

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	
<i>Griffin and Sabine Trilogy</i> Books	<i>Ceremony of Innocence</i> Sections
<i>Griffin and Sabine</i> - [GS]	The Falcon - [F]
<i>Sabine's Notebook</i> - [SN]	The Gryphon - [G]
<i>The Golden Mean</i> - [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 protagonists¹⁰⁷ 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.

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

Appendix B:

Ceremony of Innocence: Cards and Letters

CEREMONY OF INNOCENCE

Falcon



F01S [Parrot]



F02G Drinking Like a Fish [Fish]



F03S [Lizard]



F04G Kangaroo with a Red Hat [Kangaroo]



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 Johnny



F15S [Peacock feather]



F16G The Blind Leading the Blind [The Blind]



F17S [Self - Portrait]



F18G Pierrot's Last Stand [Pierrot]



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

CEREMONY OF INNOCENCE

Gryphon



G01G-L Hoodwink



G02S [Air Mail]



G03G A Passing Shot



G04S [Two-headed fish]



G05G Page from
Leonardo's
Missing
Sketchbook
[Sketch]



G06S [Red-Head]



G07G Another Myth
[Greece]



G08S [Stone Bear]



G09G-L [Sphinx]



G10S [Falcon Head]



G11G Learning to say
Noh [Noh]



G12S [Samurai Cat]



G13G Running to &
Fro the Moon
[Minnaloushe]



G14S-L [Fish Machine]



G15G The Sun King
at the Zoo
[Lion]



G16S [Painted lady]



G17G-L [Wave]



G18S [Cemetery]



G19G The Second
Coming

CEREMONY OF INNOCENCE

Sphinx



S01S [Dark angel]



S02G Fool s Mate



S03S [Goat]



S04G The Morning
Star [Match]



S05S [Post Marks]



S06G-L [Landscape]



S07S [top]



S08G Yes, we have
no bananas
[banana]



S09F [Frolotti 1]



S10G Sfumato



S11S-L [Oriental
flautist]



S12F [Frolotti 2]



S13G The Wheel of
Fortune
[Wheel]



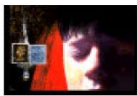
S14S [Crab]



S15G-L [Frog]



S16S-L [Black
envelope]



S17G The Hung Boy



S18S [Dark portrait]



S19G The Gordian
Mirror



S20GS And what rough
beast
...slouches...
to be born..
fhahv heastl

Appendix C:

Database of Gameplay Observations

CEREMONY OF INNOCENCE

Gameplay

Name	Description	Clues	Cursor	Trigger	Sound	Payoff	Comment
[Parrot] F01S	Parrot squawks; follows cursor up and down as it moves to top or bottom of screen (i.e., have no effect); eats cursor when it gets close to mouth; mouse now moves parrot. Clicks cause parrot to squawk and move forward a step. Slide moves parrot forward or backward. Move backward into lower stamp and bird flies away. Two birds appear in upper stamp, parrot knocked onto beak. Move forward into feather and it causes upper feather to poke under stamp and release seed. Sequence of actions not critical. Move backward again to position over (now empty) lower stamp. Bird opens seed and flies up to turn card.	Clues	Cursor	Trigger	Sound	Payoff	Comment
			Transformed. Starts free, then eaten. cursor=parrot some resistance to moving??	Back up parrot over lower stamp (once seed dropped)	Parrot squawk at open; bgkd of birds. Parrot sounds when moving		
Name	Description	Clues	Cursor	Trigger	Sound	Payoff	Comment
Drinking Like a Fish [Fish] F02G	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
			cursor free draw to goblet cursor pulse guides attention	Third? click on glass	fish sound water; very light muffled, subliminal, if mermaids played harps that's what		light, windowed - black border, grey inner border, white frame, black room, fish and a glass
Name	Description	Clues	Cursor	Trigger	Sound	Payoff	Comment
[Lizard] F03S	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.	Clues	Cursor	Trigger	Sound	Payoff	Comment
			clicks free butterfly proximity to lizard butter-cursor attacks lizard (2)	Transformed. cursor=butterfly; trapped (restricted at first); caught a second time (but only briefly) then	Chase 2nd lizard (2 clicks) away	Buggy sounds? raspy Paper tearing sound as butterfly escapes	

CEREMONY OF INNOCENCE

Gameplay

Name	Description	Clues	Cursor	Trigger	Sound	Payoff	Comment
Kangaroo with a Red Hat [Kangaroo]	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.						
F04G	string bright - cue	cursor free at first; cursor morph - banana	cursor restricted after clamp - won't move r or l much,	Pull string/banana up to upper part of sky	lovely cricket sounds		
Name	Description	Clues	Cursor	Trigger	Sound	Payoff	Comment
[E-Map]	Bug squeaks. Cursor on bug causes soft buzzing sound, and white under cursor. Clicking bug causes it to jump (but cannot escape stamp). No real clue except size of E. Rollover does nothing. Click causes earthquake and stampede.						
F05S	After turn dug bugs trot across card.	misdirection - red bug stampede encyclopedic earthquake	cursor free; cursor clicks and pulses; cursor shrinks and grows; double cursor (black)	Click on "E"	scritchng sound - bug, false lead buzz of bug, ethereal background; sad, empty -	great stampede rush giraffe, made Jim laugh	
Name	Description	Clues	Cursor	Trigger	Sound	Payoff	Comment
The Alchemist	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.	???	Transformed, eyes = cursor; very restricted	Hold eyes shut or blink several times rapidly	Plaintive violin, wall climbing sounds		
F06G	# of clicks?						

CEREMONY OF INNOCENCE

Gameplay

Name	Description												
[Islands Map]	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.												
F07S-L	<table><tr><th>Clues</th><th>Cursor</th><th>Trigger</th><th>Sound</th><th>Payoff</th><th>Comment</th></tr><tr><td>1-click on right critter; cursor free at first; cursor = critter 2-cursor/critter herd cattle click on head of</td><td>cursor free at first; after capture movement restricted (no longer has any effect except</td><td>Grab bug; venture near creature hand</td><td>Crickets sounds</td><td>good little map/movie - no interaction</td><td>Beautiful animals long letter; beautiful animation of letters and visuals</td></tr></table>	Clues	Cursor	Trigger	Sound	Payoff	Comment	1-click on right critter; cursor free at first; cursor = critter 2-cursor/critter herd cattle click on head of	cursor free at first; after capture movement restricted (no longer has any effect except	Grab bug; venture near creature hand	Crickets sounds	good little map/movie - no interaction	Beautiful animals long letter; beautiful animation of letters and visuals
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Name	Description												
[Fishnose]	Description Knight's head squirming; click on head knight reacts Do nothing; fish comes in; clicks related fish move; when fish near face; click on fish or face; fish bites nose (groan); click on fish or face (not grey card) 3 times - nose grows; 4th click nose falls; letters break; man groans; card turns Double puzzle - envelope does not open right away Click on fish (gummy the shark); one click breaks red seal; 2 click jumps; 3 click opens envelope												
F08G-L	<table><tr><th>Clues</th><th>Cursor</th><th>Trigger</th><th>Sound</th><th>Payoff</th><th>Comment</th></tr><tr><td>location of clicks: black - zip; grey - zip; card - click/pulse</td><td>cursor free</td><td>Once fish near face; click on fish or nose</td><td>Violin music; oboe, urgent "walking feet" strings oboe - look around</td><td></td><td>long</td></tr></table>	Clues	Cursor	Trigger	Sound	Payoff	Comment	location of clicks: black - zip; grey - zip; card - click/pulse	cursor free	Once fish near face; click on fish or nose	Violin music; oboe, urgent "walking feet" strings oboe - look around		long
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Name	Description												
[Anatomy Lady]	Description 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.												
F09S	<table><tr><th>Clues</th><th>Cursor</th><th>Trigger</th><th>Sound</th><th>Payoff</th><th>Comment</th></tr><tr><td>unsure of sequence - final trigger is tearing from top of page (left upper corner turned down) tear is on timer</td><td>cursor missing at first; but spit out by flower right away and then it is free</td><td>Tear pieces off card</td><td>roller skate sound</td><td></td><td>...can you imagine what it could be like to see the back of your hand.</td></tr></table>	Clues	Cursor	Trigger	Sound	Payoff	Comment	unsure of sequence - final trigger is tearing from top of page (left upper corner turned down) tear is on timer	cursor missing at first; but spit out by flower right away and then it is free	Tear pieces off card	roller skate sound		...can you imagine what it could be like to see the back of your hand.
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CEREMONY OF INNOCENCE

