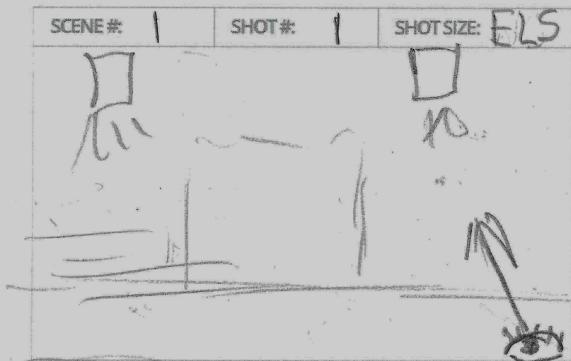
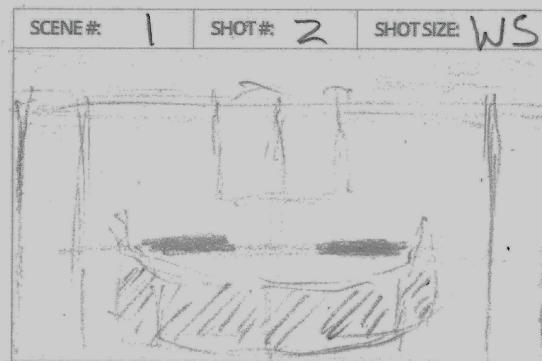


# PROJECT Deadly Dark Trailer

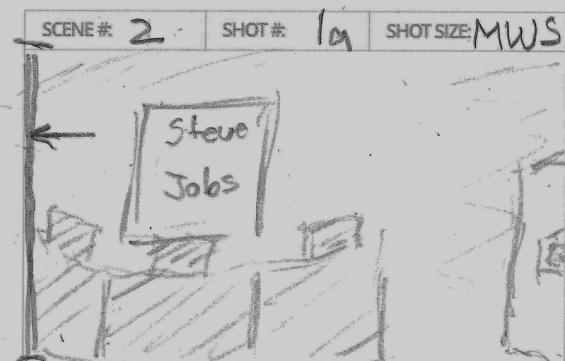
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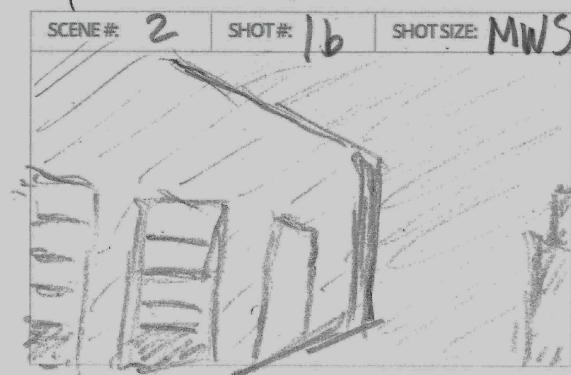
Bugs eye view ELS, showing wide museum exterior, up towards museum



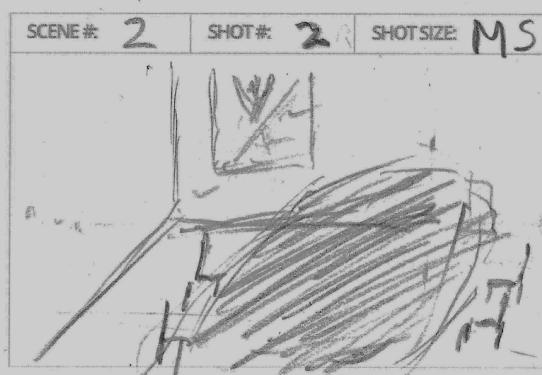
WS through front entrance of museum



Begin Shot to right of Steve Jobs painting, Pan left to...  
on



Complete shot of security offices & vending machine.



