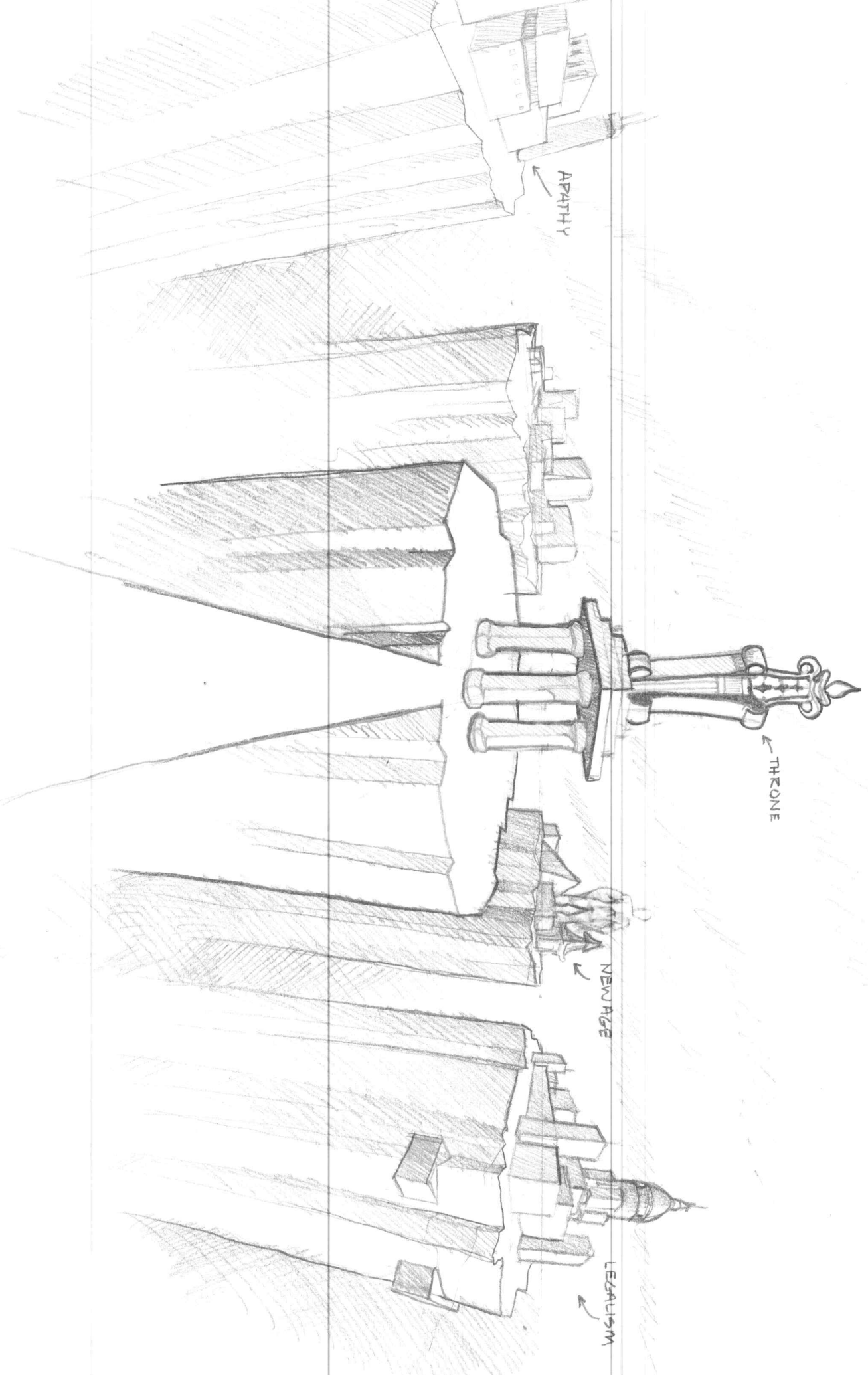


MUCH LIKE LEGALISTS DO BY PROCLAIMING
THEIR RIGHTNESS. QUICKLY JOINING THOSE
NOT FOLLOWING "THEIR" RULES. LEADING THEM
UP WITH FEAR AND THEN DUCKING BEHIND THEIR
PIERS LEFT THEY REVEAL THEIR OWN INNER
EVILS.

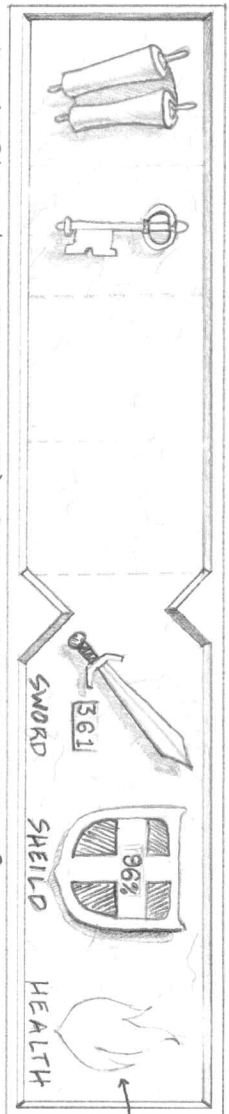
STRATEGY →
MANY ENEMIES IN THE PRIDE SECTION
DO NOT EXIT THEIR HIDING PLACES.
THEY REMAIN BEHIND GRATE FOR
PROTECTION. THEY QUICKLY OPEN
GRATE, FIRE A FEW BOUNDS, THEN
SLAM IT SHUT.
THE PLAYER MUST TIME HIS
SHOT JUST RIGHT TO DESTROY
ENEMY. →

ENEMIES ENTER NAVES
THROUGH GRATINGS BETWEEN
PILLARS.

