Appendix A:

Labelling Conventions for Cards and Letters

There is a general translation of terminology between the books and the CD-Rom. There are three books in the trilogy. Each has either 19 or 20 cards and letters. In the CD-Rom, an identical grouping is used (with one minor variance noted below and analyzed later). However, the medium is different, and the terminology is not as clear. The break between the three books is much more definite than the break between the three sets of cards/letters in the CD-Rom. As one works through and successfully solves the puzzles, the completed cards/letters/puzzles become available for random access. The menu for selecting your random access uses the same groupings as the books, but calls the three sub-menus Falcon, Gryphon, and Sphinx. In the paper I will refer to each of these sub-menus as "sections".

I use two methods to refer to a specific card or letter. The first is a shorthand notation scheme. The chart below shows the correlation between the book and the CD-Rom, and my shorthand notation for each of the six units:

Unit Identifying Notation

e mie identifying i totation							
Griffin and Sabine Trilogy	Ceremony of Innocence						
Books	Sections						
Griffin and Sabine - [GS]	The Falcon - [F]						
Sabine's Notebook - [SN]	The Gryphon - [G]						
The Golden Mean - [GM]	The Sphynx - [S]						

I have expanded this notation to specifically identify each card or letter. The syntax is: [Unit Identifier - Card # - Protagonist]. The six unit identifiers are in the table above. The card number ranges between 19 or 20 depending on the number of cards in the unit. The three protagonists ¹⁰⁷ and their identifiers are: Griffin [G], Sabine [S], and Frolatti [F].

Thus in this scheme, the third card in the second book ("A Passing Shot") was from Griffin, so it would be identified as [SN3G]. The corresponding puzzle card in the CD-Rom would be identified as [G3G].

The second method of referring to a card is to use its title. Griffin's cards (and one of Sabine's cards) have titles in the text. I have used these, and indicated by quotation marks that the title is Bantock's creation. For example - card [G2G] is titled "Drinking like a fish". Most of Sabine's cards, both of Frolatti's cards, and all of the letters are untitled. For these I have made up my own titles.

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¹⁰⁷ Or, more accurately, two protagonists and one antagonist.

Appendix B:

Ceremony of Innocence: Cards and Letters

CEREMONY OF INNOCENCE

Falcon



F01S [Parrot]



F02G



[Lizard] F03S



Kangaroo with a Red Hat

[Kangaroo]

F04G



F05S [E-Map]



F06G The Alchemist



F07S-L [Islands Map]



F08G-L [Fishnose]



F09S

[Anatomy Lady]



F10G Man Descending a Staircase [Staircase]



F11S-L Shells



F12G-L Animal Head



F13S-L [Mandala]



F14G Frankie and



[Peacock

F15S



The Blind F16G Leading the Blind [The Blind]



F17S

[Self - Portrait]



Pierrot s Last F18G Stand [Pierrot]



F19S ..the ceremony of innocence... [ceremony]

Gryphon



G01G-L Hoodwink



G02S [Air Mail]



G03G A Passing Shot



G04S [Two-headed fish]



G05G

3

G06S [Red-Head]



G07G Another Myth [Greece]



G08S [Stone Bear]



G09G-L [Sphynx]



G10S [Falcon Head]



G11G Learning to say Noh\[Noh]



G12S [Samurai Cat]



G13G Running to & Fro the Moon [Minnaloushe]



G14S-L [Fish Machine]



The Sun King at the Zoo [Lion]

G15G



G16S [Painted lady]



G17G-L [Wave]

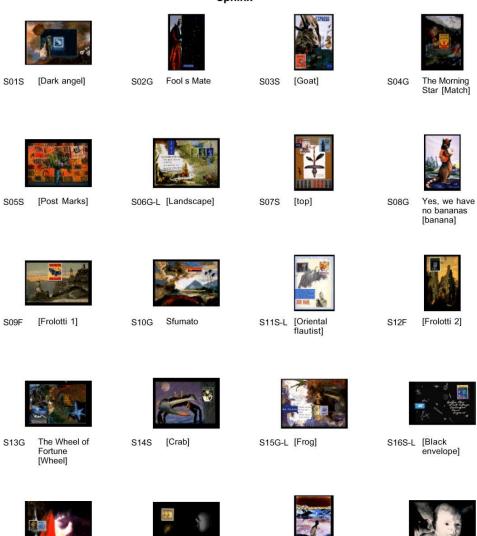


G18S [Cemetary]



G19G The Second Coming

Sphinx



S18S [Dark portrait]

S17G The Hung Boy

S20GS And what rough beast ...slouches... to be born.. [haby heast]

The Gordian

Mirror

S19G

Appendix C:

Database of Gameplay Observations

	Name [Lizard] F03S		Name Drinking Like a Fish [Fish] F02G		Name [Parrot] F01S
Clues clicks free butterfly proximity to lizard butter-cursor attacks lizard (2)	Description No cursor visible. Clic bottom butterfly. More Clicking causes wings butterfly. Place butter butterfly again to turn card, second butterfly	sound guides cursor draw to globlet cursor pulse guides attention	Description Fish randomly swims parts; different noise of fish head when brol Clues	Clues	Description Parrot squawks; follov mouth; mouse now m backward into lower s; causes upper feather (now empty) lower sta
Cursor Transformed. cursor=butterfly; trapped (restricted at first); caught a second time (but only briefly) then	king does nothing. Sli e sliding, eventually mo to flap. When butterff fly near body of secon card.Butterfly still cont emerges from card. If	cursor free clicks, blinks, clangs outside fram click no sound, inside frame click sounds	Description Fish randomly swims in glass. Rolling cursor over parts; different noise on background as well. Sev of fish head when broken. Fish swims off screen. Clues Cursor Tri	Cursor Transformed. Starts free, then eaten. cursor=parrot some resistance to moving??	Gameplay Description Parrot squawks; follows cursor up and down as it moves to top or k mouth; mouse now moves parrot. Clicks cause parrot to squawk at backward into lower stamp and bird flys away, two birds appear in u causes upper feather to poke under stamp and rrelease seed. See (now empty) lower stamp. Bird opens seed and flys up to turn card
Trigger Chase 2nd lizard (2 clicks) away	Description No cursor visible. Clicking does nothing. Sliding has no apparent effect at first either. After sliding back and forth small movement in No cursor visible. Clicking does nothing, eventually more movement. More sliding, butterfly breaks free - now moving mouse moves butterfly bottom butterfly. More sliding, eventually more movement. More sliding, butterfly breaks free - now moving mouse moves butterfly. Clicking causes wings to flap. When butterfly gets near lizard mouth it is eaten. Second lizard energes frombody of first as well as butterfly. Place butterfly near body of second lizard and click to cause it to move. Two clicks and it descends through hole in stamp, butterfly again to turn card. Butterfly still controlled on other side. You can click on the lizard and have it leave screen. After reading of card, second butterfly emerges from card. If no click, lizard leaves at end of letter anyway.	Third? click on glass	over glass excites fish Several clicks in succi reen. Trigger	Trigger Back up parrot over lower stamp (once seed dropped)	Gameplay Description Descript
Sound Buggy sounds? raspy Paper tearing sound as butterfly escapes	ffect at first either. Att ding, butterfly breaks it is eaten. Second li se it to move. Two cli su can click on the liza at end of letter anyway	fish sound water; very light muffled, subliminal, if mermaids played harps that's what	when cursor near. Ta ession cause glass to Sound	Sound Parrot squawk at open; bgkd of birds; Parrot sounds when moving	ottom of screen (I-r, had move forward a step sper stamp, parrot kno Jence of actions not cr
Payoff	er silding back and for free - now moving mo card emerges frombo cks and it descends to cks and have it leave s		pping glass makes no break - two different v Payoff	Payoff	we no effect); eats cui . Slide moves parrot to cked onto beak. Mov ritical. Move backwar
Comment	Description No cursor visible. Clicking does nothing. Sliding has no apparent effect at first either. After sliding back and forth small movement in No cursor visible. Clicking does nothing. Sliding has no apparent effect at first either. After sliding back and forth small movement in bottom butterfly. More sliding, eventually more movement. More sliding, butterfly breaks free - now moving mouse moves butterfly. Clicking causes wings to flap. When butterfly gets near lizard mouth it is eaten. Second lizard emerges frombody of first as well as butterfly. Place butterfly near body of second lizard and click to cause it to move. Two clicks and it descends through hole in stamp. Click butterfly again to turn card. Butterfly still controlled on other side. You can click on the lizard and have it leave screen. After reading of card, second butterfly emerges from card. If no click, lizard leaves at end of letter anyway.	light, windowed - black border, grey inner border, white frame, black room, fish and a glass	Description Pescription Fish randomly swims in glass. Rolling cursor over glass excites fish when cursor near. Tapping glass makes noise; different in different parts; different noise on background as well. Several clicks in succession cause glass to break - two different ways depending on direction of fish head when broken. Fish swims off screen. Clues Cursor Trigger Sound Payoff Comment	Comment	Gameplay Description Descript

CEREMONY OF INNOCENCE

Name The Alchemist F06G	[E-Map] F05S	Name	Name Kangaroo with a Red Hat [Kangaroo] F04G
Description A man's close-up at bu causes eyes to move Clues ????? # of clicks?	stamp). No real clue except size of E After turn dug bugs trot across card. Clues Cursor misdirection - red bug cursor free; stampede encyclopedic cursor shrink earthquake cursor (black	Description Bug squeeks. Cursor	Description Head slightly nods; he left-right-down, nothin after that. When dark Clues
ottom of frame. Behind in direction of mouse n Cursor Transformed. eyes = cursor; very restricted	xcept size of E. Rollov of across card. Cursor cursor free; cursor clicks and pulses; cursor shrinks and grows; double cursor (black)	cursor morph - banana cursor restricted after clamp - won't move r or I much, on bug causes soft bu	ands move; string in poor g - Moving up pulls string enough, and in top par Cursor
Description Description A man's close-up at bottom of frame. Behind a boy climbs up a wall (image of bridge or buildings?) There is no cursor, but moving A man's close-up at bottom of frame. Behind a boy climbs up a wall (image of bridge or buildings?) There is no cursor, but moving A man's close-up at bottom of frame. Behind a boy climbs eyes to blink. Blinking or holding eyes shut causes boy to fall. Clues Cursor Trigger Sound Payoff Comment ?????? Transformed. eyes Hold eyes shut or Plaintive violin, wall climbing # of clicks? = cursor; very blink several times wall climbing restricted rapidly sounds	stamp). No real clue except size of E. Rollover does nothing. Click causes earthquake and stampede. After turn dug bugs trot across card. Clues Cursor Misdirection - red bug cursor free; cursor click on "E" Click on "E" Click on "E" Sound Payoff Sound Payoff Sound Payoff Sound Payoff Sound Sound Sound Sound Sound Sound Great stampede Licks and pulses; cursor shrinks and earthquake grows; double cursor (black) Cursor (black) Sound Payoff Sound Payoff Sound Payoff Sound Sound Payoff Sound Sound Sound Payoff Sound Sound Payoff Sound Payoff Sound Sound Sound Payoff Sound Great stampede. Sound Payoff Sound Sound Payoff Sound Great stampede. Sound Payoff Sound Sound Payoff Sound Sound Payoff Sound Great stampede. Sound Sound Sound Payoff Sound Sound Sound Payoff Sound Sound Payoff Sound Payoff Sound Sound Sound Payoff Sound Sound Sound Payoff Sound Sound Payoff Sound Payoff Sound Sound Payoff Sound S	cursor morph - to upper part of sky sounds banana cursor restricted after clamp - won't mover or I much, Description Bug squeeks. Cursor on bug causes soft buzzing sound, and white under cursor. Clicking bug causes it to jump (but cannot escape)	Description Head slightly nods; hands move; string in pocket gleams. Click on head to nod more. When cursor get left-right-down, nothing - Moving up pulls string with banana frompocket, starts sky darkening. Sunset after that. When dark enough, and in top part of sky, banana released from cursor and becomes moon. Clues Cursor Trigger Sound Payoff
image of bridge or bu yes to blink. Blinking Sound Plaintive violin, wall climbing sounds	causes earthquake at Sound scritching sound buzz of bug, ethereal background; sad, empty -	sounds sounds counds	ead to nod more. Wr ket, starts sky darker ad from cursor and be Sound
ildings?) There is no or holding eyes shut Payoff	Payoff great stampede rush giraffe, made Jim laugh	g bug causes it to jun	nen cursor gets close ning. Sunset if no hig comes moon. Payoff
Description A man's close-up at bottom of frame. Behind a boy climbs up a wall (image of bridge or buildings?) There is no cursor, but moving mouse causes eyes to move in direction of mouse move. Clicking causes eyes to blink. Blinking or holding eyes shut causes boy to fall. Clues Cursor Trigger Sound Payoff Comment ?????? Transformed. eyes Hold eyes shut or Plaintive violin, # of clicks? = cursor; very blink several times wall climbing restricted rapidly sounds	Comment	ib (but cannot escape	Description Head slightly nods; hands move; string in pocket gleams. Click on head to nod more. When cursor gets close to string it grabs it. Moving left-right-down, nothing - Moving up pulls string with banana frompocket, starts sky darkening. Sunset if no higher than shoulder. Darker after that. When dark enough, and in top part of sky, banana released from cursor and becomes moon. Clues Cursor Trigger Sound Payoff Comment

	Name [Anatomy Lady] F09S		Name [Fishnose] F08G-L		Name [Islands Map] F07S-L
Clues unsure of sequence - final trigger is tearing from top of page (left upper corner turned down) tear is on timer	Description Cursor falls from flowe frog, bugs will knock staffects lady. Placing c Grab edge and tear. \$\foxed{c}\$	Clues location of clicks: black - zip; grey - zip; card - click/pulse	Description Knight's head squirming; click on head knight reacts Knight's head squirming; clicks retard fish move; w Do nothing, fish comes in; clicks retard fish move; w (not grey card) 3 times - nose grows; 4th click nose Double puzzle - envelope does not open right away Click on fish (gumby the shark); one click breaks rec	Clues 1-click on right critter; cursor = critter 2-cursor/critter herd cattle click on head of	Description cursor touches little critter - captures it Small critter moving, all else still; Curs grabs it and eats and cursor imprisone sequence launched and letter opened.
Cursor cursor missing at first; but spit out by flower right away and then it is free	r. Stamp critter walking tamp animal off ball (m xursor in flower will stall Stamp edge lifts when	Cursor free	ng; click on head knigh s in; clicks retard fish r s - nose grows; 4th clic spe does not open righ he shark): one click bro	Cursor cursor free at first; after capture movement restricted (no longer has any effect except	itter - captures it; click ill else still; Cursor cor cursor imprisoned insiond insiond insiond insiond insiond insiond insiond insiond it capened.
Trigger Tear pieces off card	y on ball? Bugs flapping ove by slowly sliding cu t paper tear on left and first piece falls off. Last	Trigger Once fish near face, click on fish or nose	Description Description Children head knight reacts Description Children head squirming; click on head knight reacts Description Children head squirming; clicks retard fish move; when fish near face; click on fish or face; fish bites nose (gradius) on the common head of th	Trigger Grab bug, venture near creature hand	Description cursor touches little critter - captures it; click everywhere - Nothing; no rollover Small critter moving, all else still; Cursor comes near and now critter follows cursor everywhere. When cursor gets close to dog?'s h grabs it and eats and cursor imprisoned inside (visible through bars on stomach). Can only move inside this cage. At same time cut sequence launched and letter opened.
Sound roller skate sound	in place. Much to pla rsor - they follow) Hit flower disappear. If r piece tears when sta	Sound Violin music, oboe, urgent "walking feet" strings oboe - look around	ce; click on fish or fac ak, man groans, card nps; 3 click opens en	Sound Cricket sounds	no rollover follows cursor every on stomach). Can oni
Payoff	y with - twirling upside stamp animal with cu not done this happens mp pulled off. Lady to	Payoff	bites nose (gr	Payoff good little map/movie - no interaction	where. When cursor, ly move inside this ca
Commentcan you imagine what it ould be like to see the back of your hand.	Description Cursor falls from flower. Stamp critter walking on ball? Bugs flapping in place. Much to play with - twirling upside down woman, Cave Man, Cursor falls from flower. Stamp critter walking on ball? Bugs flapping in place. Much to play with - twirling upside down woman, Cave Man, frog, bugs will knock stamp animal off ball (move by slowly sliding cursor - they follow). Hit stamp animal with cursor and falls off. Nothing affects lady. Placing cursor in flower will start paper tear on left and flower disappear. If not done this happens automatically after a time. Grab edge and tear. Stamp edge lifts when first piece falls off. Last piece tears when stamp pulled off. Lady falls when last piece torn off.	Comment long	oan); click on fish or face	Comment Beautiful animals long letter, beautiful animation of letters and visuals	Description cursor touches little critter - captures it; click everywhere - Nothing; no rollover Small critter moving, all else still; Cursor comes near and now critter follows cursor everywhere. When cursor gets close to dog?'s hand it grabs it and eats and cursor imprisoned inside (visible through bars on stomach). Can only move inside this cage. At same time cut sequence launched and letter opened.

	F12G-L	Anim		Shells F11S-L		F10G	Man Stair
	3-L	Name Animal Head		Name S-L		עש	Name Man Descending a Staircase [Staircase]
Move mouse (not clicks) (not clear at first) easy 2/5	Clues	Description No cursor. Moving signoving up and creatu	click on water, drips, plant grows Misdirection - stamp draws and attracts- roars full cursor	Description "Air" rollover causes s rains on snail and cau Clues	not sure? sequence of clicks? Clue - card crinkle and noise	Clues	Description Train sounds; if do no head causes twitch, b left corner of card twit
Transformed. cursor=animal inside head	Cursor	de to side head moves, re comes out further ar	cursor normal, free Click on 'water'	tamp's hair to wave an ises plant to grow. One Cursor	Normal. Slightly restricted,-can't go in area of stairs	Cursor	thing, man scratches n ut multiple twitches do ches and makes sound
Roll up; move animal up	Trigger	Description No cursor. Moving side to side head moves, noise, eyes wide, looks like something under skin. Move up and head explodes. Contir moving up and creature comes out further and card turns. Hand extended over flap. Move down to grasp and then move up to open.	Click on 'water'	Description "Air" rollover causes stamp's hair to wave and whoosh sound; click on stamp head and he growls and bares his teeth; click on "waterains on snail and causes plant to grow. Once the plant has bloomed tentacles slowly extend to edge and turn and open envelope. Clues Cursor Trigger Sound Payoff Comment	Upper left corner click twice (after time, clicking on face also does it?)	Trigger	Description Train sounds; if do nothing, man scratches nose. Cursor cannot get into frame where stair. Cursor goes behind re head causes twitch, but multiple twitches do nothing else. After a certain amount of time?? one click causes man left corner of card twitches and makes sound when cursor rolls over. Click moves card and causes man to fall.
	Sound	like something unde nded over flap. Mov	scritching sound when creepers start growing	stamp head and he tentacles slowly ext Sound		Sound	nto frame where staitain amount of time? Click moves card at
	Payoff	skin. Move up and he down to grasp and the	long wait for letter to start	growls and bares his end to edge and turn a Payoff	surprise of fall	Payoff	 r. Cursor goes behing '? one click causes man to fall.
words on page -animation; buzz sound; he sounds mad; movie of landscape; buzz disappears; voice	Comment	Description No cursor. Moving side to side head moves, noise, eyes wide, looks like something under skin. Move up and head explodes. Continue moving up and creature comes out further and card turns. Hand extended over flap. Move down to grasp and then move up to open.	creepy? when the creepers start growing - entrapment?	Description Payoff Comment "Air" rollover causes stamp's hair to wave and whoosh sound; click on stamp head and he growls and bares his teeth; click on "water" and it rains on snail and causes plant to grow. Once the plant has bloomed tentacles slowly extend to edge and turn and open envelope. Clues Cursor Trigger Sound Payoff Comment		Comment	Description Train sounds; if do nothing, man scratches nose. Cursor cannot get into frame where stair. Cursor goes behind rails, Clicking on nose or head causes twitch, but multiple twitches do nothing else. After a certain amount of time?? one click causes man to fall down stairs. Upper left corner of card twitches and makes sound when cursor rolls over. Click moves card and causes man to fall.

Name [Peacock feather] F15S		Name Frankie and Johnny F14G		Name [Mandala] F13S-L
A large peacock feather dominates a weird otherworldly landscape (flying saucer?) with a striped strip along the bottom and two 'sitting ducks' (target style). Little critters in the stamp flit around. Clicking on ducks caused them to bend backwards and squawk (just like target). Clicking randomly on card elicits soft sound apparently everywhere. Clicking on flying saucer (globe?) causes it to jump out of circular frame and bounce into lower strip. Moving water sounds and strip ripples as ducks move steadily but slowly to edge of frame. Peacock feather waves. Butterfly appears and flies into empty frame and is caught, continues to struggle. Clicking on cracked egg in lower centre causes it to bounce into strip as well. If done after globe, the water goes into high gear (higher waves, ducks move faster). If done before it generates same slow movement, and clicking on the globe second causes the water to move faster. Card turns whether the clues constant of the continues of the water state in the erine cursor normal, free cursor normal, free cursor normal, free core for both for quicker end)	Clues Cursor Trigger Sound Payoff Comment click of banana Cursor normal and Shoot apple with good music, presages shot? free, but takes a banana brassy while to appear (until banana and apple in place)	Description Cloudy mountain landscape; entry music (film stereotype? royals?) accompanies spinning apple appearing in distance and coming closer; cloudy mountain landscape; entry music (film stereotype? royals?) accompanies spinning apple appearing in distance and coming closer; slight change in music adds suspenseful note and announces banana entry from bottom of screen. Cursor does not appear until banana in place. Cursor cannot roll over apple - it is bounced away when approach edge. Holl ov er banana causes top of banana to arch back accompanied by click sound. Three moves (subtle move of mouse) total and then click causes bananaa to shoot the apple.	Clues Cursor Trigger Sound Payoff Comment hard - more Transformed. Move figure into Mechanical misdirection, control strung to round mandela center (will wheel. over #2 man - figure man drift there once misdirects attention trapped in outer ring or can push quickly) Comment Mechanical wheel.	Description A dark, strange alien landscape. The mandela is turning, a grinding mechanical wheel sounds. A bird flaps its wings in the stamp. A cave drawing sytle figure floats around turning its arm in sync with the wheel and spinning around its outside. Moving the mouse (cursor is invisible) brings in a second cave drawing figure (rounder) that moves with the mouse. Moving into the mandela shrinks the figure and it is invisible in the center (consumed?). Pushing the slimmer man into the Mandela circle and then leaving causes him to get caught and shrink to invisibility. After a short pause - he explodes out and the card turns. Once the second figure appears, if you do nothing the first man slowly sinks into the mandela on own to trigger card. If you do nothing to bring in the figure, it turns endlessly around outside of mandela.

	Name Pierrot's Last Stand [Pierrot] F18G		Name [Self - Portrait] F17S		Name The Blind Leading the Blind [The Blind] F16G
Clues	Description Barren landscape, tw he jumps back. Mov moves forward and in dance, puts stick bet	Clues	Description Birds, bugs, critters, swarm on causes shot sound and birds fl they disappear and card turns. Click on stamp does nothing - 1		Description A black background, background. Ominou (won't happen with q
Cursor Transformed. cursor = Pierrot; Like moving a character in 3rd person games, but limited. Some	o rock chimneys at rig e left or up he jumps to mage scrolls to reveal ween his leg (Priapus?	Cursor free, normal	Description Birds, bugs, critters, swarm on a turquoise backgro Birds, bugs, critters, swarm on a turquoise backgro causes shot sound and birds fly away. Smaller grothey disappear and card turns. Click on stamp does nothing - must be on turquoise	Invisible. movement leaves trail by showing images in birds and making tones	4 skeletal baby birds v us single note plays wh uick rollover only). On Cursor
Trigger Climb the cliff	Description Barren landscape, two rock chimneys at right. No cursor. Move cursor left or up and figure (Pierrot) jumps onto Barren landscape, two rock chimneys at right. No cursor. Move left he jumps off onto lower ledge. (Can't get b moves forward and image scrolls to reveal cliff in front. Continue moving he grabs cliff and climbs up. When he dance, puts stick between his leg (Priapus?). Image zooms out, figure goes up in flames. Card turns.	Trigger Second shot (click)	Description Birds, bugs, critters, swarm on a turquoise background. An image of a portrait head briefly appears during the causes shot sound and birds fly away. Smaller group (more distant) returns but no portrait appears this time. Ithey disappear and card turns. Click on stamp does nothing - must be on turquoise.	Sequence completed (no special order)	Description A black background, 4 skeletal baby birds with mouths open. Cursor invisible. Moving mouse A black background. Ominous single note plays when resting showing one bird at a time. Resting for a background. Ominous single note plays when resting showing one bird at a time. Resting for a background. Only in the play of the card turns. (won't happen with quick rollover only). Once all bird's have had eyes exposed the card turns. Clues Cursor Trigger Sound Pa
Sound	ursor left or up and figuent he jumps off onto lo noving he grabs cliff ar gure goes up in flames	Sound	of a portrait head brient) returns but no portr		sor invisible. Moving may bird at a time. Resting syes exposed the card
Payoff	ure (Pierrot) jumps ont wer ledge. (Can't get nd climbs up. When h s. Card turns.	Payoff	afly appears during the rait appears this time.		nouse causes images ing for a time causes im turns. Payoff
Comment In the book card there are no flames. Image amplifies the despair of Griffin - goodbye - is it suicide?	Description Barren landscape, two rock chimneys at right. No cursor. Move cursor left or up and figure (Pierrot) jumps onto first chimney. Move right Barren landscape, two rock chimneys at right. No cursor. Move left he jumps off onto lower ledge. (Can't get back now). Move left he jumps back. Move left or up he jumps to next chimney. Move left he jumps off onto lower ledge. (Can't get back now). Move left he moves forward and image scrolls to reveal cliff in front. Continue moving he grabs cliff and climbs up. When he reaches the top he does a dance, puts stick between his leg (Priapus?). Image zooms out, figure goes up in flames. Card turns.	Comment The portrait of Sabine that is on the book's postcard image is not included here. Why? Emphasize her ephemerality? Is this a	swarm. Clicking on the card Click again, second shot,		Description A black background, 4 skeletal baby birds with mouths open. Cursor invisible. Moving mouse causes images to appear on birds and in A black background. Ominous single note plays when resting showing one bird at a time. Resting for a time causes image to appear in bird's eye (won't happen with quick rollover only). Once all bird's have had eyes exposed the card turns. Clues Cursor Trigger Sound Payoff Comment

	Name A Passing Shot G03G		Name [Air Mail] G02S		Name Hoodwink G01G-L		F19S	Namethe ceremony of innocence [ceremony]
Clues Click is gun sound (no bullet, no other clue)	Description Stylized portrait of m no matter where the shot at head height t side).	Misdirection - 2 part Ceremony logo at top 1/3 line	Description A map (possibly Euro the critters (though v	Clues	Description Line drawing of falco with title 'A hoodwint defn (origin), referen more, words fall apa		Clues	Description Skeleton in slumped cursor. Move mouse sprout, lightening str
Cursor No Normal, but restricted - can't go in square	an (facing left) against cursor is on screen. H he bullet releases a fall	cursor normal, free	ope?), many little critter vith some difficulty - the Cursor	Cursor cursor ifree - clicks	n's head dominates. C Click on this display ce to Puck and Midsum rt, geometric diagram, o 	Transformed. cursor = dark angel	Cursor	position against grey b and skeleton straighte ikes, music crescendo.
Trigger Bump frame at head height	lake and mountains sce titing frame from left, gu of (greek?) letters and a	Click on airmail stamp	Description A map (possibly Europe?), many little critters (like cave drawings) hopping around. An old airmail sticker is the critters (though with some difficulty - they seem to want to follow a particular path). Clues Cursor Trigger Sound Payoff	Trigger Third click on hoodwink	Description Line drawing of falcon's head dominates. Click on falcon displays defn. in typewriter type abo Line drawing of falcon's head dominates. Click on falcon displays definition at top. Subtle flashing of lines and nur with title 'A hoodwink'. Click on this displays definition at top. Subtle flashing of lines and nur defn (origin), reference to Puck and Midsummer Night's dream quote. Flashing more prominer more, words fall apart, geometric diagram, card turns and these act like bugs, open envelope.	Move up (fly off screen)	Trigger	Description Skeleton in slumped position against grey background. Stamp? moon/sun image is split by skeleton image. No sound, no moven Skeleton in slumped position against grey background. Stamp? moon/sun image is split by skeleton image. No sound, no moven cursor. Move mouse left - right, head turns. Move up arcursor. Move mouse left - right, head turns. Move up again and skeleton flies up - allowing stamp to join together and turns card. sprout, lightening strikes, music crescendo. Move up again and skeleton flies up - allowing stamp to join together and turns card.
Sound	ne. Slight wind noise n shot heard - bullet s ı musical rainbow (ligh		ppping around. An old va particular path). Sound	Sound	efn. in typewriter type e flashing of lines and s. Flashing more pror like bugs, open enve	ominous deep resonant strings - gregorian? scratching? screeching? (very quiet)	Sound	on/sun image is split I ant?) begins. Move n yleton flies up - allowi
Payoff	. Cursor outside pictur treaks across the carr treute music). Card to	Great (but quite) launch of plane and scattering of familiars	d airmail sticker is on t Payoff	Payoff	above. Smaller draw I numbers behind hoo ninent. Third click, mc lope.		Payoff	oy skeleton image. No nouse left - right, head ng stamp to join togetl
Comment	Description Stylized portrait of man (facing left) against lake and mountains scene. Slight wind noise. Cursor outside picture, the arrow only points right Stylized portrait of man (facing left) against lake and mountains scene. Slight wind noise. Cursor outside picture, the arrow only points right no matter where the cursor is on screen. Hitting frame from left, gun shot heard - bullet streaks across the card, other sides nothing. When no matter where the cursor is on screen. Hitting frame from left, gun shot heard - bullet streaks across the card, other sides nothing. When shot at head height the bullet releases a fall of (greek?) letters and a musical rainbow (light flute music). Card turns (rainbow ends on other side).		on the map. Cursor can drive Comment	Comment Defn's are not in book card	Description Line drawing of falcon's head dominates. Click on falcon displays defn. in typewriter type above. Smaller drawing in upper left, identified with ittle 'A hoodwink'. Click on this displays definition at top. Subtle flashing of lines and numbers behind hoodwink. Second click, more defn (origin), reference to Puck and Midsummer Night's dream quote. Flashing more prominent. Third click, more defn, flashing more and more, words fall apart, geometric diagram, card turns and these act like bugs, open envelope.	She has become him. Griffin Moss is Missing.	Comment	Description Skeleton in slumped position against grey background. Stamp? moon/sun image is split by skeleton image. No sound, no movement, no cursor. Move mouse and skeleton straightens, music (gregorian chant?) begins. Move mouse left - right, head turns. Move up and wings sprout, lightening strikes, music crescendo. Move up again and skeleton flies up - allowing stamp to join together and turns card.

	Name [Red-Head] G06S		G05G	Name Page from Leonardo's Missing Sketchbook [Sketch]		Name [Two-headed fish] G04S
Clues	Description Red background fadi tower? and writing? F Gregorian chant in be camera showing chu opens full - brings up you (smiling but a bit		Clues	Description roll cursor down, pus	Clues ticket hole appears when cursor approaches ticket	Description A two-headed fish (mirror image strip. There is a cartoon-like dra fish causes a wiggle and splash, an arrow. Click on card causes begins movie superimposed ove cam, lots of cuts) continues with sounds). Card eventually turns.
Cursor free	ng to black (with stars' artial mandela at botto ackground. Clicking on ch and ringing bells so a small black image fl ominous?). Black image floor.	Normal, but restricted to inside picture frame; restriction is motivation for trigger (pushing	Cursor	hes mottled (marble) s	Cursor Cursor is free	irror image?) at top of oon-like drawing of wor and splash. Clicking o ard causes it to straight imposed over map (righ trinues with train soun ually turns.
Trigger Click inside open door	Description Descr	Push marble off frame	Trigger	Description roll cursor down, pushes mottled (marble) screen (sound) - picture revealed	Trigger Place card in slot	screen over an aerial vi man with balloon or para n the woman causes he en up. Click-hold to mo t). Although cursor is p ds underneath. Eventu
Sound r Gregorian chant.	ing of frame covers he melft (nothing interactional sound but no action piece of card holding cursor inside black slaws and flies away.	u u	Sound	revealed	Sound	ew map in middle, with asol at left bottom and a sol at left bottom and or to walk off left. Roll ove card to opening - present - no more interally picture elements (
Payoff	ad facing left. Faint lin tive). Possibly partial n. Holl over in several a head tears open (like dms the card back shut		Payoff		Payoff Cut sequence is too long; subway scene in small window; redundant with letter	city street map at bott a card of some sort at t wer card displays new laced in proper place w activity apparent while r lish, strip, map) start to
Comment	Description Description Line drawing of frame covers head facing left. Faint line images of transmission Red background fading to black (with stars?) at bottom. Line drawing of frame covers head facing left. Faint line images of transmission tower? and writing? Partial mandela at bottom right. Red X at bottom left (nothing interactive). Possibly partial map image at right? Gregorian chant in background. Clicking on any area provides a small sound but no action. Roll over in several areas brings up a moving camera showing church and ringing bells sound. Click on face and piece of card holding head tears open (like door) slightly. Second click opens full - brings up a small black image flapping to left. Clicking cursor inside black slams the card back shut -head now staring back at you (smiling but a bit ominous?). Black image is crow which squawks and flies away.		Comment		Comment long, boring movie Griffin???	Description A two-headed fish (mirror image?) at top of screen over an aerial view map in middle, with city street map at bottom and finally a checked strip. There is a cardoon-like drawing of woman with balloon or parasol at left bottom and a card of some sort at the right bottom. Clicking on fish causes a wiggle and splash. Clicking on the woman causes her to walk off left. Roll over card displays new opening in aerial map with an arrow. Click on card causes it to straighten up. Click-hold to move card to opening - placed in proper place with arrow and it inserts and begins movie superimposed over map (right). Although cursor is present - no more interactivity apparent while movie (shots on train, shaky cam, lots of cuts) continues with train sounds underneath. Eventually picture elements (fish, strip, map) start to shake in tandem with train sounds). Card eventually turns.