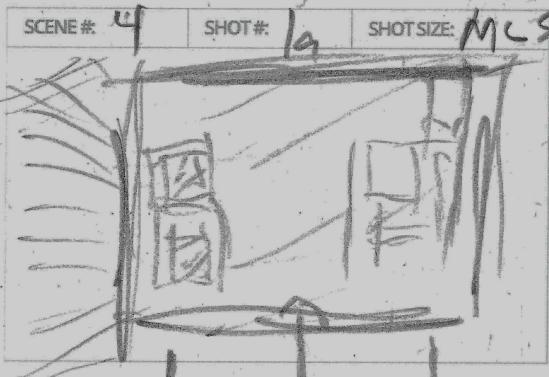
Management office  
table & chairs, Painting in background.



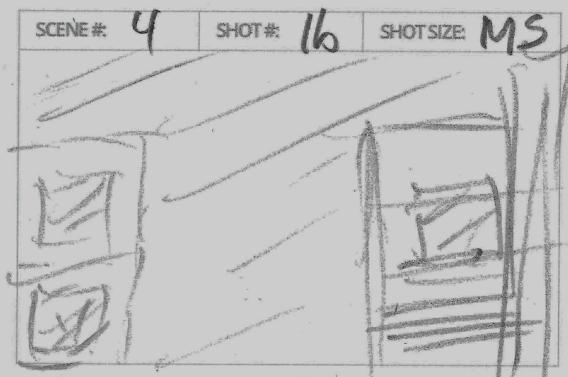
Vase with light shining on it in puzzle, chronic aberration on floor.

PROJECT Deadly Dark Trailer

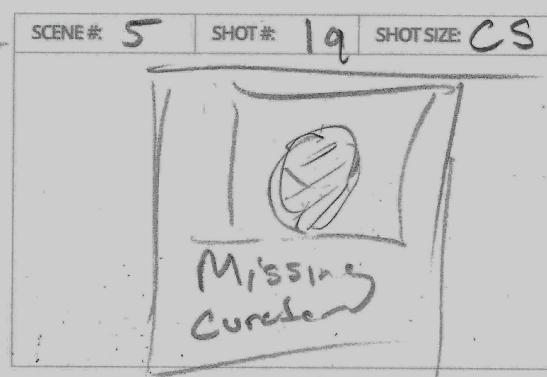
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MLS of utility room, dolly forward to



towards electrical equipment

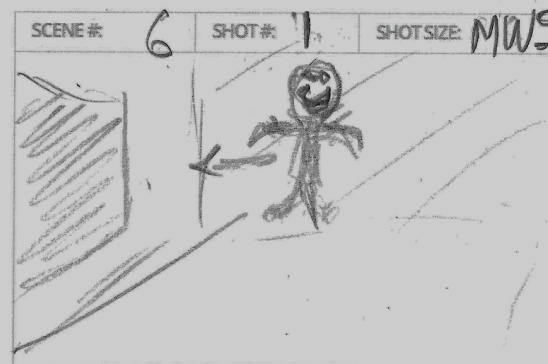


Missing Curator

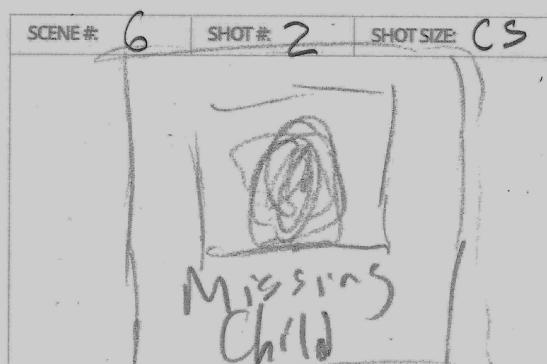


Missing  
Groundskeeper

Missing groundskeeper poster)



