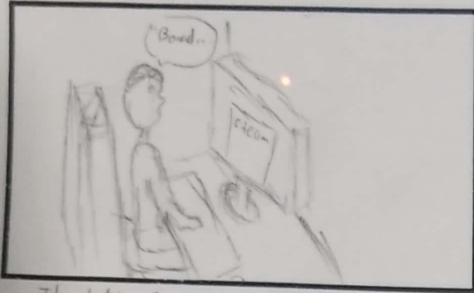


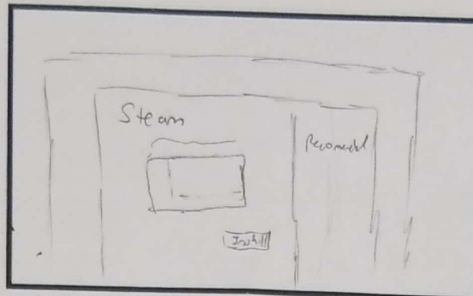
Title Architect

Scene 1

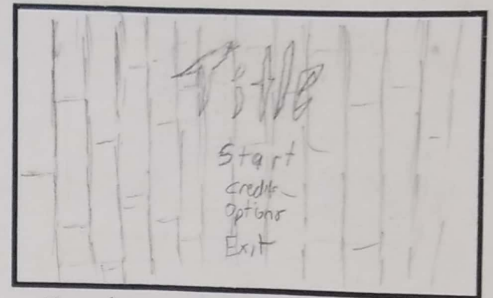
Page 1



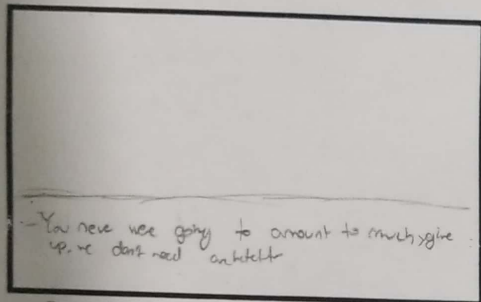
John looking for new game / to build



John comes across game and installs

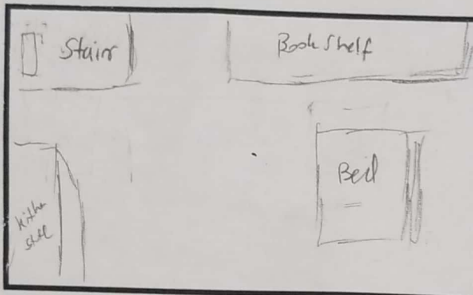


Main Menu Screen - Cherry, happy

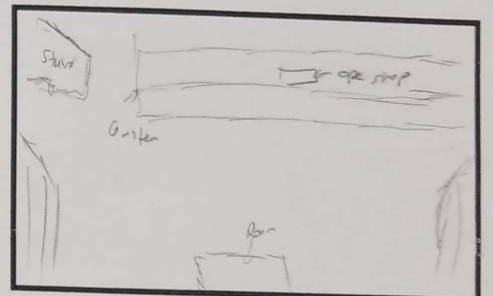


Press Start: Choose = Black screen / text

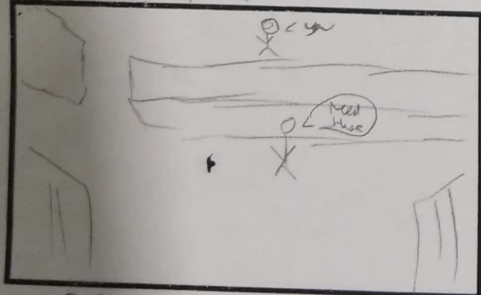
Multiple arguments - earthquake / rebuilding - open
Print out player name



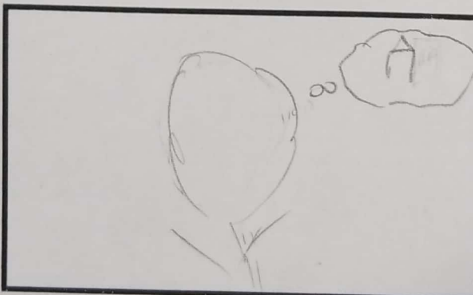
Wake up in room - But have background/
instructions / interview about house building



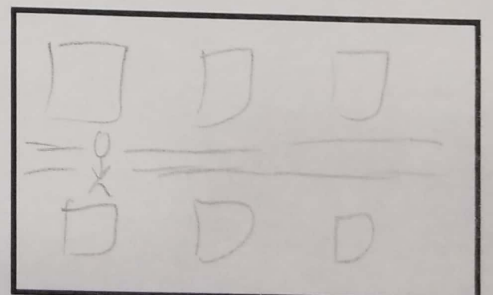
Downstairs architect / Build shop



Customer comes in



Get order from customer

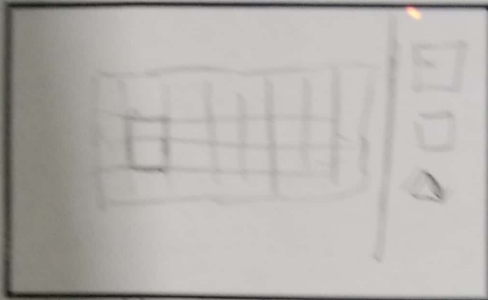


Go to empty plot land and
building

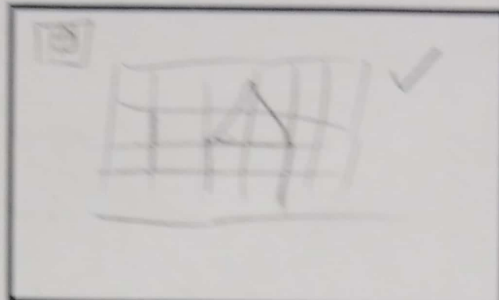
Title Adapt

Scene 2

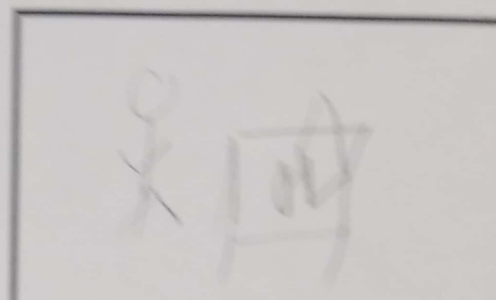
Page



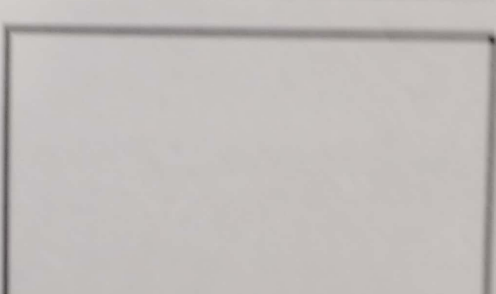
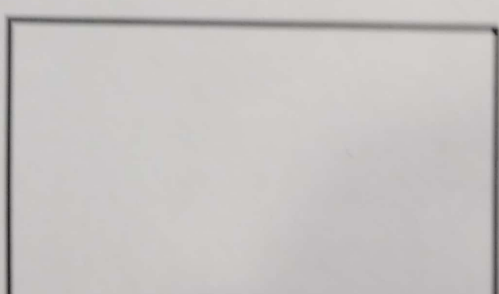
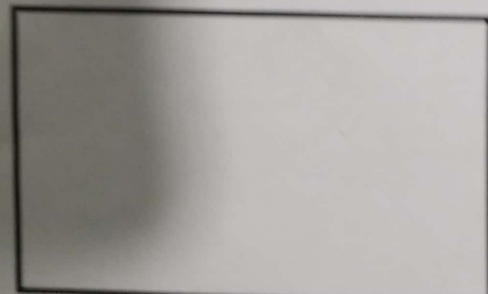
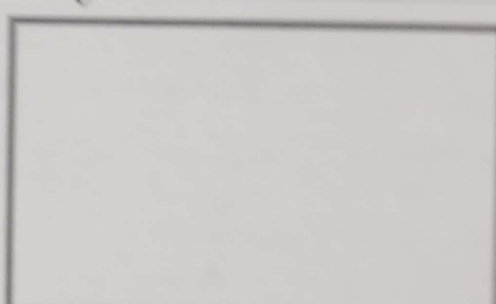
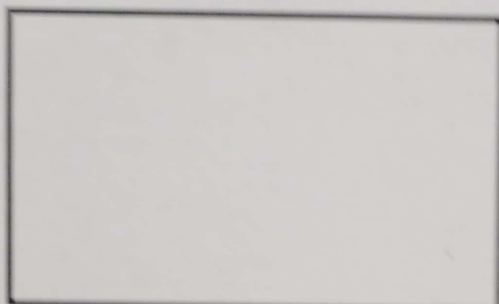
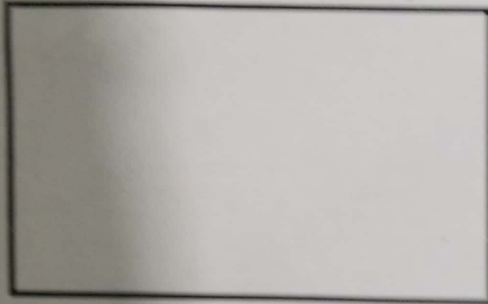
the box is empty & good