	Name [Sphynx] G09G-L		Name [Stone Bear] G08S	!	G07G	Name Another Myth [Greece]
Clues	Description Nefertitti on the stamp at left. Nefertitti on the stamp at left. placed on certain parts of the s first 2?). Once all sand blown (very slow movement, cannot before but does not blow prop.	Clues Cu Sankes, letters - lots Curs of clicks? Snakes on free some clicks	Description A strange cement ar engraved (Roman?) click in black (but on which wriggle from c		Clues	Description A poster of sunny G walking to right. No
Cursor Normal, restricted and lose control during play (can't get to Queen, can't explore Sphynx or	np at left. Sand covers irts of the sand dune sh and blown away to reve int, cannot be speeded blow prop.	Cursor s Cursor normal and on free	nimal (half bear or mons lettering at top, smalle nly while holding down r	Cursor normal and free	Cursor	reece is partially visible motion. Click anywher
Trigger Blow the propeller (after sand removed)	Description Nefertitti on the stamp at left. Sand covers most of card, zeppelin hovering at right. Nefertitti head follows dire placed on certain parts of the sand dune she blows and sand (with cursor) blown away. Zeppelin prop also turn first 2?). Once all sand blown away to reveal sphynx, starting prop will cause zeppelin to move off screen and (very slow movement, cannot be speeded up). Must place cursor near prop to get blown. Puting cursor over ot before but does not blow prop.	Trigger Free all the snakes	Description A strange cement animal (half bear or monster, half man) stands with folded arms in front of black rectangle in stone wall with larage a strange cement animal (half bear or monster, half man) stands with folded arms in front of black rectangle in stone wall with larage engraved (Roman?) lettering at top, smaller cursive lettering at bottom. Clicking on monster knocks like a door, cursor disappears vicik in black (but only while holding down mouse button), hollower sound when click on wall. Click inside some letters to release sn which wriggle from one letter to another until they disappear in black frame. Once all released and into frame, card turns.	4th click on guy	Trigger	Description A poster of sunny Greece is partially visible on a wall behind a figure (man?) in hooded outdoor jacket with striped badge on sleeve is A poster of sunny Greece is partially visible on a wall behind a figure (man?) in hooded outdoor jacket with striped badge on sleeve is A poster of sunny from pocket of fill scree walking to right. No motion. Click anywhere on figure and it shrugs away. After four clicks he brings card up from pocket to fill scree
Sound Plaintive repetitive tone	overing at right. Nef ursor) blown away. Z will cause zeppelin to sar prop to get blown	Sound	h folded arms in from om. Clicking on mon sound when click on t		Sound	(man?) in hooded o away. After four clic
Payoff	ertitti head follows dir Zeppelin prop also tur I move off screen and	Payoff	t of black rectangle in ster knocks like a doo wall. Click inside som		Payoff	utdoor jacket with stri ks he brings card up
Comment	Description Nefertitti on the stamp at left. Sand covers most of card, zeppelin hovering at right. Nefertitti head follows direction of cursor. When Nefertitti on the stamp at left. Sand covers most of card, zeppelin hovering at right. Nefertitti head follows direction of cursor. When placed on certain parts of the sand dune she blows and sand (with cursor) blown away. Zeppelin prop also turns with some blowing (after first 2?). Once all sand blown away to reveal sphynx, starting prop will cause zeppelin to move off screen and then open envelope flap (very slow movement, cannot be speeded up). Must place cursor near prop to get blown. Puting cursor over other areas blows cursor as before but does not blow prop.	Comment	Description A strange cement animal (half bear or monster, half man) stands with folded arms in front of black rectangle in stone wall with larage a strange cement animal (half bear or monster, half man) stands with folded arms in front of black rectangle in stone wall with larage engraved (Roman?) lettering at top, smaller cursive lettering at bottom. Clicking on monster knocks like a door, cursor disappears when click in black (but only while holding down mouse button), hollower sound when click on wall. Click inside some letters to release snakes, which wriggle from one letter to another until they disappear in black frame. Once all released and into frame, card turns.		Comment	Description A poster of sunny Greece is partially visible on a wall behind a figure (man?) in hooded outdoor jacket with striped badge on sleeve is A poster of sunny Greece is partially visible on a wall behind a figure (man?) in hooded outdoor jacket with striped badge on sleeve is walking to right. No motion. Click anywhere on figure and it shrugs away. After four clicks he brings card up from pocket to fill screen.

G13G	Name Running to & Fro the Moon [Minnaloushe]	Name [Samurai Cat] G12S	Name Learning to say Noh\[Noh] G11G		Name [Falcon Head] G10S
Ciues	Description Click outer block - zip; click grey - torso or head - movie starts - long	Description Black background with a colorful am Clicking tail causes a flick which thro point turns cat in circle and he exits. Clues Cursor Cursor norma free; lose col	Description Abstract background mask makes sound t Click-hold to shut (pu Clues	Clues	Description Muezzin faint. Wing: A large stone bird he stroking the stone he then resumes. Any o cat turns, then walks
Cursor free	; click grey - zip; click starts - long	th a colorful armored ca iflick which throws the le and he exits. Cursor Cursor normal and free; lose control when tail flicks	Description Abstract background (stone?) Kabuki mask in right. Hint of r Rask makes sound but no action. Click-hold on spot on mast Click-hold to shut (pull right). Click-hold, pull left to turn card. Clues Cursor Trigger Cursor normal and Sequence comp (open; close, tu card)	Cursor Cursor free	s (bird -hieroglypic style ad. Hieroglyphics in bk ad. Clicking stone or d ad. Clicking initiates St away. Bird comes bac
One click on cat figure upper torso or head.	Description Click outer block - zip; click grey - zip; click inner black - pulse no sound; click stamp - no sound; click lower cat - torso or head - movie starts - long	Description Black background with a colorful armored cat at right. Clicking on the cat elicits actions which differ depending on the place you click. Black background with a colorful armored cat at right. Clicking on the cat elicits actions which differ depending on the place you click. Clicking tail causes a flick which throws the cursor. Clicking on rear, causes cat to turn toward cursor (to bite?). Click again quickly a point turns cat in circle and he exits. Clues Cursor Trigger Sound Payoff Comment Cursor normal and flee; lose control when tail flicks Turn the cat in circle Warrior	Description Description Description Abstract background (stone?) Kabuki mask in right. Hint of movement appears behind the holes in mask (eyes, nask makes sound but no action. Click-hold on spot on mask near right ear, pull left to open. Opens in stages, nask makes sound in the holes in mask (eyes, nask makes sound before a card) Click-hold to shut (pull right). Click-hold, pull left to turn card. Sound Payoff Clues Cursor normal and card)	Trigger Click on card (delayed response makes it difficult to associate trigger appropriately)	Description Muezzin faint. Wings (bird -hieroglypic style). Cat comes in (Sabine calling). Muezzin faint. Wings (bird -hieroglyphics in bkgd. Red Dot. Colorful bird (stylized eqyptian eye symbol) files in with a feather and starts a large stone bird head. Clicking stone or dot does nothing it seems (dull sound -like stone). Clicking bird, he squawks and jumps bathen resumes. Any click actually initiates Sabine calling Minnalouche (but the response is delayed). Cat wanders in and bird flies awacturns, then walks away. Bird comes back in, hovers but does not stroke. Click and jumps as before - then card turns.
Sound	und; click stamp - no	e cat elicits actions v causes cat to turn t Sound	ant appears behind t ight ear, pull left to o Sound	Sound	calling). ird (stylized eqyptian (dull sound -like sto e (but the response i t stroke. Click and ju
Payott	sound; click lower ca	which differ depending oward cursor (to bite? Payoff	ne holes in mask (eye pen. Opens in stages Payoff	Payoff	eye symbol) flies in v ne). Clicking bird, he s delayed). Cat wanc ımps as before - then
Back story on Minneloushe adds character, depth, but to what end? Minneloushe seems to be more of a player	at - no sound; click upper	g on the place you click. ?). Click again quickly at this Comment Book image is Zebra Warrior	Description Description Abstract background (stone?) Kabuki mask in right. Hint of movement appears behind the holes in mask (eyes, mouth). Clicking on the mask makes sound but no action. Click-hold on spot on mask near right ear, pull left to open. Opens in stages, revealing samural behind. Click-hold to shut (pull right). Click-hold, pull left to turn card. Sound Payoff Comment Clues Cursor normal and free (open; close, turn card)	Comment Osiris - Anubis?	Description Muezzin faint. Wings (bird -hieroglypic style). Cat comes in (Sabine calling). Muezzin faint. Wings (bird -hieroglyphics in bkgd. Red Dot. Colorful bird (stylized eqyptian eye symbol) files in with a feather and starts a large stone bird head. Clicking stone or dot does nothing it seems (dull sound -like stone). Clicking bird, he squawks and jumps back then resumes. Any click actually initiates Sabine calling Minnalouche (but the response is delayed). Cat wanders in and bird flies away, cat turns, then walks away. Bird comes back in, hovers but does not stroke. Click and jumps as before - then card turns.

	Name The Sun King at the Zoo [Lion] G15G		Name [Fish Machine] G14S-L
Clues	Description A large lion is rearing causes a small cat (iti and down does nothin reaches the level of it (The cat can exit the functh more quickly.)	Clues Early theory - late clicks? (superstitious behavior - Don Norman) ?pull down- no click	Description A line drawing of a mechan machine by its nose. The fa wiggle, but it also moves a downward motion causes released, and the machine cranking an old car engline.
Cursor Transformed. cursor = little tiger nvisible at first - cat appears when you move the mouse.	up and appears to be ger?) to appear at lowe ger?) to appear at lowe g. If you move to one the stamp and enters the arame on either side. if	Cursor Cursor free	schanical machine of the fish's eye blinks. The fish's eye blinks oves easily as you singuses the fish to pivot thine starts up. If relegine.
Trigger Cat inside stamp	roaring. A ball sits in the I ar left of screen. It jumps edge and turn back the c e stamp, the lion eats the f you move mouse up whe	Trigger Start machine with fish lever	Description A line drawing of a mechanical machine of unknown function (reminiscent of industrial age of late 1800's). A blue fish is connected machine by its nose. The fish's eye blinks. Clicking the gears on the machine causes them to whirl and sound. Clicking on the fisl a wiggle, but it also moves easily as you simply roll over it. (The cursor 'catches' the fish and it moves with the mouse.) Moving the a downward motion causes the fish to pivot at its nose and a creaking sound is heard. Once you leave the fish's body with the mouseleased, and the machine starts up. If released quickly (before much downward motion) the gears only start up a bit and stop, like cranking an old car engine.
Sound growls ethereal - wind again	no click Description A large lion is rearing up and appears to be roaring. A ball sits in the lower left (this is a circus lion?). There is no cursor. Moving the mouse causes a small cat (tiger?) to appear at lower left of screen. It jumps back and forth when you move the mouse back and forth. Moving up and down does nothing. If you move to one edge and turn back the cat slowly moves in an upward fashion like zigzagging up a hill. When it reaches the level of the stamp and enters the stamp, the lion eats the red sun in the stamp and the ball explodes with light. Card turns. (The cat can exit the frame on either side. If you move mouse up when cat off frame it comes back in higher, so you can reach the trigger much more quickly.)	Sound Mechanical noises great; loud mouse click	cent of industrial age a machine causes the or 'catches' the fish a g sound is heard. Or h downward motion)
Payoff		Payoff	of late 1800's). A bem to whirl and soun ind it moves with the coe you leave the fish the gears only start the
Comment	no cursor. Moving the mouse back and forth. Moving up zigzagging up a hill. When it as with light. Card turns. o you can reach the trigger	Comment	Description A line drawing of a mechanical machine of unknown function (reminiscent of industrial age of late 1800's). A blue fish is connected to the A line drawing of a mechanical machine of unknown function (reminiscent of industrial age of late 1800's). A blue fish is connected to the machine by its nose. The fish's eye blinks. Clicking the gears on the machine causes them to whirl and sound. Clicking on the fish causes a wiggle, but it also moves easily as you simply roll over it. (The cursor 'catches' the fish and it moves with the mouse.) Moving the cursor in a downward motion causes the fish to pivot at its nose and a creaking sound is heard. Once you leave the fish's body with the mouse it is released, and the machine starts up. If released quickly (before much downward motion) the gears only start up a bit and stop, like cranking an old car engine.

	G19G	Name The Second Coming		Name [Cemetary] G18S		Name [Wave] G17G-L		Name [Painted lady] G16S
	Clues	Description Rollover boy on rocke burns		Description cemetary - no cursor; to stone angel; card p Clues		Description Washed sea; no click; middle of seal - it start Clues	Clues	Description White card - Queen E appears. Cursor hisso over painted part, nois puzzle and leaving pa precedes paintbrush.
Cursor free and normal	Cursor	r - starts to rock; rollov	Invisible. movement restricted to movie zoom	clicked and move forw ivots vertically to reves Cursor	No cursor to start; then normal and free	surf washes away ma s to peel away. mous Cursor	Cursor Transformed. cursor=paintbrush (invisible) Cursor free; not normal, pulses; 2nd stage disappears, see	; cursor pulsates in top as gently over white ca se, black blur, slowly di ge. Face - top bosomi
Knock rocking boy off cliff	Trigger	rer 2 easter stickmonks a	Zoom movie to CU of stone angel	Description cemetary - no cursor; clicked and move forward? rather beautiful; hold cursor down and roll up, movie to stone angel; card pivots vertically to reveal other side (continuing the upward movement of mouse) Clues Cursor Trigger Sound Payoff	Pull seal off flap	Description Washed sea; no click; surf washes away map and washes in cursor, when sea recedes shows back of envelope. Very pretty; click in middle of seal - it starts to peel away. mouse cursor can pull seal off and envelope opens Clues Cursor Trigger Sound Payoff Comment	Trigger Fill frame with paint	Description White card - Queen E; cursor pulsates in top left; pull it down and right - black appears, sound of contact like sandpaper or brush. A white card - Queen E; cursor pulsates in top left; pull it down and right - black appears, sound of contact like sandpaper or brush. A appears. Cursor hisses gently over white card, caresses it with touch and sound. the paint trails in back and dries - leaving image, once again, half-way done - torn - desire to finish painting, dread of the puzzle and leaving page. Face - top bosomm, swirl on left. Queen E primly floats on left. If move quick to card, subtle quasi-reveal precedes paintbrush.
Nature sound; creaking (rocking?)	Sound	at bottom left turn to		ld cursor down and r he upward movemer Sound		when sea recedes s and envelope opens Sound	Sound Sound of ocean quietly in back, splash, wind, waves lap	nt - black appears, so and sound. the pail gain, half-way done primly floats on left.
	Payoff	fireflies; second rollov		oll up, movie advance nt of mouse) Payoff		hows back of envelop Payoff	Payoff	und of contact like sant trails in back and d torn - torn - desire to finis If move quick to care
	Comment	Description Rollover boy on rocker - starts to rock; rollover 2 easter stickmonks at bottom left turn to fireflies; second rollover rocking boy he falls and burns		Description cemetary - no cursor; clicked and move forward? rather beautiful; hold cursor down and roll up, movie advances (POV forward) eventually to stone angel; card pivots vertically to reveal other side (continuing the upward movement of mouse) Clues Cursor Trigger Sound Payoff Comment		oe. Very pretty; click in Comment	Comment Griffin in south seas - will go to Sabine's home	Description White card - Queen E; cursor pulsates in top left; pull it down and right - black appears, sound of contact like sandpaper or brush. A face White card - Queen E; cursor pulsates in top left; pull it down and right - black appears, sound of contact like sandpaper or brush. A face appears. Cursor hisses gently over white card, caresses it with touch and sound. the paint trails in back and dries - leaving image. Cursor over painted part, noise, black blur, slowly dries leaving image once again. half-way done - torn - desire to finish painting, dread of finishing puzzle and leaving page. Face - top bosomm, swirl on left. Queen E primly floats on left. If move quick to card, subtle quasi-reveal precedes paintbrush.

	Name [Goat] S03S	0220	Name Fool's Mate		Name [Dark angel] S01S
Clues	Description A large goat head don lower left. No cursor when it hits the frame When the image has	Clues	Description rollover to left, star screen wipe trigger explosion into star map explosion. queens kniight mate	Clues audio cue -p clear sustained, clicking mechanical linkage sound	Description A rich collage backgrois visible. Moving momuse left or right will movement - skeleton skeleton stands straig
Cursor Normal cursor. Restricted cannot enter frame (until end)	minates the scene. A s at first. Move mouse a edge and picture goes completely disappeare	Cursor Cursor Anges orientation when inside starfield - arrow facing left, otherwise normal and free	reen wipes left and co star map and voice "ki iight mate	Cursor Transformed. (cursor is skeleton) restricted mouse in frame	oud with Katie parrot struse in down left motion Il advance the skeleton leaves center frame an the skeleton leaves center frame and the skeleton
Trigger Free the bird	Description A large goat head dominates the scene. A small black bird flies around. Two stamps, one a flower at right and one the sun/moon sym large goat head dominates the scene. A small black bird flies around. Two stamps, one a flower at right and one the sun/moon sym lower left. No cursor at first. Move mouse and normal cursor appears at upper left. The cursor cannot enter the frame, causes a bank when it hits the frame edge and picture goes black. As you continue this action you notice that the scene is gradually fading to white. When the image has completely disappeared leaving white (clouds?), the cursor can enter the frame. The bird is freed and the card to	Trigger Place starship twice	vers king; starship spinn ng's knights pawn" etc	Trigger 3rd pass of angel (#31)	Description A rich collage backgroud with Katie parrot stamp in middle (monotone). Number 20 in lower left of centered frame holding stamp. No city is visible. Moving mouse in down left motion and skeleton with wings floats in to frame; turtle on background moves up a little; moving mouse left or right will advance the skeleton, moving alternately back and forth seems to trigger nothing. Moving in continuous right movement - skeleton leaves center frame and appears again on left, number 20 changes to 23; once more and number changes to 31; skeleton stands straight looks up and turtle walks up off card and card turns.
Sound	nd. Two stamps, one rs at upper left. The c this action you notic), the cursor can enter	Sound Rhythmic sound (apocolypse now helicopter?) starship, clock	ing. Can move stars	Sound whoosh, ominous sound; winds repetitive; groan? - no, chant almost	 Number 20 in lowers floats in to frame; turns, and forth seems to number 20 changes to rd turns.
Payoff	a flower at right and cursor cannot enter the that the scene is gurther the frame. The biro	Payoff	hip (click hold). At co	Payoff	er left of centered frande on background not trigger nothing. Move to 23; once more and
Comment	Description A large goat head dominates the scene. A small black bird flies around. Two stamps, one a flower at right and one the sun/moon symbol at large goat head dominates the scene. A small black bird flies around. Two stamps, one a flower at right and one the sun/moon symbol at lower left. No cursor at first. Move mouse and normal cursor appears at upper left. The cursor cannot enter the frame, causes a bang when it hits the frame edge and picture goes black. As you continue this action you notice that the scene is gradually fading to white. When the image has completely disappeared leaving white (clouds?), the cursor can enter the frame. The bird is freed and the card turns.	Comment	Description Tollover to left, star screen wipes left and covers king; starship spinning. Can move starship (click hold). At certain places? dropping while trigger explosion into star map and voice "king's knights pawn" etc. Many stars pulsing, difficult to tell which ones. much fiddling. Last explosionqueens knight mate	Comment Rather obvious reference to 23rd to 31st - Sabine waiting (pacing back and forth if you move the mouse that way)?	Description A rich collage backgroud with Katie parrot stamp in middle (monotone). Number 20 in lower left of centered frame holding stamp. No cursor A rich collage background with Katie parrot stamp in middle (monotone). Number 20 in lower left of centered frame holding stamp. No cursor is visible. Moving mouse in down left motion and skeleton with wings floats in to frame; turtle on background moves up a little; moving mouse left or right will advance the skeleton. moving alternately back and forth seems to trigger nothing. Moving in continuous right movement - skeleton leaves center frame and appears again on left, number 20 changes to 23; once more and number changes to 31; skeleton stands straight looks up and turtle walks up off card and card turns.