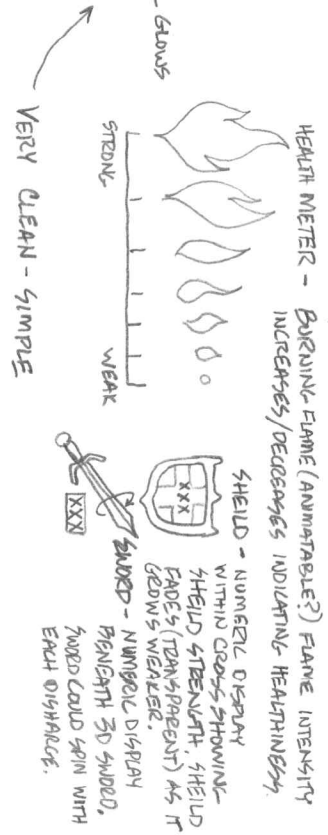




IDEA # 1 FLAT PANEL - ALL INTERFACE ELEMENTS FLOAT ON PANEL - PANEL (GRANT OR PARCEMENT)



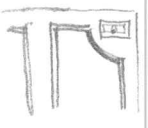
4 INVENTORY SLOTS (ITEMS, SCROLLS, KEYS, ETC.) 3D ITEMS - FLOATING - ANIMATING?



SCROLL MENU

SCROLL MENU COULD BE USED JOINTLY AS A MENU FOR OPENING DOORS AND CHESTS.

- 1) ADD AN ADDITIONAL WINDOW AT THE TOP OF THE SCROLL MENU
- 2) CHESS PIE OR RIDDLE APPEARS IN TOP WINDOW
- 3) SMALL ICON IN TOP RIGHT CORNER DENOTES OBJECT WHICH CAN BE OPENED

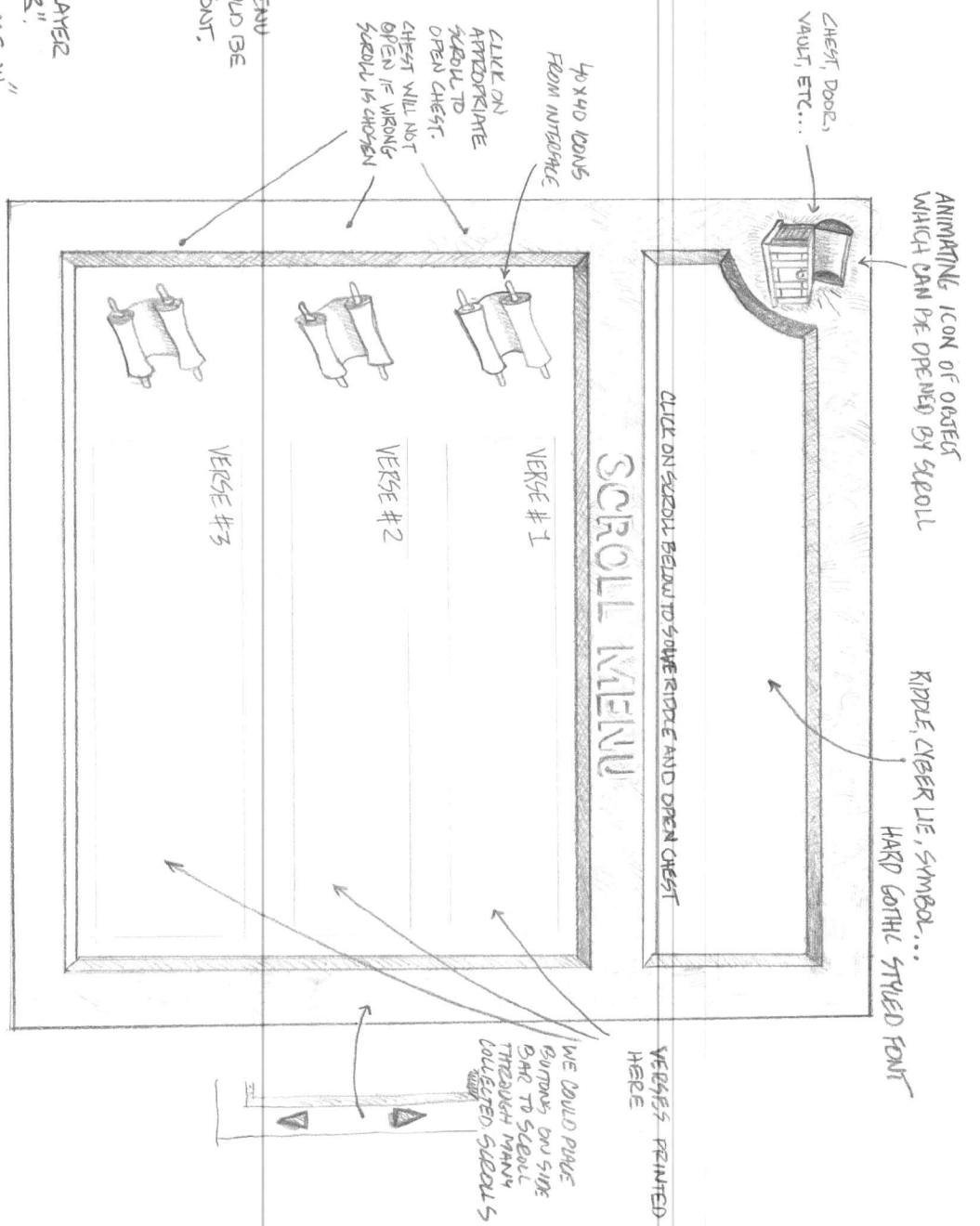


4) BY CLICKING ON APPEARABLE SCROLL WHICH UNLOCKS CHEST THE SMALL ICON ANIMATES AND OPENS AND OBJECT THEREIN IS ACCESSIBLE.