Gameplay

Name	Description	Clues	Cursor	Trigger	Sound	Payoff	Comment
Man Descending a Staircase [Staircase]	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.						
F10G	not sure? sequence of clicks? Clue - card crinkle and noise	Normal. Slightly restricted, -can't go in area of stairs	Upper left corner click twice (after time, clicking on face also does it?)			surprise of fall	
Name	Description	Clues	Cursor	Trigger	Sound	Payoff	Comment
Shells	"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.						
F11S-L	click on water, drips, plant grows Misdirection - stamp draws and attracts- roars full cursor	cursor normal, free	Click on 'water'	scratching sound when creepers start growing	long wait for letter to start	creepy? when the creepers start growing - entrapment?	
Name	Description	Clues	Cursor	Trigger	Sound	Payoff	Comment
Animal Head	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.						
F12G-L	Move mouse (not clicks) (not clear at first) easy 2/5	Transformed. cursor=animal inside head	Roll up; move animal up				words on page -animation; buzz sound; he sounds mad; movie of landscape; buzz disappears; voice less nasty; dissolve

CEREMONY OF INNOCENCE

Gameplay

Name	Description				
[Mandala]	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 style 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 Mandala 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.				
F13S-L					
Clues	Cursor	Trigger	Sound	Payoff	Comment
hard - more misdirection, control over #2 man - misdirects attention 3/5	Transformed, strung to round figure man	Move figure into mandala center (will drift there once trapped in outer ring or can push quickly)	Mechanical wheel.		
Description	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. Roll over 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.				
F14G					
Clues	Cursor	Trigger	Sound	Payoff	Comment
click of banana presages shot?	Cursor normal and free, but takes a while to appear (until banana and apple in place)	Shoot apple with banana	good music, brassy orchestral		
Description	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 fill 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 ducks move slowly or fast to the edge				
F15S					
Clues	Cursor	Trigger	Sound	Payoff	Comment
	cursor normal, free - it clicks end	Drop one of two items (or both for quicker end)			

CEREMONY OF INNOCENCE

Gameplay

Name	Description	Clues	Cursor	Trigger	Sound	Payoff	Comment
The Blind Leading the Blind [The Blind]	A black background, 4 skeletal baby birds with mouths open. Cursor invisible. Moving mouse causes images to appear on birds and in 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.						
F16G	Invisible. movement leaves trail by showing images in birds and making tones			Sequence completed (no special order)			
Name	Description	Clues	Cursor	Trigger	Sound	Payoff	Comment
[Self - Portrait]	Birds, bugs, critters, swarm on a turquoise background. An image of a portrait head briefly appears during the swarm. Clicking on the card causes shot sound and birds fly away. Smaller group (more distant) returns but no portrait appears this time. Click again, second shot, they disappear and card turns.						
F17S	Click on stamp does nothing - must be on turquoise.						
			Cursor free, normal	Second shot (click)			The portrait of Sabine that is on the book's postcard image is not included here. Why? Emphasize her ephemerality? Is this a
Name	Description	Clues	Cursor	Trigger	Sound	Payoff	Comment
Pierrot's Last Stand [Pierrot]	Barren landscape, two rock chimneys at right. No cursor. Move cursor left or up and figure (Pierrot) jumps onto first chimney. Move right 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.						
F18G			Transformed. cursor = Pierrot; Like moving a character in 3rd person games, but limited. Some	Climb the cliff			In the book card there are no flames. Image amplifies the despair of Griffin - goodbye - is it suicide?