The Entitled Son Scavenging post, in background

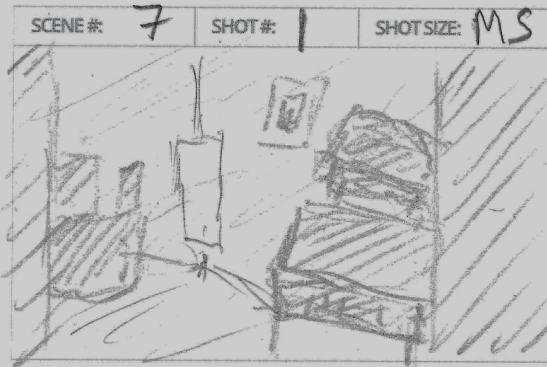


Missing  
Child

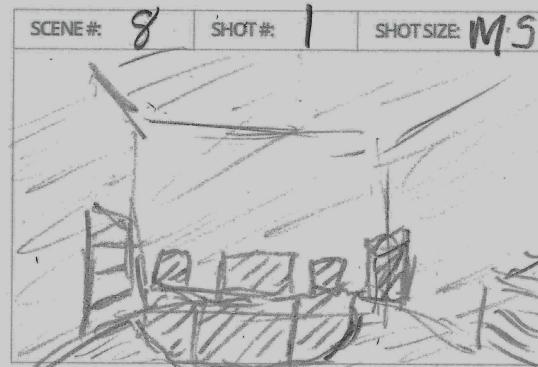
Missing child poster

PROJECT Deadly Dark Trailer

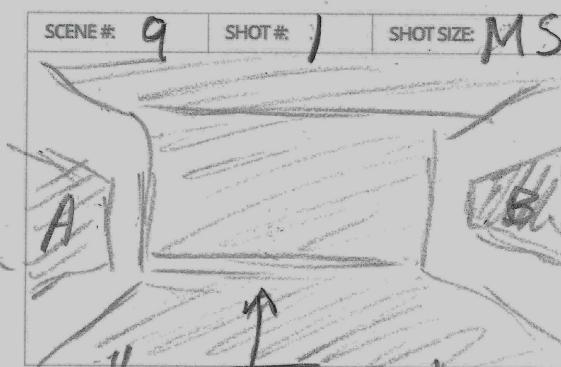
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Couches, glass Table,  
; security desk seen  
through front sec. office door



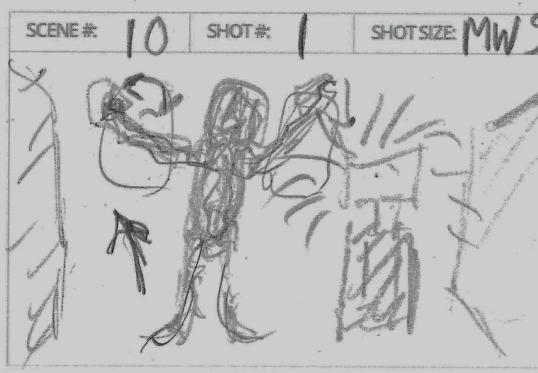
Back security office,  
Shot of desk through  
door



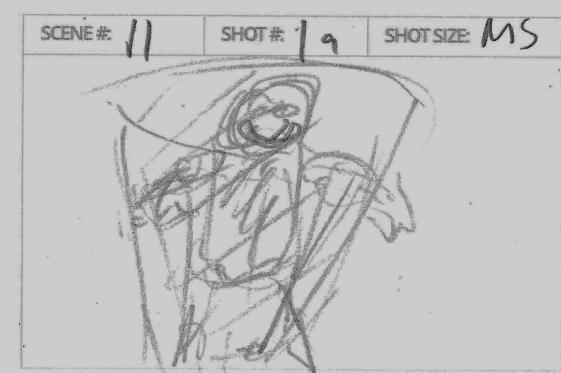
Dolly forward into corridor  
of doom.



Dolly backwards, entity  
Chasing.