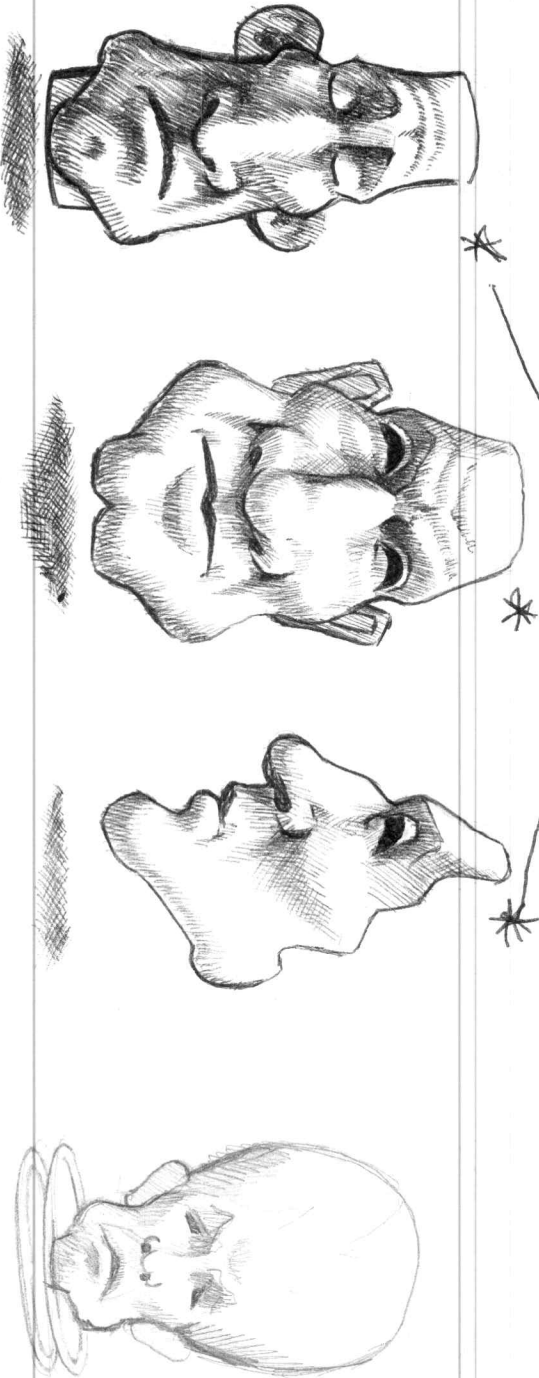
PERHAPS UPPER WINDOW CAN DISPLAY ^{THE} MOST RECENTLY Picked UP SCROLL WHEN SCROLL MENU IS ACTIVATED. ICON IN UPPER RIGHT CORNER WOULD BE A SCROLL AND FONT WOULD BE THE VERSE FONT. ACCESSIBLE BY PRESSING THE "S" KEY.



WHEN A CHEST OR DOOR IS DISCOVERED, THE PLAYER CAN ATTEMPT TO OPEN IT BY HITTING THE "SPACE BAR". WHEN THE SPACE BAR IS PRESSED THE "SCROLL MENU" APPEARS WITH THE OBJECT APPEARING IN THE TOP LEFT CORNER AND THE CHESSE PIE IN THE TOP WINDOW. SELECT THE CORRECT VERSE IN BOTTOM WINDOW AND THE OBJECT WILL OPEN.



BIG HEADS



OVERALL FEELING OF
SURREALITY (STRANGE)

NOT EVIL, NOT CARTOON LIKE,

4/28/84

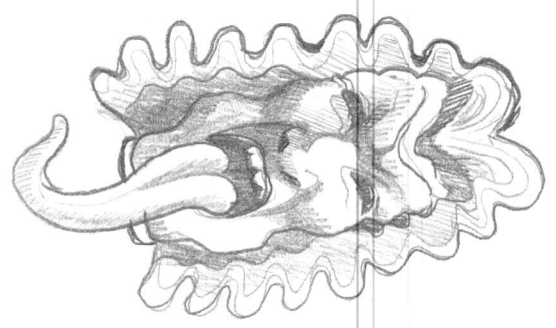


GUILT

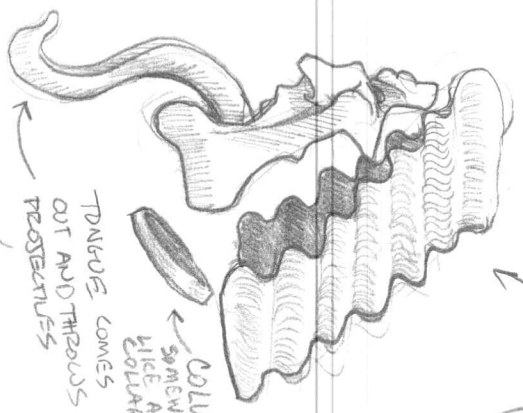


HEAD DANGLING CHAINS

FOR ATTACK, THE SOFT CHAIN LINKS.



LEGAUSTIC PRIDE



TOOSES W/O

TOUGUE COMES OUT AND THROWS PROTESTILES

COLLARE SOMEWHAT LIKE A PIERCE'S COLLAR!

LEGAUSTIC FEAR



WHEN

ATTACKING, LEGAUSTIC FEAR LOOKS EXTREMELY SCARED AND FIBES.