Name [top] S07S		Name [Landscape] S06G-L	Name [Post Marks] S05S		S04G	Name The Morning Star [Match]
Description A white center frame lower left attracts att card will also open tit describes Sicmon oc cursor remains on in the book by rollover nothing, while clickir More clicks on the Action of the southeast o	Clues	Description A landscape in persy also is a map image, back and forth. Cat move turns envelope	Description A vase of flowers in a moves. You can mo (when all marks mac Clues		Clues	Description Rollover scatters critter; op bothers critter (dinosaur sk over dinosaur); card turns.
holds object identified ention. Click, it begins re book.) You can also remonial tops. Image nage they continue dissight to left. Dancing fig go an edge causes the cause the frame to Cursor free cursor	Cursor Transformed. Plane=cursor	pective. Distant view a). No cursor. Move mo notices, after third pass e. Must continue to fly I	center in front of wall of we almost anywhere, b se?) the bug falls off the Cursor Transformed. (Cursor is bug)	Transformed. first movement causes bug to move off; then controlling matchbox, then match	Cursor	tter; open matchbox an saur skeleton?) can't dr I turns.
Description A white center frame holds object identified as "ceremonial spinning top". two stamps, one upper left, one upper right. A dancing fig lower left attracts attention. Click, it begins to recede and the white frame opens revealing the inside of a book. (Clicking anywhere card will also open the book.) You can also open book with rollover from left to right - cursor changes orientation at right edge. Text describes Sicmon ceremonial tops. Image appears on left of a type of top. Roll over the image and it dissolves to another. As long cursor remains on image they continue dissolving through a series of ?? images of different tops. At end the book closes. You can the book by rollover right to left. Dancing figure can still be made to recede briefly with a click on it. Clicking in center of image does nothing, while clicking on an edge causes the white frame to right from its backing with a slight pivot along center vertical axis (like a through a click on the edge causes the white frame to right from the hark of card. The card snins slowly down to ston (slinchtly air Sound Payoff free cursor Spin the card 3 times	Trigger Fly plane past bush	Description A landscape in perspective. Distant view at left (sky, some hills, water?), CU at right (cat sleeping in front of a landscape in perspective. Distant view at left (sky, some hills, water?), CU at right (cat sleeping in front of a laso is a map image). No cursor. Move mouse and plane flies in distant view. Cat looks up. Move mouse bac laso is a map image). No cursor. Move mouse follows plane. Move back and forth, now cat follows. Final pass move turns envelope. Must continue to fly plane and get it under the flap to open envelope.	Description Description Description A vase of flowers in center in front of wall of stamps with postmarks. Bug figure in stamp. No cursor. Move mouse and bug on stamps of flowers in center in front of wall, or completely out of frame. As bug goes over certain spots, new postmarks appear when all marks made?) the bug falls off the wall, the card turns and the bug falls on back at bottom of card (no more movement). Clues Cursor Trigger Sound Payoff Comment Transformed. Cover all hotspots (Cursor is bug)	Burn the matchbox	Trigger	d pull match out with curve out; lights matchbox
top". two stamps, o frame opens reveall frame opens reveall rom left to right - cur of top. Foll over the f ?? images of diffeecede briefly with a sin its backing with a sin hack of card). The Sound	Sound Plane engine when moving mouse	ter?), CU at right (catant view. Cat looks ck and forth, now cated and forth the composition of the composit	Bug figure in stamp rame. As bug goes the bug falls on bacl Sound		Sound	sor and strike edge o
ne upper left, one up ng the inside of a bo sor changes oriental i mage and it dissolv rent tops. At end the click on it. Clicking i light pivot along cen a card snins showly of Payoff	Payoff	at sleeping in front of up. Move mouse ba at follows. Final pass ppe.	. No cursor. Move rover certain spots, r k at bottom of card (r Payoff		Payoff	of box to light; flame appears in card); tr
Description A white center frame holds object identified as "ceremonial spinning top". two stamps, one upper left, one upper right. A dancing figure in lower left attracts attention. Click, it begins to recede and the white frame opens revealing the inside of a book. (Clicking anywhere on the card will also open the book.) You can also open book with rollover from left to right - cursor changes orientation at right edge. Text on right describes Sicmon ceremonial tops. Image appears on left of a type of top. Roll over the image and it dissolves to another. As long as cursor remains on image they continue dissolving through a series of ?? images of different tops. At end the book closes. You can close the book by rollover right to left. Dancing figure can still be made to recede briefly with a click on it. Clicking in center of image does nothing, while clicking on an edge causes the white frame to right from its backing with a slight pivot along center vertical axis (like a top). More clicks on the cause the frame to min (showing writing from back of card). The card snins slowly down to ston (slichtly aiar Sound Payoff free cursor Spin the card 3 times	Comment	Description A landscape in perspective. Distant view at left (sky, some hills, water?), CU at right (cat sleeping in front of what could be bushes, but A landscape in perspective. Distant view at left (sky, some files in distant view. Cat looks up. Move mouse back and forth to move plane also is a map image). No cursor. Move mouse and plane files in distant view. Cat looks up. Move mouse back and forth. Cat notices, after third pass follows plane. Move back and forth, now cat follows. Final pass in front of map, next mouse move turns envelope. Must continue to fly plane and get it under the flap to open envelope.	Description Description A vase of flowers in center in front of wall of stamps with postmarks. Bug figure in stamp. No cursor. Move mouse and bug on stamp moves. You can move almost anywhere, but not completely out of frame. As bug goes over certain spots, new postmarks appear. Finally (when all marks made?) the bug falls off the wall, the card turns and the bug falls on back at bottom of card (no more movement). Clues Trigger Sound Payoff Comment Transformed. Cover all hotspots (Cursor is bug)		Comment	Description Rollover scatters critter; open matchbox and pull match out with cursor and strike edge of box to light; flame - bothers bee - can drive out; bothers critter (dinosaur skeleton?) can't drive out; lights matchbox and burns it up (hole appears in card); train comes down and knocks over dinosaur); card turns.

	Name [Oriental flautist] S11S-L	Name Sfumato S10G	Name [Frolotti 1] S09F		Name Yes, we have no bananas [banana] S08G
Clues	Description Pencil sketch of oric slightly. Click flautis attract them and dri and card turns. Bug	Description Landscape, island s Clicking seems to d reveal card. Clues	Description Seaside painting; gi grey-brown of painti Clues	Clues	Description An animal (weasel, an animal weasel, slightly. Moving the move with it to keep Animal begins eatin lmage of building co
Cursor Cursor normal and free	ental flautist in bottom, s it and he plays. Little ci we off card, though not r gappears on back and s	cene (palm trees swayi o nothing at first (same Cursor Cursor normal and free	rl on ledge of rocky out ng. Without doing anyt Cursor Invisible (in fact there is no control on this stamp)	Cursor Transformed. Plane=cursor	raccoon?) dressed in a mouse causes a plane it moving). On each paid jice cream cone (flowe intinues the landscape on intinues the landscape or
Trigger Bugs gone?	Description Pencil sketch of oriental flautist in bottom, sketch of mountain center. Two stamps, dark angel on left, tiger Pencil sketch of oriental flautist in bottom, sketch of mountain center. Two stamps, dark angel on left, tiger slightly. Click flautist and he plays. Little critters start flying in. They make for the flautist and disappeare be attract them and drive off card, though not real quickly. Once all the bugs have disappeared, the dark angel and card turns. Bug appears on back and slowly flies to open flap (cannot be controlled).	Description Landscape, island scene (palm trees swaying), volcanic mountain in back, old looking airmail sticker. Colla Clicking seems to do nothing at first (same click sound everywhere), but after several the image cracks like reveal card. Clues Cursor Trigger Sound Payoff Cursor normal and click on hot spot free (center of frame, dark area) Contains the contains air and contains area.	Description Description Description Seaside painting; girl on ledge of rocky out cropping with rock buildings in background. Blue butterfly on regrey-brown of painting. Without doing anything, the butterfly starts to flutter. With pauses it does so three Clues Clues Cursor Trigger Sound Payoff Invisible (in fact there is no control trigger required on this stamp) Time alone - no active	Trigger Plane crash	Description An animal (weasel, raccoon?) dressed in a red fez cap and vest stands against a landscape eating an ice cream cone. An animal (weasel, raccoon?) dressed in a red fez cap and vest stands against a landscape eating an ice cream cone. Slightly. Moving the mouse causes a plane to enter the scene behind the animal. Moving mouse left or right starts plar move with it to keep it moving). On each pass the plane is lower down. Sound of crash when plane is off screen after sharing begins eating ice cream cone (flowers stuck in it?); boat comes in screen left and slowly floats off screen right animals begins eating continues the landscape on card side. Boat eventually sails in left and goes out right while card read limage of building continues the landscape on card side.
Sound	r. Two stamps, dark y make for the flautit bugs have disappe: sannot be controlled	back, old looking ai but after several the Sound	ngs in background. to flutter. With paus Sound	Sound	nds against a landsc: d the animal. Movin wn. Sound of crash nes in screen left and
Payoff	c angel on left, tiger of the control of the con		Blue butterfly on red es it does so three ti Payoff	Payoff	ape eating an ice cre g mouse left or right when plane is off scr J slowly floats off scr goes out right while
Comment	Description Pencil sketch of oriental flautist in bottom, sketch of mountain center. Two stamps, dark angel on left, tiger on right. Flautist is moving Pencil sketch of oriental flautist in bottom, sketch of mountain center. Two stamps, dark angel on left, tiger on right. Flautist is moving slightly. Click flautist and he plays. Little critters start flying in. They make for the flautist and disappear behind (inside) him. Cursor can attract them and drive off card, though not real quickly. Once all the bugs have disappeared, the dark angel raises its wings with red flash and card turns. Bug appears on back and slowly flies to open flap (cannot be controlled).	Description Description Description Landscape, island scene (palm trees swaying), volcanic mountain in back, old looking airmail sticker. Collage of images in upper left. Clicking seems to do nothing at first (same click sound everywhere), but after several the image cracks like a mirror and pieces fall away to reveal card. Clues Cursor Trigger Sound Payoff Comment Cursor normal and free Click on hot spot (center of frame, dark free area) Frolotti is an intruder the cracking of G&S's 'paradise'?	d stamp stands out against times and then the card turns. Comment Victor Frolotti	Comment	Description An animal (weasel, raccoon?) dressed in a red fez cap and vest stands against a landscape eating an ice cream cone. his head is nodding An animal (weasel, raccoon?) dressed in a red fez cap and vest stands against a landscape eating an ice cream cone. his head is nodding An animal (weasel, raccoon?) dressed in a red fez cap and vest stands against a landscape eating an ice cream cone (flowers stuck in it?); boat comes in screen left and slowly floats off screen right and card turns. Animal begins eating ice cream cone (flowers stuck in it?); boat comes in screen left and slowly floats off screen right and card turns. Image of building continues the landscape on card side. Boat eventually sails in left and goes out right while card read.

	Name [Crab] S14S		Name The Wheel of Fortune [Wheel] S13G	Name [Frolotti 2] S12F
Clues	Description Crab with large claw in Roll over stamp and ir have same effect and flashes). Card turns.	Clues Cursor Woman beckons Cursor free at first towards cursor (user) then transformed - captured by woman, and then restricted to her hands.	Description It appears to be a sea wheel?). The drawing with her arm. Approad movements if mouse; a rotations of the wheel small glowing spot at the card turns.	Description Landscape of rocky spires, sunset sky. visible cursor. No obvious interaction. I Clues Clues False clue with stamp Invisible. In fact character scritching. no control at all.
Cursor free.	n front looms under sm mage flashes (lightning claw moves steadily to	Cursor free at first; then transformed - captured by woman, and then restricted to her hands.	uside scene mostly - an y of a nude (stone?) co ch the woman, she reo simply moved back an a bird falls from sky ar left under woman (sun'	pires, sunset sky. Sta vious interaction. If do Cursor Invisible. In fact no control at all.
Trigger Claw raised to grab moon.	Description Crab with large claw in front looms under small moon. Stamp is picture of woman with high-contrast lighting (like the Crab with large claw in front looms under small moon. Stamp is picture of woman with high-contrast lightly upwerflowers tamp and image flashes (lightlning?) woman becomes a negative image. Crab's claw moves slightly upwerflowers are effect and claw moves steadily toward moon, when moon inside claw the claw grabs it and pulls it downshaves.) Card turns.	Trigger 3-4 turns of the wheel	Description It appears to be a seaside scene mostly - another collage (bright blue starfish at right). A saronged woman stands next to a wheel (wwheel?). The drawing of a nude (stone?) couple on a crypt seems out of place. When cursor rolls over certain areas the woman beck with her arm. Approach the woman, she recoils and cursor disappears. Now the cursor controls woman who grabs the wheel. Awkheel wowenens if mouse simply moved back and forth or up and down, becomes smooth with circular motion. Eventually after about four rotations of the wheel a bird falls from sky and portions of the landscape break off (revealing words). The woman steps back, head do small glowing spot at left under woman (sun?) explodes into two halves of the sun/moon square which fly out from the frame (never jointhe card turns.	Description Landscape of rocky spires, sunset sky. Stamp has exotic drawn character which squaw visible cursor. No obvious interaction. If do not touch mouse at all, the card will still turn Clues Cursor Trigger Sound False clue with stamp Invisible. In fact Time only, no active character scritching. no control at all. trigger required.
Sound	ıre of woman with hig sgative image. Crab's n inside claw the clav	Sound	e starfish at right). Aut of place. When cursor or rs. Now the cursor or secones smooth with ape break off (reveal es of the sun/moon s	aracter which squaw the card will still turn Sound
Payoff	jh-contrast lighting (lil s claw moves slightly v grabs it and pulls it	Payoff	saronged woman strisor rolls over certair rissor rolls over certair ontrols woman who g racircular motion. Ewing words). The wom square which fly out fi	ks and shakes (seem Payoff
Comment	Description Crab with large claw in front looms under small moon. Stamp is picture of woman with high-contrast lighting (like from flashlight below?). Crab with large claw in front looms under small moon. Stamp is picture of woman with high-contrast lighting (like from flashlight below?). Roll over stamp and image flashes (lightning?) woman becomes a negative image. Crab's claw moves slightly upward. Continued roll overs have same effect and claw moves steadily toward moon. when moon inside claw the claw grabs it and pulls it down (with accompanying flashes). Card turns.	Comment	Description It appears to be a seaside scene mostly - another collage (bright blue starfish at right). A saronged woman stands next to a wheel (water wheel?). The drawing of a nude (stone?) couple on a crypt seems out of place. When cursor rolls over certain areas the woman beckons it with her arm. Approach the woman, she recoils and cursor disappears. Now the cursor controls woman who grabs the wheel. Awkward movements if mouse simply moved back and forth or up and down, becomes smooth with circular motion. Eventually after about four rotations of the wheel a bird falls from sky and portions of the landscape break off (revealing words). The woman steps back, head down. A small glowing spot at left under woman (sun?) explodes into two halves of the sun/moon square which fly out from the frame (never join) and the card turns.	Description Landscape of rocky spires, sunset sky. Stamp has exotic drawn character which squawks and shakes (seems to want to escape.) No visible cursor. No obvious interaction. If do not touch mouse at all, the card will still turn. Clues Cursor Trigger Sound Payoff Comment False clue with stamp Invisible. In fact Time only, no active character scritching. no control at all. trigger required.

Cursor orientation Normal, but changes on either somewhat side of man's head. disappears face and all behind stan	lame ung Boy	Clues Cursor Cursor free	Name [Black envelope] S16S-L Description great swirts, and wiggles; starn up?; moves to flip of card Black shiny background with whit. Cursor can push squiggles up the creatures. Envelope tu	Clues Cursor no free	[Frog] Collage; images of rat snout, u in center. Click on doll and the done after the stone angel app card, reveals drawing of stone
Normal, but Swing boy till drops somewhat restricted; disappears behind face and also behind stamps	Description CU sad face, swing hanging man with cursor; swing more, eyes of face open and man falls from rope Cursor disappears on face. Clicking does nothing. Cursor changes near face of hanging man to point in to face, push and he swings. Clues Cursor Trigger Sound Payoff Comment	Trigger Free the stamp by rollover (shaking).	Description Description Description Description Description Description Description John Miggles; stamp clangs; swirl faster - squeek; critters agitate, squirm and squeek. Stamp moving through crowd sweeps up?; moves to flip of card Description Description	Trigger rmal and Complete sequence - either sand falling out or frog disappearing - order doesn't matter.	Collage; images of rat snout, upside down porcelain cracked baby doll; snare drum. Rollover seems to yield nothing. Doll has a small hole in center. Click on doll and the doll cracks open a bit, and a frog flies in from left. Click on frog and it disappears. (This move can also be done after the stone angel appears) Click on doll again to crack once more. Click third time and sand spills out and also drops from top of card, reveals drawing of stone angel. Card turns. Frog is on back. Click and he jumps under the flap to open it.
	open and man falls from rope rar face of hanging man to point in to Sound Payoff	Sound Payoff outdoor noises and wheel	igitate, squirm and squeek. Stamp i g quickly (in place). Stamp is a gree o, it shakes. Shake several times an on envelope.	Sound Payoff strings	snare drum. Rollover seems to yiel trom left. Click on frog and it disapp tore. Click third time and sand spills ick and he jumps under the flap to op
	o face. push and he swings. Comment	Comment	moving through crowd sweeps en crab which moves its claws a nd stamp moves on its own to eat	Comment	Id nothing. Doll has a small hole pears. (This move can also be out and also drops from top of pen it.

S20GS	Name And what rough beastslouches to be born [baby beast]		Name The Gordian Mirror S19G		Name [Dark portrait] S18S
Clues		Clues Cursor sound cue is key - Transformed. vertical line cuts rope (cursor is vertical (hiss point of rope) line) Move left and right only	Description rope; vertical line; Negative image of "The line across rope. At one spot, will burn eventually to bullet) and card turns	Clues sound cues?	Description cursor move, brings face forward; full size sand falls Sphynx stamp. Pencil drawing of woman's face (smankes drawing come closer; down/left makes small. down off frame. Card turns.
Cursor Invisible. Movement changes the image (disperses the stars?) but unclear exactly the	. Move mouse and st iimages behind (long ally ends by circling a	Cursor Transformed. (cursor is vertical line) Move left and right only	e Passing Shot" with I ne part the line starts lilly when moving back	Cursor Invisible. Movement restricted to zooming picture.	turns.
Trigger Not clear	Description Black card. No cursor. Move mouse and start fireworks. Move more and the fireworks disperse? But come back again (perhaps Black card. No cursor. Move mouse and start fireworks. Move more and the fireworks disperse? But come back again (perhaps Eventually start to see iimages behind (long time!). Could just be delaying by moving mouse and dispersing? If left on own, will ne Eventually start to see iimages behind (long time!). Could just be delaying by moving mouse and disperse and card turns seems - movie eventually ends by circling around eye only (no large movement as before). Move once to disperse and card turns	Trigger Hold line at certain spot on rope	rope across top and verti to burn the rope (not ver and forth and burning bi	Trigger Bring face to closest aspect	Description cursor move, brings face forward; full size sand falls Sphynx stamp. Pencil drawing of woman's face (small) on right). Glowing glob (sand, fireflies, gold?) on left. makes drawing come closer; down/left makes small. Bring face to full size (filling full right half of screen), the down off frame. Card turns.
Sound tingly sound (cymbals - thunder), slomovie, afrian song slowly comes up	e and the fireworks d laying by moving mor movement as before	Sound snap sound	cal glowing line at leff y noticeable if line co t by bit. Rope snaps	Sound	owing glob (sand, fire ull size (filling full righ
Payoff	isperse? But come buse and dispersing?	Payoff	t. No cursor. Move n ntinues moving). Bu , image movie revers	Payoff	CD .
Comment disturbing	Description Black card. No cursor. Move mouse and start fireworks. Move more and the fireworks disperse? But come back again (perhaps larger?) Black card. No cursor. Move mouse and start fireworks. Could just be delaying by moving mouse and dispersing? If left on own, will never end it Eventually start to see iimages behind (long time!). Could just be delaying by moving mouse and dispersing? If left on own, will never end it seems - movie eventually ends by circling around eye only (no large movement as before). Move once to disperse and card turns.	Comment Negative image of "the passing shot"	Description rope; vertical line; Regative image of "The Passing Shot" with rope across top and vertical glowing line at left. No cursor. Move mouse and line moves. Move line across rope. At one part the line starts to burn the rope (not very noticeable if line continues moving). Burns very quickly if left in one spot, will burn eventually when moving back and forth and burning bit by bit. Rope snaps, image movie reverses (rrainbow to letters to head to bullet) and card turns.	Comment	Moving the mouse up/right gold glob begins to slowly fall

APPENDIX D:

ANALYSIS OF G9G (GRIFFIN) - THE LETTER

Time	Picture	Dialogue	Music / SFXs	Comment
	TRANSITION			
	Dirigible exits, card spins		Wind sound up Sound bridge - music	Dirigible motion to screen right is constant Sound bridge is constant
	Dirigible enters envelope frame, opens envelope, exits		۲,	
	Envelope drops		Sound of envelope dropping	Sound bridge
	LETTER			
0:00	Dirigible Sequence F/I - sepia scene - landscape (skull on mid-right edge)		Piano chord - minor key - ominous	skull in landscape? middle right
	super: Sabine - March 10	"Sabine	music continues	
0:15	dirigible (1) f/I over sepia	"unnerving way of being a jump ahead of me"		
	dirigible (2) bigger	"death wish you said"		
	dirigible (3) pivots screen left to face front	"it's true - preoccupied with death - not my own" "aunt verike's death hammer blow"	music continues all the way through to end	
	dirigible (4) facing head on	"parent's death" insignigicant - not		
0:44 at end	dirigible drifts off to right, exits (fade like move) - dirigible blur obscures skull, then reveals skull as it exits	"how can anyone let his parents go without some regret, some loss"		
	Egypt Sequence			
	super:: Egypt was the next obvious step for me to take	"Egypt was the next obvious step for me to take"		
1:00	background changes from dark sepia to sand colored, to orange/blood-red	three thousand years worth of death here		
	super - black glyphs	Egyptian word for sculptor - he who keeps alive forever. This seemed to be the perfect place for me.		
1:15	pulsing glow in mid-screen		long organ chord - minor key	
	Anubis/Samurai Sequence			

Time	Picture	Dialogue	Music / SFXs	Comment
1:25	glow becomes rectangle reveals Anubis silhouette	artifact shop, relics		
1:30	reveals Anubis silnouette	"Anubis"		
1:50	Anubis fades out, rectangle wipes out to cover screen - sand colored wash, egyptian sketch of two seated figures	Alludis		
1:54	Samurai fades in Samurai turns around to face camera (2:00)	"figure of a samurai"		
		he did not move - but his eyes watched me		
2:20	background dissolve from Egyptian to Japanese glyphs / samurai does some type of fuzzy transition	"flash of recognition between us!"	gong punctuates moment	
	after transition, samurai looks, bows, and f/o on "guardian angel"	he was mine, for me, like a bodyguard or a guardian angel		
	back to glyphs on yellow wash - this time Japanese glyphs (plus others - see below)			
2:45	background fades out - glyphs remain in sharper relief egyptian & japanese cler (plus others? - 4 columns)			
2:50	letters appear over glyph array: an aura of absolute self belief letters then f/o	an aura of absolute self belief, and for some reason he is on my side (2:50)		
2:57	new letters appear over array: you might ask why I am so please to have a vision that goes a long way to confirming my insanity	you might ask why I am so please to have a vision that goes a long way to confirming my insanity		
3:00	letters f/o, pyramid sketches tumble in two more pyramids f/i three pyramid sketches over glyph array on textured screen	I have had little trust in my perception of reality, and accepting an impossibility comes as a relief		
3:15	glyph array fades out, leaving 3 pyramid sketches on eggshell texture with hint of faint writing underneath	also, I'm chicken, and the idea of traveling with a samurai swordsman as a hidden companion gives me heart		
3:20		I love you,		
3:23	Sphinx head fades in	Griffin	melancholy string chord trails off	
		please notice, I'm choosing reassuring thoughts		
	Minnaloushe Sequence			
3:31	cat and moon cross left to right under Sphinx image	Minnaloushe - he's self sufficient, comes and goes with the moon	spare piano notes	

Time	Picture	Dialogue	Music / SFXs	Comment
3:40	hold image		long f/o to silence	
3:52	END			

APPENDIX E:

YEATS' "THE CAT AND THE MOON"

The cat went here and there And the moon spun round like a top, And the nearest kin of the moon, The creeping cat, looked up.