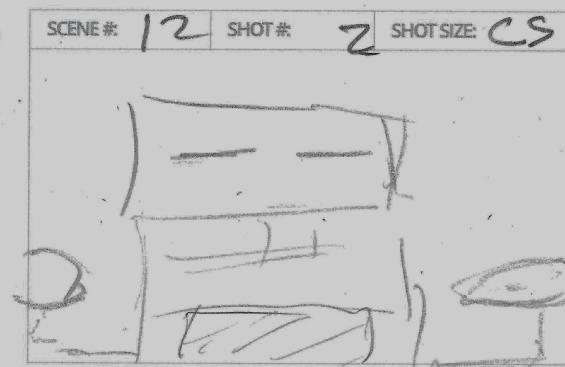
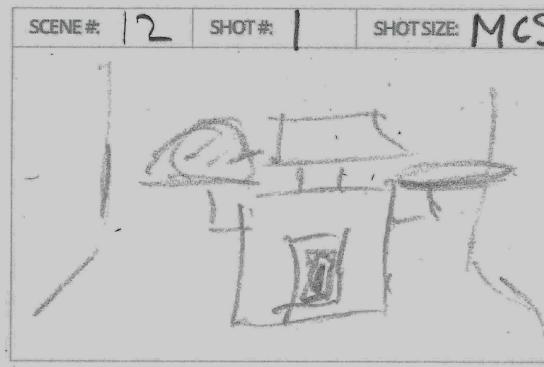
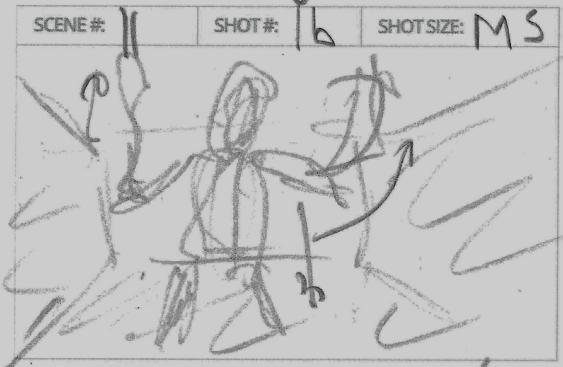
Entity running away  
from fixed light



Light flickers ; burns  
out ...

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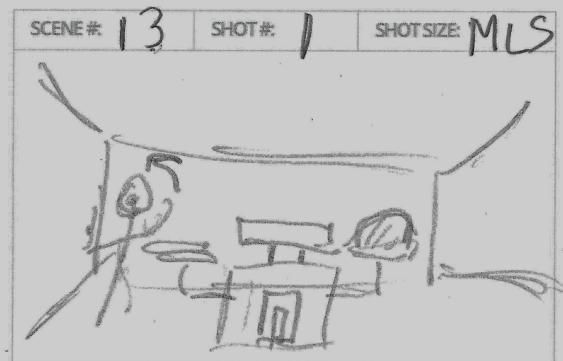
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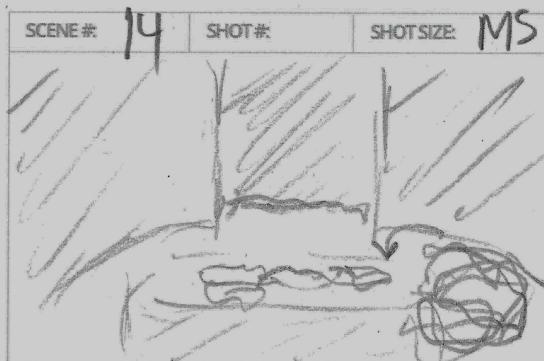
Entity pursues player  
after light goes out

Player walks up & puts  
battery in Lumbie

CS of Lumbie powering  
on



Lumbie walking down  
hallway, scaring away  
entity



Dolly forward and place  
fragment onto alter  
with other fragments



Player trying to figure  
out fuse puzzle, Pan  
left to ...

# PROJECT Deadly Dark Trailer

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SCENE # 15 SHOT# 15 SHOT SIZE: ECS



to see entity running  
at player from behind  
fuse box.

SCENE # 16 SHOT# 1 SHOT SIZE: MGS



Looking into altar room  
is seeing silhouette of the  
Entity across the way.

SCENE # 17 SHOT# 1 SHOT SIZE: n/a

CREDITS

SCENE #	SHOT#	SHOT SIZE:

SCENE #	SHOT#	SHOT SIZE:

SCENE #	SHOT#	SHOT SIZE: