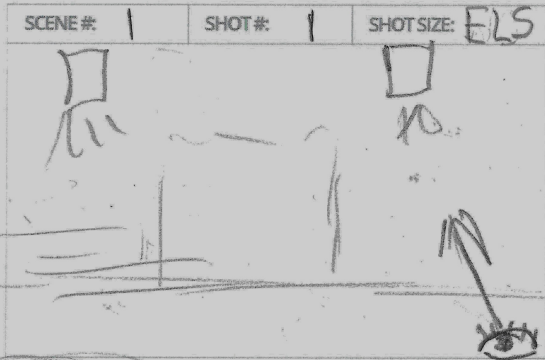
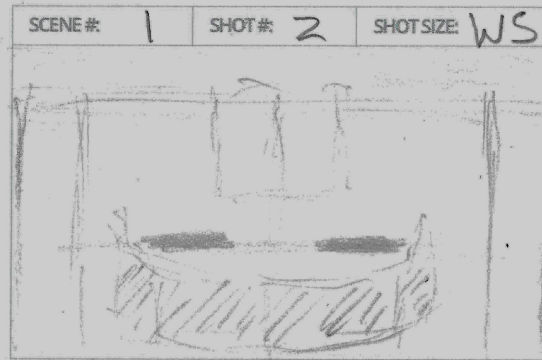


PROJECT Deadly Dark Trailer

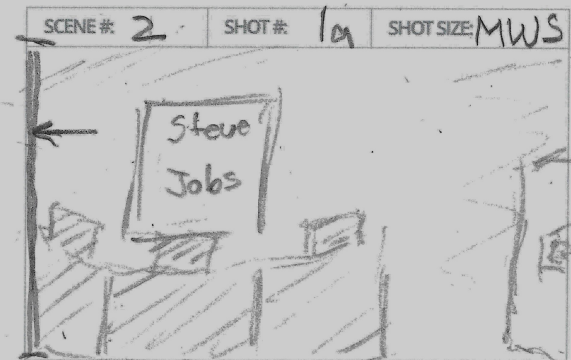
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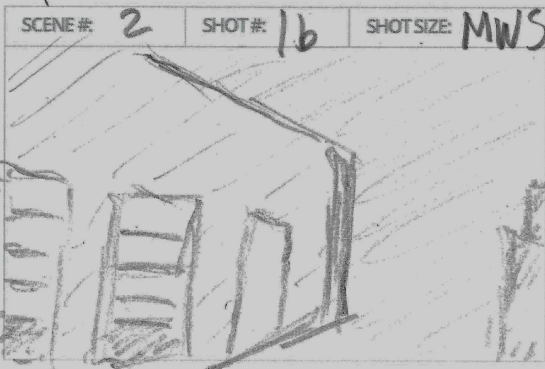
Bugseye View ELS, showing wide museum exterior, up towards museum



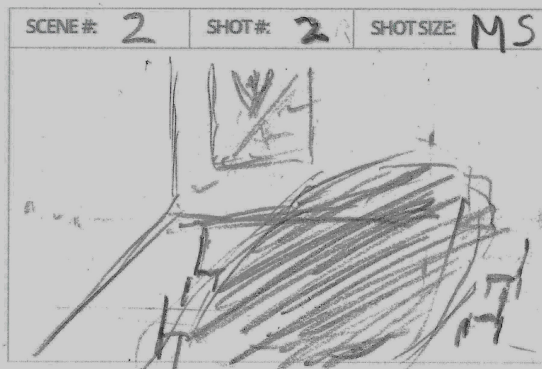
WS through front entrance of museum



Begin shot to right of Steve Jobs painting, Pan left to...



Complete shot at security offices: vending machine.



Management office. table & chairs, painting in background.

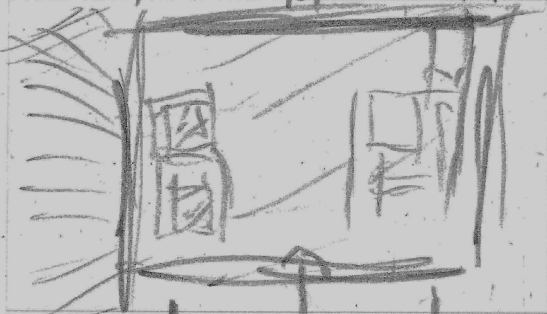


Vase with light shining on it in puzzle, chromatic aberration on floor.

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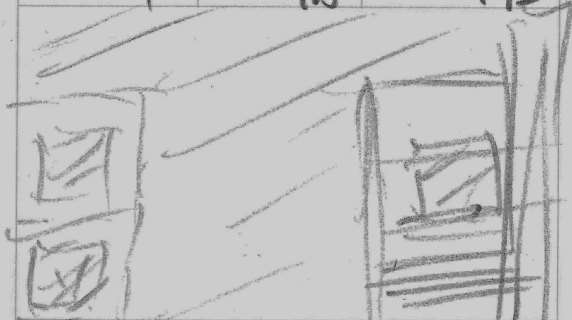
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SCENE #: 4 SHOT #: 1a SHOT SIZE: MLS



MLS of utility room, dolly forward to

SCENE #: 4 SHOT #: 1b SHOT SIZE: MS



towards electrical equipment

SCENE #: 5 SHOT #: 1a SHOT SIZE: CS



Missing Curator - poster

SCENE #: 5 SHOT #: 1b SHOT SIZE: CS



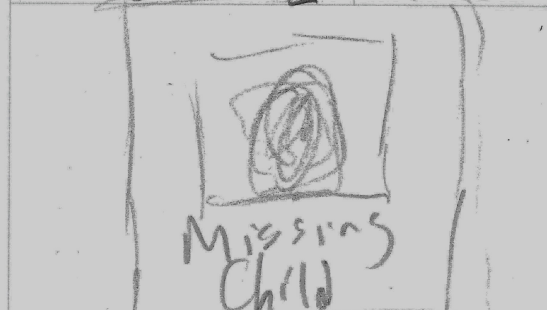
Missing groundkeeper poster

SCENE #: 6 SHOT #: 1 SHOT SIZE: MMS

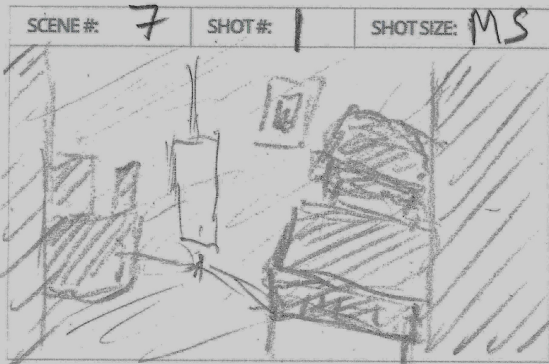


The Entity Seen Swinging Post in background

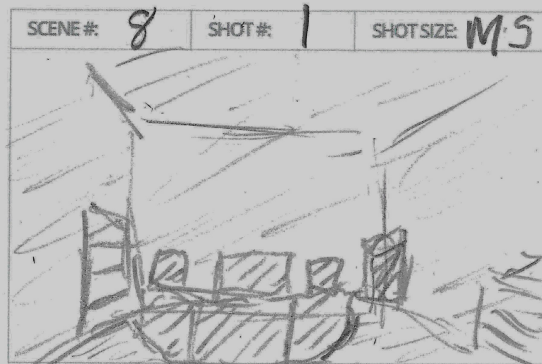
SCENE #: 6 SHOT #: 2 SHOT SIZE: CS



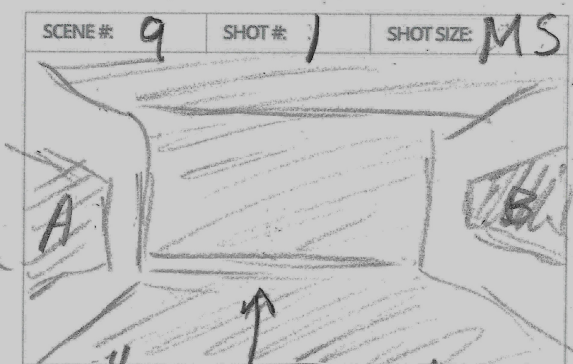
Missing child poster



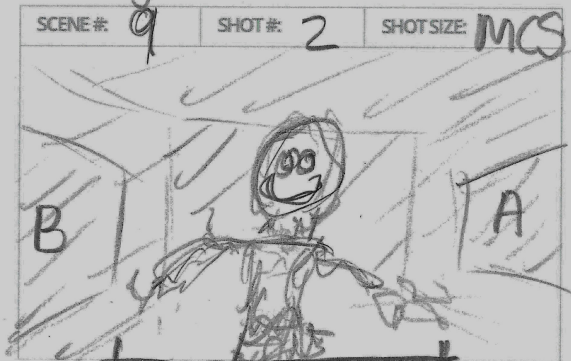
Couches, glass table,
; security desk seen