Black Minnaloushe stared at the moon, For, wander and wail as he would, The pure cold light in the sky Troubled his animal blood.

Minnaloushe runs in the grass Lifting his delicate feet. Do you dance, Minnaloushe, do you dance? When two close kindred meet, What better than call a dance?

Maybe the moon may learn, Tired of that courtly fashion, A new dance turn.

Minnaloushe creeps through the grass From moonlit place to place, The sacred moon overhead Has taken a new phase.

Does Minnaloushe know that his pupils Will pass from change to change, And that from round to crescent, From crescent to round they range?

Minnaloushe creeps through the grass Alone, important and wise,

And lifts to the changing moon His changing eyes.

APPENDIX F:

YEATS' "THE SECOND COMING"

Two annotated versions of the poem appear below. In the first, red text highlights the phrases which Bantock has inserted in various places within the books and blue text highlights the phrases which are used as the titles for postcards (footnotes detail where they appear).

"The Second Coming"

Turning and turning in the widening gyre¹⁰⁸ The falcon cannot hear the falconer: Things fall apart; the center cannot hold; Mere anarchy is loosed upon the world, The blood-dimmed tide is loosed, and everywhere The ceremony of innocence 109 is drowned; The best lack all conviction 110, while the worst Are full of passionate intensity.

Surely some revelation is at hand; Surely the Second Coming is at hand; The Second Coming!¹¹¹Hardly are those words out When 112 a vast image out of Spiritus Mundi Troubles my sight 113: somewhere in sands of the desert A shape with lion body and the head of a man, A gaze blank and pitiless as the sun, Is moving its slow thighs, while all about it Reel shadows of the indignant desert birds. The darkness drops again; but now I know That twenty centuries of stony sleep Were vexed to nightmare by a rocking cradle, And what rough beast, its hour come round at last Slouches towards Bethlehem to be born 114?

This first line appears on the frontispiece in Griffin & Sabine

The phrase ...' ...the ceremony of innnocence' is the title for the final post card in Griffin & Sabine

This phrase appears on the frontispiece in Sabine's Notebook

[&]quot;The Second Coming" is the title of the penultimate card in Sabine's Notebook.

[&]quot;Hardly are those words out when..." appear just before final card in Sabine's Notebook

"A vast image...troubles my sight..." appears on frontispiece of The Golden Mean

The phrase 'what rough beast...slouches ...to be born' is the title of the final card in The Golden Mean

In the second version, red text indicates the lines of the poem which are read at the beginning of Section One of the CD (The Falcon). Blue text indicates the lines which are read between Section One and Section Two (The Gryphon). Green text indicates the lines which are read between Section Two and Section Three (The Sphinx). Purple text indicates the lines which are read at the end of Section Three.

"The Second Coming"

Turning and turning in the widening gyre
The falcon cannot hear the falconer;
Things fall apart; the center cannot hold;
Mere anarchy is loosed upon the world,
The blood-dimmed tide is loosed, and everywhere
The ceremony of innocence is drowned;
The best lack all conviction, while the worst
Are full of passionate intensity.

Surely some revelation is at hand;
Surely the Second Coming! Hardly are those words out
When a vast image out of *Spiritus Mundi*Troubles my sight: somewhere in sands of the desert
A shape with lion body and the head of a man,
A gaze blank and pitiless as the sun,
Is moving its slow thighs, while all about it
Reel shadows of the indignant desert birds.
The darkness drops again; but now I know
That twenty centuries of stony sleep
Were vexed to nightmare by a rocking cradle,
And what rough beast, its hour come round at last
Slouches towards Bethlehem to be born?

APPENDIX G:

MINNALOUSHE VARIANCES: BOOKS TO CD-ROM

	Griffin and Sabine	Ceremony of Innocence	
G4 - Lexia	Sabine asks about "the grey cat"	identical text	
G9 - Face	Envelope: no cat	Puzzle: Minnaloushe walks past Sphinx	
G9 - Lexia	identical text: "that's Minnaloushe" "self sufficient"	identical text: "that's Minnaloushe" "self sufficient"	
G10 - Face	Card - no cat	Puzzle: Minnaloushe walks past Horus, scares bird	
G10 - Lexia	identical text: "Minnaloushe came into the house today"	identical text: "Minnaloushe came into the house today"	
		Plus: Minnaloushe image and actions embedded within text.	
G12 - Face	Card - no cat, picture of Zebra/Centaur	Puzzle: two modifications 1) The zebra warrior has been replaced by am armored Samurai Cat 2) Minnaloushe herself emerges from the cat	
G13 - Face	picture of half-cat/half person - no poem	Minnaloushe identified as the cat in the picture. The payoff to the puzzle is a long animation of Minnaloushe and the Moon, accompanied by a complete reading of the Yeats Minnaloushe poem.	

APPENDIX I: SPECIFIC VARIANCES BETWEEN BOOKS AND CD-ROM

This is a list of specific variances between the books and the CD-Rom. These specific changes are significant and purposeful, but only within very limited parameters. The remarkable overall conclusion is the lack of change between the two works when considered over the entire spread of fifty eight cards and letters.

Opening Movie

The first difference is the opening. The CD-Rom opens with a "cut" sequence - a preedited movie. Such sequences are typical of CD-Rom games, and reflect the influence of the cinematic form which currently dominates North American culture. The movie plays in a small screen on a black frame. The images are:

- fingers on a typewriter
- a traveling shot of landscape, as if from a train
- clouds, with a sun breaking through
- lines of script appearing (only one is clearly readable: "I love you")

•

A violin plays in the background - insistent and up-tempo, with a slight melancholy tinge. The opening is meant to set the stage for what we will see as we continue the experience. What themes does this movie support? The act of writing (typing) is foregrounded. It also foreshadows Griffin's letters - most of which are typed. (Sabine's are all written by hand,) The moving landscape shot shows travel, which both the protagonists undertake. It also serves to reference the geographical distance between the two characters. The clouds and the sun are a hopeful sign (soon to be undercut by Kingsley's reading from *The Second Coming*). The script writing also foregrounds the act of writing, and the single discernible phrase lets us know that this is a love story.

The Second Coming

The CD-Rom credits are next, followed by Ben Kingsley's reading from *The Second Coming*. One of the significant variances from the book is the treatment of the poem. The difference starts here. The book uses the line "Turning and turning in...". The effect, as we have seen, is rather cryptic. The CD-Rom uses most of the full verse as a prologue for the story. The poem sets the tone for the interactive work. Kingsley's voice is a marvelous instrument, his hypnotic words bespeak of destiny and of doom. Over the course of the *Ceremony of Innocence*, the entire poem is read. 116

The effect of the CD-Rom's wider quotation and vocal performance is significant. The poem has much more impact, and that impact is dark and gloomy. This pattern of amplification of quotation and effect is repeated consistently. The book contains short snippets:

¹¹⁵ There is an analog to a small part of this in the book. The inside front (and back) cover shows alternating stripes pulled from maps of the London subway (Griffin) and the South Sea Islands (Sabine). ¹¹⁶ See Appendix H: "The Second Coming"

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"Turning and turning in..."<sup>117</sup>
"...The ceremony of innocence..."<sup>118</sup>
"The best lack all conviction"<sup>119</sup>
"The Second Coming"<sup>120</sup>
"Hardly are these words out when..."<sup>121</sup>
"A vast image...troubles my sight"<sup>122</sup>
"And what rough Beast...slouches...to be born."<sup>123</sup>
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The CD-Rom has Kingsley read the entire poem. It is broken into four parts, and each part is delivered at a critical transition point of the story flow:

- at the beginning of the first group of cards and letters (the equivalent to the first book, but collectively called "The Falcon" in the CD-Rom)
- at the end of the first group of cards and letters
- at the end of the second group of cards and letters (the equivalent to the second book, but collectively called "The Gryphon" in the CD-Rom)
- at the end of the third and final group of cards and letters (the equivalent to the third book, but collectively called "The Sphinx" in the CD-Rom)

The impact of the longer selections in the CD-Rom is cumulative and significant - it adds a dark color to the entire experience.

Minnaloushe

Another set of changes from the book to the CD-Rom is the treatment of Minnaloushe the cat. We will cover this case in more detail under the close reading section below ¹²⁴, but a quick review is in order here. In the books, Minnaloushe is a minor character, almost a throwaway. The CD-Rom upgrades him considerably. Minnaloushe appears in three of the lexia (two cards and one letter) in the books. He does not appear in any of the graphics, although there is a cat-person picture on one of Griffin's cards in *Sabine's Notebook* [SN13G]. The CD-Rom includes each of these three text references, plus it has added Minnaloushe imagery into the heart of the puzzle play on the corresponding graphic. In another they have added a rare text-side mini-puzzle that includes Minnaloushe. Finally, they transformed the cat-person picture mentioned above into a long animation ¹²⁵, and used another of Yeats' poems as the background. ¹²⁶ The effect of all of this is to more deeply reflect and define Griffin's character.

¹¹⁷ Frontispiece: *Griffin and Sabine*

Card title, last card of *Griffin and Sabine* [GS19S]

Frontispiece: Sabine's Notebook

¹²⁰ Card title, penultimate card of *Sabine's Notebook* [SN19G] (NB. this is the last card of Section 2 of CD-Rom [G19G])

¹²¹ Insert between cards [SN19G] and [SN20S]

¹²² Frontispiece: *The Golden Mean*

¹²³ Card title, last card of *The Golden Mean* [GM19S]

¹²⁴ Close Reading G9G Letter - Minnaloushe sequence (includes G9G, G10S, G12S, G13G)

[&]quot;Running to and fro the Moon" [G13G]

[&]quot;The Cat and the Moon"

The Minnaloushe variances have several effects. They are fun, they create an interesting side character, and they inform our perception of Griffin's character. However, their other effect is to buttress the Yeats connection. The increased use of "The Second Coming" already gives Yeats more weight in the CD-Rom than the book. Despite their whimsical tone, the Minnaloushe additions add to the poem's dark and brooding authority in the interactive piece.

There is one more significant effect of the Minnaloushe variance that directly addresses the central question of whether the interactivity in *Ceremony of Innocence* adds to the experience of story in this experience. The authors of the CD-Rom appear to have identified in Minnaloushe an opportunity to inject additional narrative expressivity within the interactive game play. The additions take the form of small narrative experiences, the nature of which we will review in more detail in the close reading and in the conclusions.

Other variances

A fourth variance is more particular and less systemic. The CD-Rom's Self-Portrait card [F17S] is radically different from the equivalent in the book (GS17S). The book has a beautiful and mysterious painting, while the CD-Rom version is a flock of birds that form a female face. We see in the close reading section 127 that the change serves a narrative function, although something is lost by the substitution for the original image.

Finally, the last card of the second book, *Sabine's Notebook* (Dark Angel [SN20S]) becomes the first card of the third movement of *Ceremony* (Dark Angel [S1S]). This makes sense in terms of the relationship of the media-specific attributes of the two works to their respective narrative arcs.

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 $^{^{\}scriptscriptstyle 127}$ In "Transformation and Gameplay", p. 44