Gameplay

Psge 102

Gameplay

Psge 103

CEREMONY OF INNOCENCE

Gameplay

Name	Description												
Another Myth [Greece]	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.												
G07G	<table><tr><th>Clues</th><th>Cursor</th><th>Trigger</th><th>Sound</th><th>Payoff</th><th>Comment</th></tr><tr><td></td><td>Cursor normal and free</td><td>4th click on guy</td><td></td><td></td><td></td></tr></table>	Clues	Cursor	Trigger	Sound	Payoff	Comment		Cursor normal and free	4th click on guy			
Clues	Cursor	Trigger	Sound	Payoff	Comment								
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Name	Description												
[Stone Bear]	A strange cement animal (half bear or monster, half man) stands with folded arms in front of black rectangle in stone wall with large 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.												
G08S	<table><tr><th>Clues</th><th>Cursor</th><th>Trigger</th><th>Sound</th><th>Payoff</th><th>Comment</th></tr><tr><td>Sankes, letters - lots of clicks? Snakes on some clicks</td><td>Cursor normal and free</td><td>Free all the snakes</td><td></td><td></td><td></td></tr></table>	Clues	Cursor	Trigger	Sound	Payoff	Comment	Sankes, letters - lots of clicks? Snakes on some clicks	Cursor normal and free	Free all the snakes			
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Name	Description												
[Sphynx]	Nefertiti on the stamp at left. Sand covers most of card, zeppelin hovering at right. Nefertiti 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. Putting cursor over other areas blows cursor as before but does not blow prop.												
G09G-L	<table><tr><th>Clues</th><th>Cursor</th><th>Trigger</th><th>Sound</th><th>Payoff</th><th>Comment</th></tr><tr><td></td><td>Normal, restricted and lose control during play (can't get to Queen, can't explore Sphynx or</td><td>Blow the propeller (after sand removed)</td><td>Plaintive repetitive tone</td><td></td><td></td></tr></table>	Clues	Cursor	Trigger	Sound	Payoff	Comment		Normal, restricted and lose control during play (can't get to Queen, can't explore Sphynx or	Blow the propeller (after sand removed)	Plaintive repetitive tone		
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CEREMONY OF INNOCENCE

Gameplay

Name	Description	Clues	Cursor	Trigger	Sound	Payoff	Comment
[Falcon Head] G10S	Muezzin faint. Wings (bird -hieroglyphic style). Cat comes in (Sabine calling). A large stone bird head. Hieroglyphics in bkgrd. Red Dot. Colorful bird (stylized egyptian eye symbol) flies in with a feather and starts stroking the stone 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.		Cursor free	Click on card (delayed response makes it difficult to associate trigger appropriately)			Osiris - Anubis?
Name	Description	Clues	Cursor	Trigger	Sound	Payoff	Comment
Learning to say Noh\[Noh] G11G	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 samurai behind. Click-hold to shut (pull right). Click-hold, pull left to turn card.		Cursor normal and free	Sequence completed (open; close, turn card)			
Name	Description	Clues	Cursor	Trigger	Sound	Payoff	Comment
[Samurai Cat] G12S	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 at this point turns cat in circle and he exits.		Cursor normal and free; lose control when tail flicks	Turn the cat in circle			Book image is Zebra Warrior
Name	Description	Clues	Cursor	Trigger	Sound	Payoff	Comment
Running to & Fro the Moon [Minnalouche] G13G	Click outer block - zip; click grey - zip; click inner black - pulse no sound; click stamp - no sound; click lower cat - no sound; click upper torso or head - movie starts - long		Cursor free	One click on cat figure upper torso or head.			Back story on Minnalouche adds character, depth, but to what end? Minnalouche seems to be more of a player

CEREMONY OF INNOCENCE

Gameplay

Name	Description	Clues	Cursor	Trigger	Sound	Payoff	Comment
[Fish Machine]	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.	Early theory - late clicks? (superstitious behavior - Don Norman) ?pull down- no click	Cursor free	Start machine with fish lever	Mechanical noises great; loud mouse click		
G14S-L							
Name	Description	Clues	Cursor	Trigger	Sound	Payoff	Comment
The Sun King at the Zoo [Lion]	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.)		Transformed. cursor = little tiger nvisible at first - cat appears when you move the mouse.	Cat inside stamp	grows ethereal - wind again		
G15G							

CEREMONY OF INNOCENCE

Gameplay

Name	Description	Clues	Cursor	Trigger	Sound	Payoff	Comment
[Painted lady]	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 bosom, swirl on left. Queen E primly floats on left. If move quick to card, subtle quasi-reveal precedes paintbrush.		Transformed. cursor=Paintbrush (invisible) Cursor free; not normal. pulses; 2nd stage disappears; see	Fill frame with paint	Sound of ocean quietly in back, splash, wind, waves lap		Griffin in south seas - will go to Sabine's home
G16S							
Name	Description	Clues	Cursor	Trigger	Sound	Payoff	Comment
[Wave]	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						
G17G-L							
Name	Description	Clues	Cursor	Trigger	Sound	Payoff	Comment
[Cemetery]	cemetery - 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)						
G18S							
Name	Description	Clues	Cursor	Trigger	Sound	Payoff	Comment
The Second Coming	Roller boy on rocker - starts to rock; rollover 2 easter stickmonks at bottom left turn to fireflies; second rollover rocking boy he falls and burns						
G19G							
Name	Description	Clues	Cursor	Trigger	Sound	Payoff	Comment

Gameplay

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CEREMONY OF INNOCENCE

Gameplay

Name	Description	Clues	Cursor	Trigger	Sound	Payoff	Comment
The Morning Star [Match]	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.						
S04G			Transformed. first movement causes bug to move off; then controlling matchbox, then match	Burn the matchbox			
Name	Description	Clues	Cursor	Trigger	Sound	Payoff	Comment
[Post Marks]	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).						
S05S			Transformed. (Cursor is bug)	Cover all hotspots			
Name	Description	Clues	Cursor	Trigger	Sound	Payoff	Comment
[Landscape]	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 also is a map image). No cursor. Move mouse and plane flies in distant view. Cat looks up. Move mouse back and forth to move plane 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.						
S06G-L							
Name	Description	Clues	Cursor	Trigger	Sound	Payoff	Comment
[top]	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 Sicron 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 rip from its backing with a slight pivot along center vertical axis (like a top). More clicks on the edge cause the frame to spin (showing writing from back of card) The card spins slowly down to stop (silently) at						
S07S			free cursor	Spin the card 3 times			
Name	Description	Clues	Cursor	Trigger	Sound	Payoff	Comment
			free cursor	Spin the card 3 times			

CEREMONY OF INNOCENCE

Gameplay

Name Yes, we have no bananas [banana]	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 slightly. Moving the mouse causes a plane to enter the scene behind the animal. Moving mouse left or right starts plane across (no need to move with it to keep it moving). On each pass the plane is lower down. Sound of crash when plane is off screen after several passes. 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.					
S08G	Clues	Cursor Transformed. Plane=cursor	Trigger Plane crash	Sound	Payoff	Comment
Name [Frolotti 1]	Description Seaside painting; girl on ledge of rocky out cropping with rock buildings in background. Blue butterfly on red stamp stands out against grey-brown of painting. Without doing anything, the butterfly starts to flutter. With pauses it does so three times and then the card turns.					
S09F	Clues	Cursor Invisible (in fact there is no control on this stamp)	Trigger Time alone - no active trigger required	Sound	Payoff	Comment Victor Frolotti
Name Stumato	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.					
S10G	Clues	Cursor Cursor normal and free	Trigger Click on hot spot (center of frame, dark area)	Sound	Payoff	Comment Frolotti is an intruder - the cracking of G&S's paradise?
Name [Oriental flautist]	Description 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).					
S11S-L	Clues	Cursor Cursor normal and free	Trigger Bugs gone?	Sound	Payoff	Comment

CEREMONY OF INNOCENCE

Gameplay

Name	Description	Clues	Cursor	Trigger	Sound	Payoff	Comment
[Froloitti 2]	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.						
S12F	False clue with stamp character scritchng. no control at all.	Invisible. In fact	no control at all.	Time only, no active trigger required.			
Name	Description	Clues	Cursor	Trigger	Sound	Payoff	Comment
The Wheel of Fortune [Wheel]	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 cypri 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.						
S13G		Woman beckons towards cursor (user)	Cursor free at first; then transformed - captured by woman, and then restricted to her hands.	3-4 turns of the wheel			
Name	Description	Clues	Cursor	Trigger	Sound	Payoff	Comment
[Crab]	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.						
S14S			Cursor free.	Claw raised to grab moon.			

CEREMONY OF INNOCENCE

Gameplay

Name	Description												
[Frog]	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.												
S15G-L	<table><tr><th>Clues</th><th>Cursor</th><th>Trigger</th><th>Sound</th><th>Payoff</th><th>Comment</th></tr><tr><td></td><td>Cursor normal and free</td><td>Complete sequence - either sand falling out or frog disappearing - order doesn't matter.</td><td>strings</td><td></td><td></td></tr></table>	Clues	Cursor	Trigger	Sound	Payoff	Comment		Cursor normal and free	Complete sequence - either sand falling out or frog disappearing - order doesn't matter.	strings		
Clues	Cursor	Trigger	Sound	Payoff	Comment								
	Cursor normal and free	Complete sequence - either sand falling out or frog disappearing - order doesn't matter.	strings										
[Black envelope]	Description												
S16S-L	great swirls, and wiggles; stamp clangs; swirl faster - squeek; critters agitate, squirm and squeek. Stamp moving through crowd sweeps up?; moves to flip of card Black shiny background with white squiggles (drawings) that are moving quickly (in place). Stamp is a green crab which moves its claws a bit. Cursor can push squiggles some, but not off card. Roll over stamp, it shakes. Shake several times and stamp moves on its own to eat up the creatures. Envelope turns and stamp/crab follows to lift up flap on envelope.												
	<table><tr><th>Clues</th><th>Cursor</th><th>Trigger</th><th>Sound</th><th>Payoff</th><th>Comment</th></tr><tr><td></td><td>Cursor free</td><td>Free the stamp by rollover (shaking).</td><td>outdoor noises and wheel</td><td></td><td></td></tr></table>	Clues	Cursor	Trigger	Sound	Payoff	Comment		Cursor free	Free the stamp by rollover (shaking).	outdoor noises and wheel		
Clues	Cursor	Trigger	Sound	Payoff	Comment								
	Cursor free	Free the stamp by rollover (shaking).	outdoor noises and wheel										
The Hung Boy	Description												
S17G	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.												
	<table><tr><th>Clues</th><th>Cursor</th><th>Trigger</th><th>Sound</th><th>Payoff</th><th>Comment</th></tr><tr><td></td><td>Cursor orientation changes on either side of man's head.</td><td>Normal, but somewhat restricted; disappears behind face and also behind stamps</td><td></td><td>Swing boy till drops</td><td></td></tr></table>	Clues	Cursor	Trigger	Sound	Payoff	Comment		Cursor orientation changes on either side of man's head.	Normal, but somewhat restricted; disappears behind face and also behind stamps		Swing boy till drops	
Clues	Cursor	Trigger	Sound	Payoff	Comment								
	Cursor orientation changes on either side of man's head.	Normal, but somewhat restricted; disappears behind face and also behind stamps		Swing boy till drops									

CEREMONY OF INNOCENCE

Gameplay

Name	Description	Clues	Cursor	Trigger	Sound	Payoff	Comment
[Dark portrait] S18S	cursor move, brings face forward; full size sand falls Sphinx stamp. Pencil drawing of woman's face (small) on right). Glowing glob (sand, fireflies, gold?) on left. Moving the mouse up/right makes drawing come closer; down/left makes small. Bring face to full size (tilting full right half of screen), the gold glob begins to slowly fall down off frame. Card turns.	sound cues?	Invisible. Movement restricted to zooming picture.	Bring face to closest aspect			
Name	Description	Clues	Cursor	Trigger	Sound	Payoff	Comment
The Gordian Mirror S19G	rope; vertical line. Negative 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 (rainbow to letters to head to bullet) and card turns.	sound cue is key - vertical line cuts rope (hiss point of rope)	Transformed. (cursor is vertical line) Move left and right only	Hold line at certain spot on rope	snap sound		Negative image of "the passing shot"
Name	Description	Clues	Cursor	Trigger	Sound	Payoff	Comment
And what rough beast ...slouches... to be born.. [baby beast] S20GS	Black card. No cursor. Move mouse and start fireworks. Move more and the fireworks disperse? But come back again (perhaps larger?) Eventually start to see images 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.		Invisible. Movement changes the image (disperses the stars?) but unclear exactly the	Not clear	tingly sound (cymbals - thunder), slomovie, afrian song slowly comes up		disturbing

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		“	“
	Envelope drops		“ Sound of envelope dropping	Sound bridge
	LETTER			
	Dirigible Sequence			
0:00	F/I - sepia scene - landscape (skull on mid-right edge)		Piano chord - minor key - ominous	skull in landscape? middle right
	super: <i>Sabine - March 10</i>	“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” insignificant - 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:: <i>Egypt was the next obvious step for me to take</i>	“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 1:30	glow becomes rectangle reveals Anubis silhouette	artifact shop, relics		
1:45		"Anubis"		
1:50	Anubis fades out, rectangle wipes out to cover screen - sand colored wash, egyptian sketch of two seated figures			
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: <i>an aura of absolute self belief</i> 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: <i>you might ask why I am so please to have a vision that goes a long way to confirming my insanity</i>	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		
	Minnalouslyhe Sequence			
3:31	cat and moon cross left to right under Sphinx image	Minnalouslyhe - 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 innocence¹⁰⁹ is drowned;
The best lack all conviction¹¹⁰, while the worst
Are full of passionate intensity.

Surely some revelation is at hand;
Surely the Second Coming is at hand;
The Second Coming!¹¹¹ Hardly are those words out
When¹¹² a vast image out of *Spiritus Mundi*
Troubles my sight¹¹³: 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 born¹¹⁴?

¹⁰⁸ This first line appears on the frontispiece in Griffin & Sabine

¹⁰⁹ The phrase '...the ceremony of innocence' is the title for the final post card in Griffin & Sabine

¹¹⁰ This phrase appears on the frontispiece in Sabine's Notebook

¹¹¹ "The Second Coming" is the title of the penultimate card in Sabine's Notebook.

¹¹² "Hardly are those words out when..." appear just before final card in Sabine's Notebook

¹¹³ "A vast image...troubles my sight..." appears on frontispiece of The Golden Mean

¹¹⁴ 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,
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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

	<i>Griffin and Sabine</i>	<i>Ceremony of Innocence</i>
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 an 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 pre-edited 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.¹¹⁵ 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”

“Turning and turning in...”¹¹⁷
 “...The ceremony of innocence...”¹¹⁸
 “The best lack all conviction”¹¹⁹
 “The Second Coming”¹²⁰
 “Hardly are these words out when...”¹²¹
 “A vast image...troubles my sight”¹²²
 “And what rough Beast...slouches...to be born.”¹²³

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 below¹²⁴, 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 animation¹²⁵, 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*

¹¹⁸ Card title, last card of *Griffin and Sabine* [GS19S]

¹¹⁹ 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)

¹²⁵ “Running to and fro the Moon” [G13G]

¹²⁶ “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 section¹²⁷ 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.

¹²⁷ In "Transformation and Gameplay", p. 44