PROTESTILE OF FEAR COMES TOWARDS PLAYER



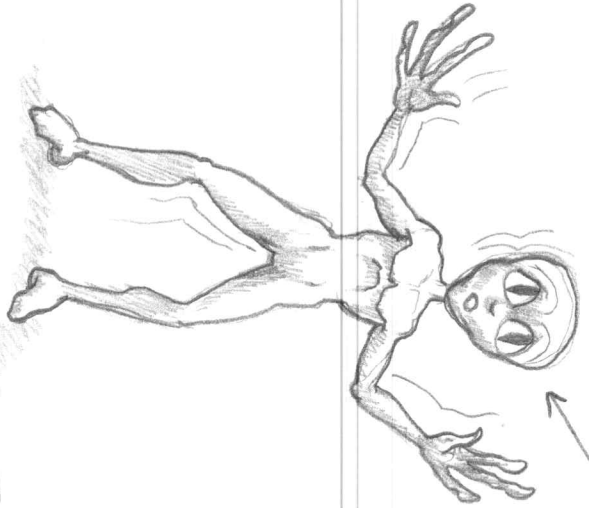
PROTESTILE SHOTS FROM ENTIRE HEAD AND IS BASICALLY A PHANTOM SKULL OF THE LEGAUSTIC FEAR BIGHEAD

SKULLS WILL BE "WISPY"



'BLACK LASPHER IDEAS'

BLACK LASPER

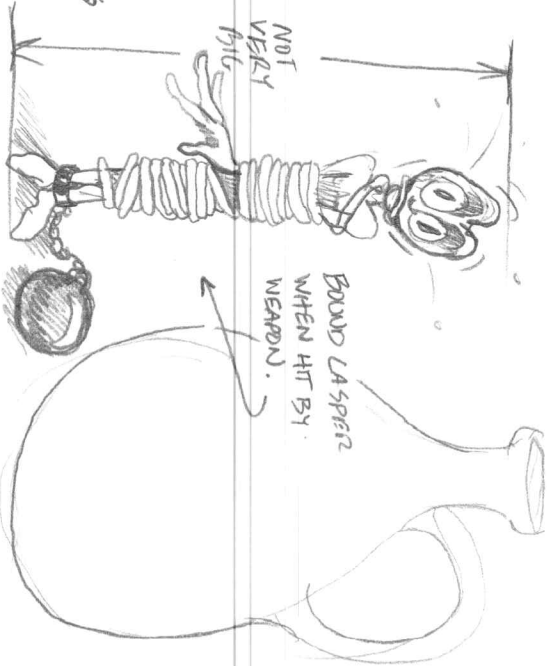


SNAGS AROUND
PEAKS AROUND CORNERS
FAST - VIRTUALLY IMPOSSIBLE TO HIT
MENACING -

NOT VISIBLY EVIL, BUT BOTHERSOME

REMARKS THE TENDRILS PLAYER ABOUT PATH
& INTO TOWER BY LEAVING A TRAIL OF
DESIREABLE OBJECTS

SMALL, PRIE LIKE THINGS

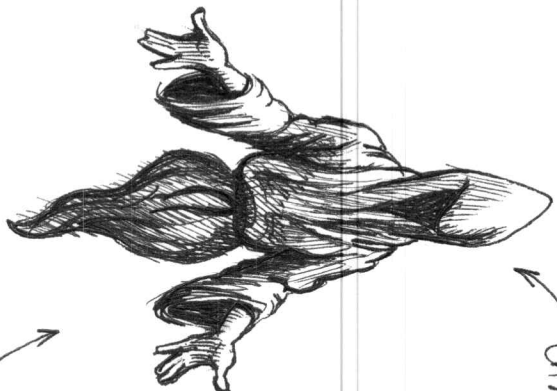


NOT
VERY
TALL

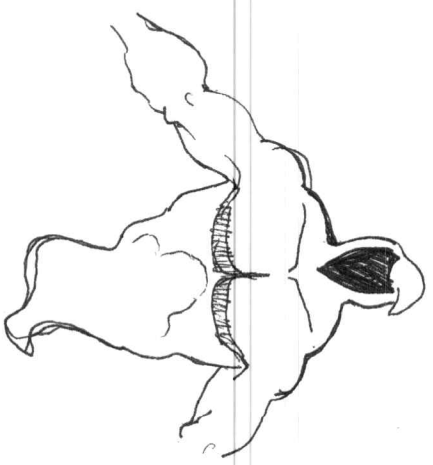
BOULD LASPER
WHEN HIT BY
WEAPON.

CEURBAINT PHOTOS
TEXTURES

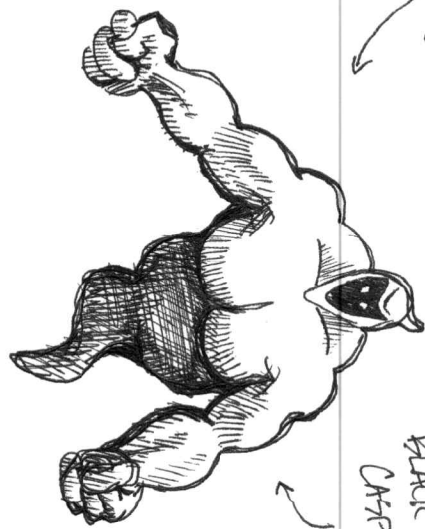
M



BACK
CAPPER



WHICH
WAY TO GO?

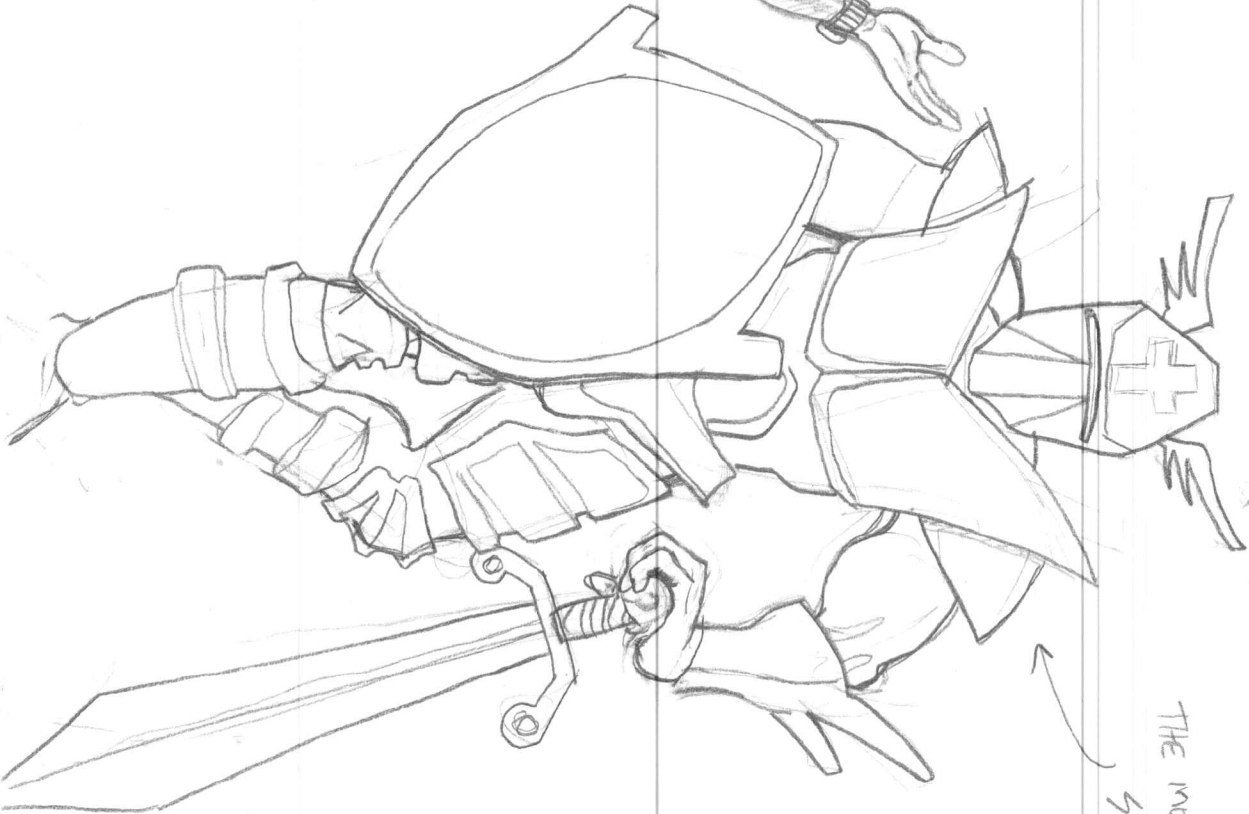
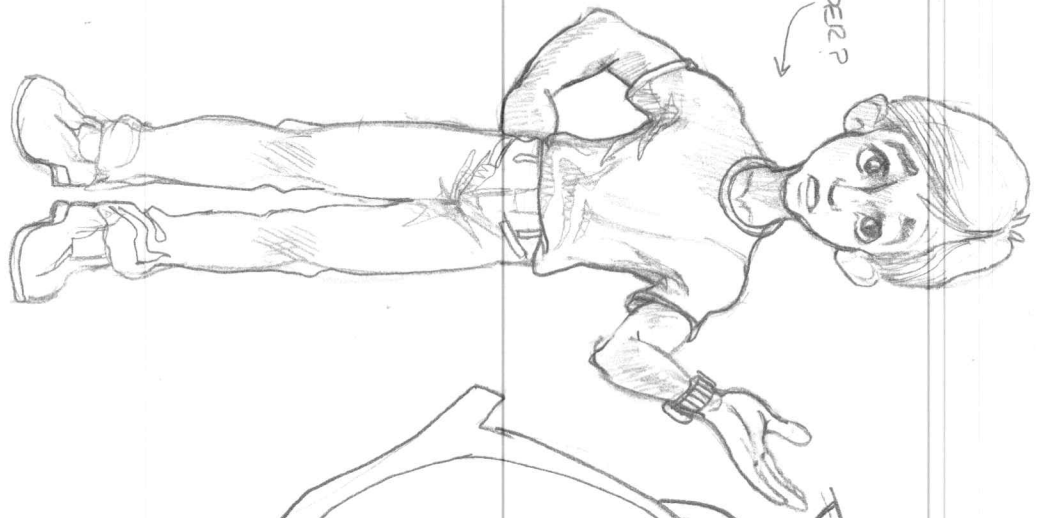


BACK
CAPPER



12-14 YEAR OLD?

SLIGHTLY OLDER?

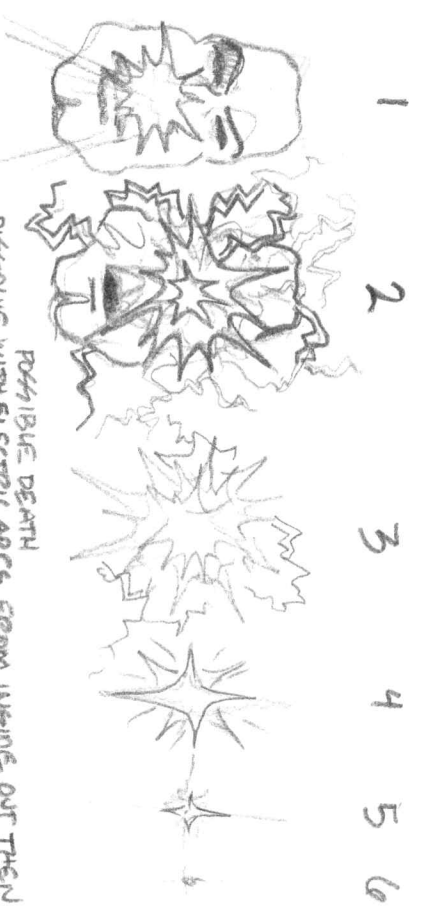


THE MODIFIED SAINT

OLDER VERSION

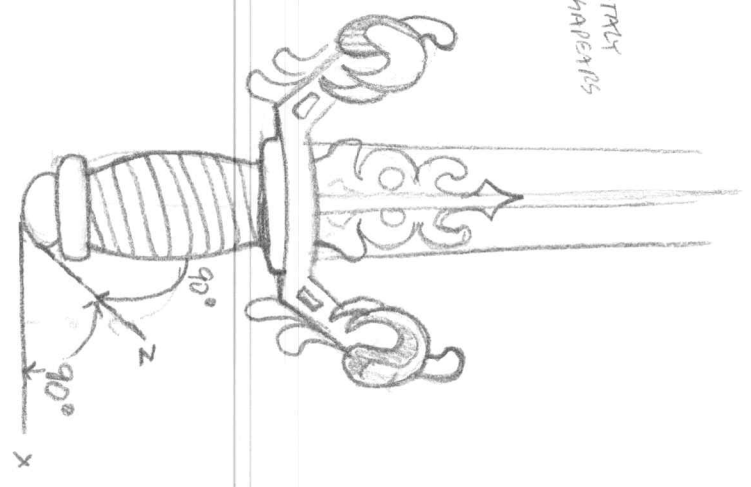
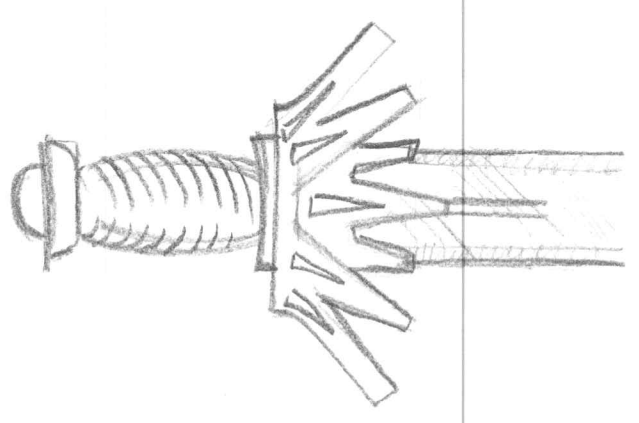
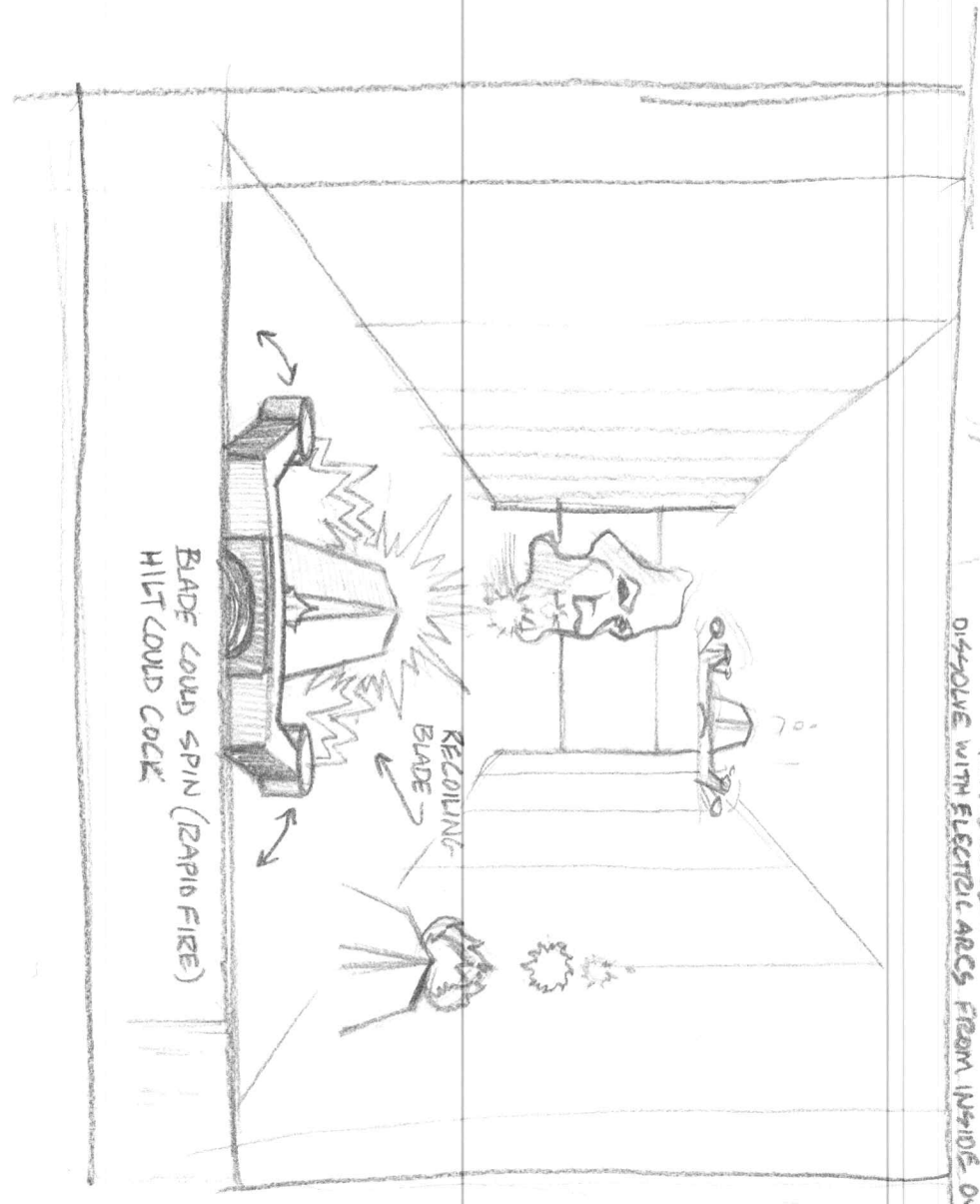