make a note & get ready



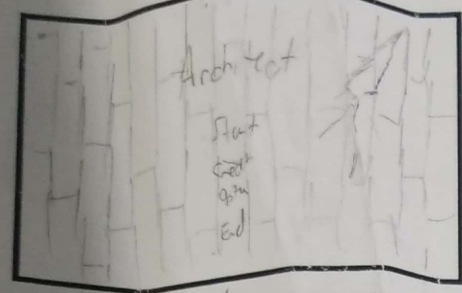
the happy with yellow
gone



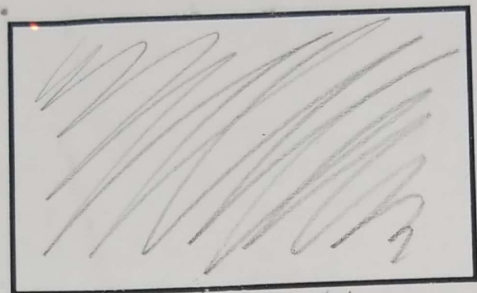
Title Blind Child

Scene 2.5

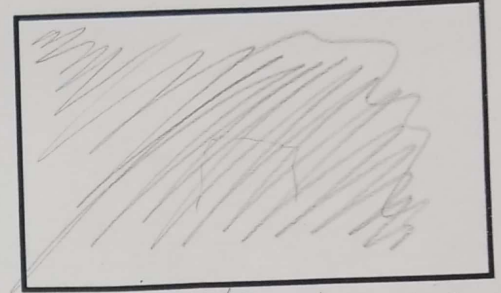
Page



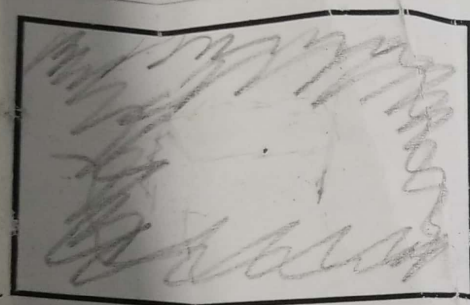
Circle in crack



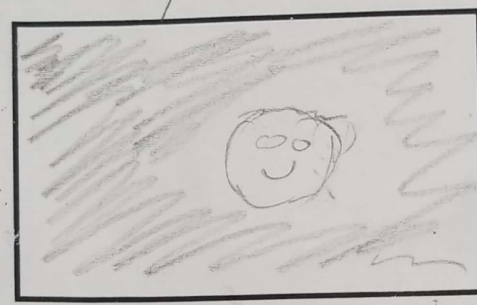
Dark screen - hear. nobody
nobody - first person



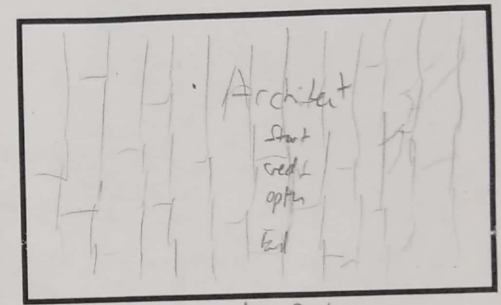
who speak / shy - glimmer rise -
End child bit



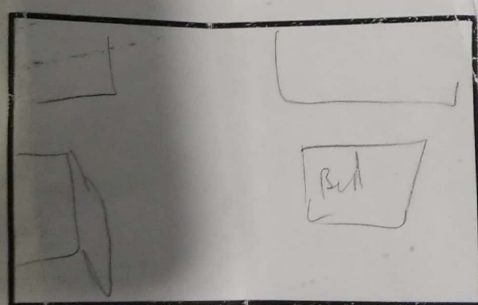
Close you are - bright glimmer who
feels



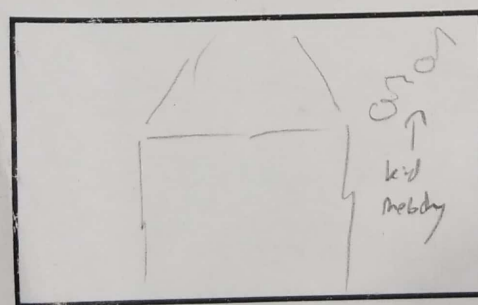
Save child - fade out - music
cheer up



Start credit again Ed



Start game - clearer love bit
lighter spirit music



So some house - hear music again
short moment or just thank you