ETHNIC VERSION

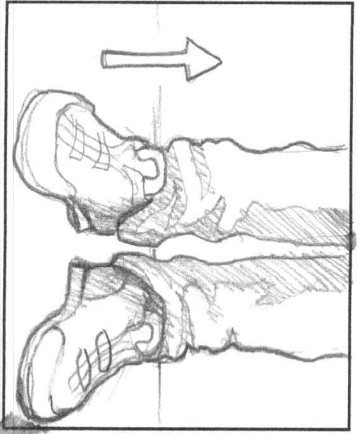


POSSIBLE DEATH
 DISOLVE WITH ELECTRICAL ARCS FROM INSIDE OUT THEN
 DISAPPEAR

totally
 disappears

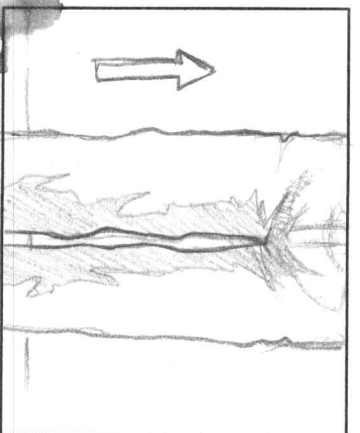


1) SHINITS OF VIRTUE - INTRO SEQUENCE - FADE TO FIRST CELL FROM BLACK.



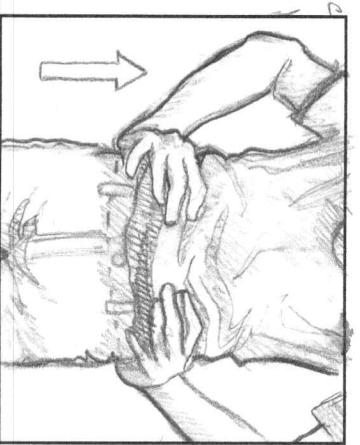
2 CAMERA BEGINS TO PAN UP FROM THE SHOES. NARRATION CONTINUES AS CAMERA SCANS UPWARDS.

O " I... AM A WARRIOR..."



3 CAMERA CONTINUES TO PAN UPWARDS. NARRATIVE CONTINUES.

O " ...EVERY DAY I PUT ON MY ARMOR AND PREPARE MYSELF FOR BATTLE..."



4 CAMERA CONTINUES TO PAN UPWARDS. NARRATIVE CONTINUES.

O " ... I DO NOT FIGHT AGAINST FLESH AND BLOOD FOR EARTHLY GAIN..."

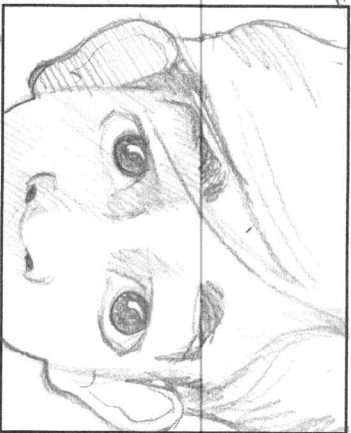


5 CAMERA CONTINUES TO PAN REVEALING BOY'S FACE, AS THE CAMERA REACHES HEAD IT SLOWS. NARRATION CONTINUES.

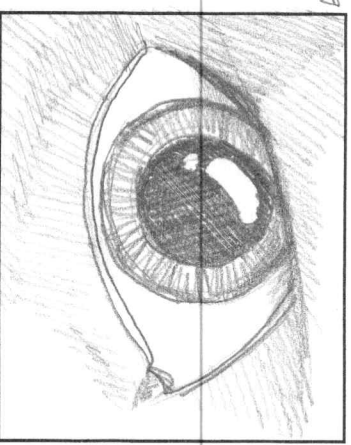
O " ... THE BATTLE IS FOR THE OWNERSHIP OF MY HEART..."



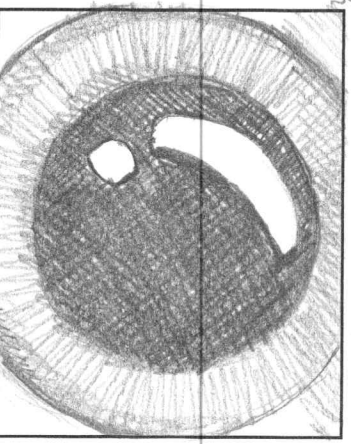
6 CAMERA SLOWLY COMES TO A STOP, FOCUSING ON BOYS FACE AS HE SLOWLY RAISES HIS HEAD. THE BOY BEGINS TO SPEAK. "...THE BATTLEFIELD IS LOCATED WITHIN MYSELF..."



7 CAMERA BEGINS TO MOVE TOWARDS BOY'S FACE AS HE CONTINUES TO SPEAK "...DEEP, DEEP, WITHIN MY VERY SOUL..."

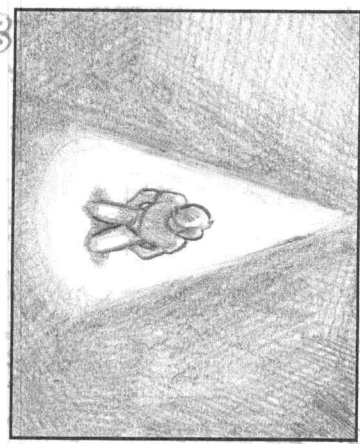


8 CAMERA CONTINUES TO ZOOM TOWARDS EYEBALL. NO NARRATION. DESCENDS OF SOUND AS EYE FILLS SCREEN.



9 BLACK OF PUPIL ENGULFS CAMERA VIEW UNTIL BLACK TOTALLY FILLS SCREEN. SOUND CLIMAXES AND THEN WASHES OUT INTO SILENCE AS CAMERA REIZES INTO INNER WORLD.

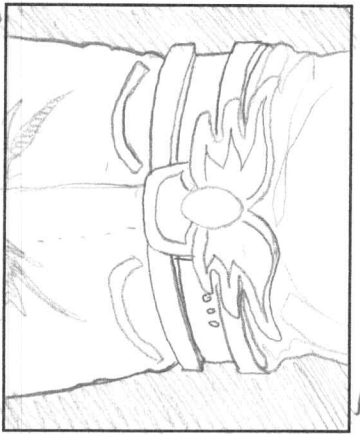
2) SAINTS OF VIRTUE - INTRO SEQUENCE Pg. 2



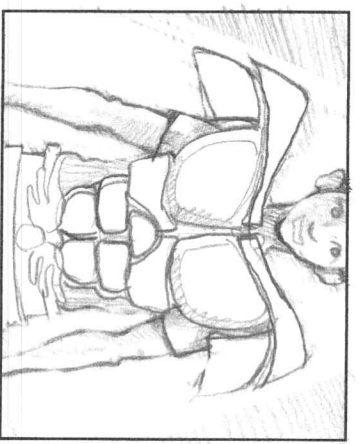
BOY FADES IN FROM BLACK REVEALS BOY KNEELING IN EMPTY ROOM WITH HEAVY ATMOSPHERE. CAMERA SLOWLY MOVES TOWARDS HIM.



AS CAMERA MOVES IN, BOY RAISES HEAD AND BEINGS BOOK TOWARDS HIS CHEST. DEEP VOICE BEGINS TO NARRATE. "PUT ON THE FULL ARMOR OF GOD..."

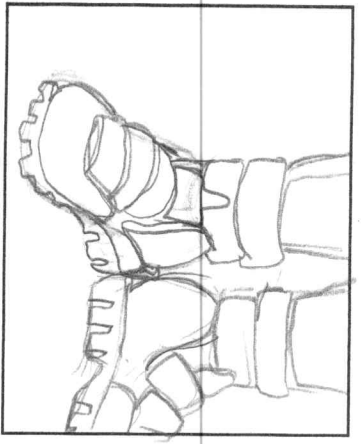


CLOSE UP OF BOY'S WAIST AS THE BELT OF TRUTH MORPHS INTO POSITION. FADES TO... "THE BELT OF TRUTH"

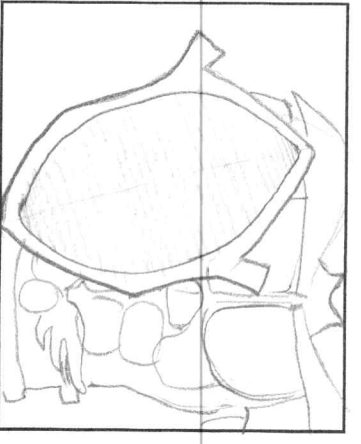


CLOSE UP BOY'S CHEST AS THE BREASTPLATE OF RIGHTEOUSNESS MORPHS INTO PLACE. FADES TO... "THE BREASTPLATE OF RIGHTEOUSNESS..."

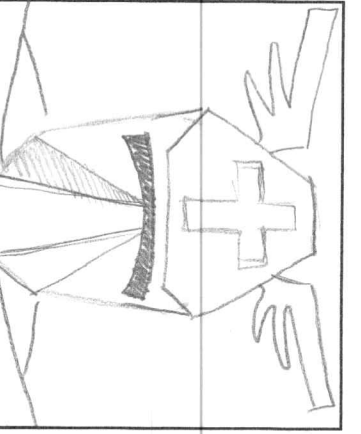
PERHAPS CAMERA 3/40°



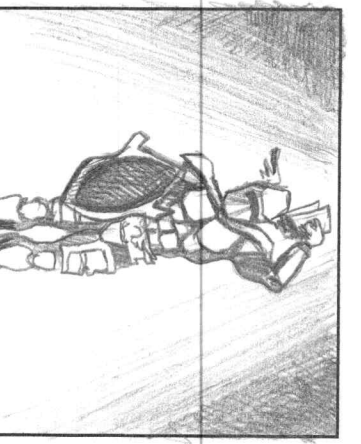
CLOSE UP OF FEET AS THEY ARE SHOD WITH READINESS. FEET FITTED WITH PREPARATION..."



CLOSE UP OF SHIELD AS IT APPEARS IN BOY'S HAND. "... SHIELD OF FAITH..."



CLOSEUP OF HEAD-HELMET "... HELMET OF SALVATION"

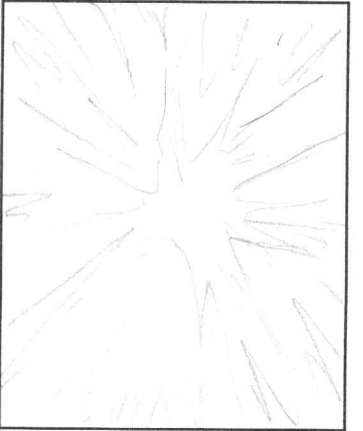


CLOSEUP OF BOY AS HE RAISES BOOK ABOVE HIS HEAD CAMERA RETREATS TO REVEAL THE SAINT OF VIRTUE. STILL HEAVY ATMOSPHERE. "... SWORD OF THE SPIRIT..."

3) SAINTS OF VIRTUE

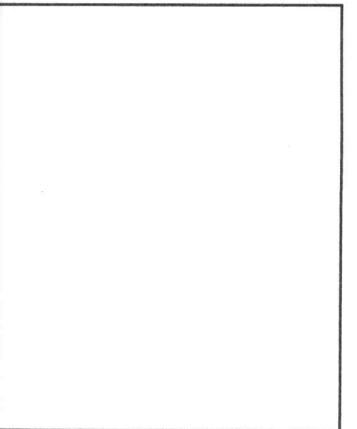


01 THE GOOD MORNS INTO A FLAMING SWORD AND THE SAINT



02 THERE IS A BLINDING FLASH + THEN THE SCREEN GOES BLACK.

GAME LOADS
APATHY LEVEL
CANNED ENTRANCE
SEQUENCE.



DEPENDS ON HOW EFFECTIVE
CANNED ENTRANCE IS, WE
COULD MAKE ENTRANCE
SEQUENCE PART OF PRE-
RENDERED FMV.