through front sec. office door



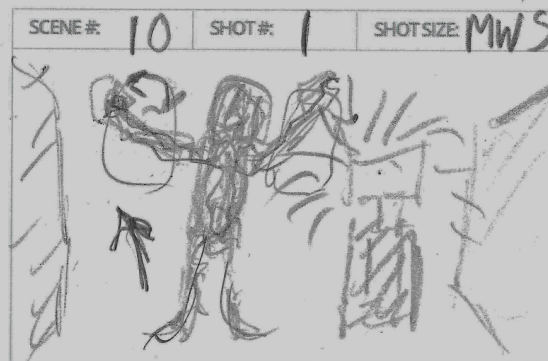
Back security office,
shot of desk through
door



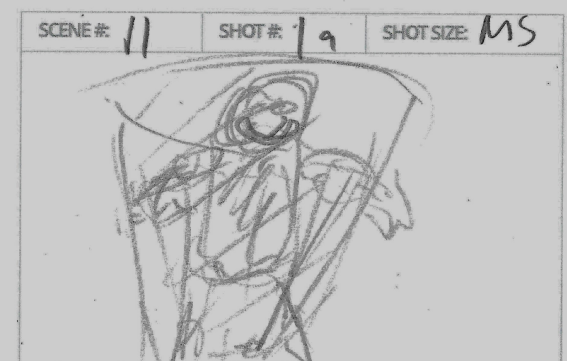
Dolly forward into corridor
or door.



Dolly backwards, entity
Chasing.



Entity running away
from fixed light



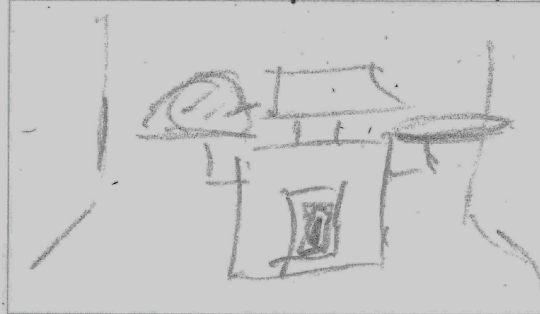
Light flickers ; burns
out ...

SCENE #: 11 SHOT #: 1 SHOT SIZE: MS



Entity pursues player after light goes out

SCENE #: 12 SHOT #: 1 SHOT SIZE: MCS



Player walks up & puts battery in Lumber

SCENE #: 12 SHOT #: 2 SHOT SIZE: CS



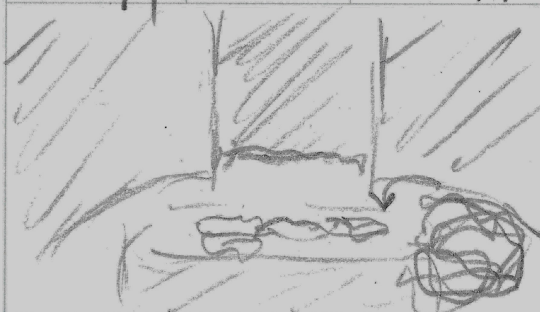
CS of Lumber powering on

SCENE #: 13 SHOT #: 1 SHOT SIZE: MLS



Lumber walking down hallway, scaring away entity

SCENE #: 14 SHOT #: 1 SHOT SIZE: MS



Dolly forward and place fragment onto altar with other fragments

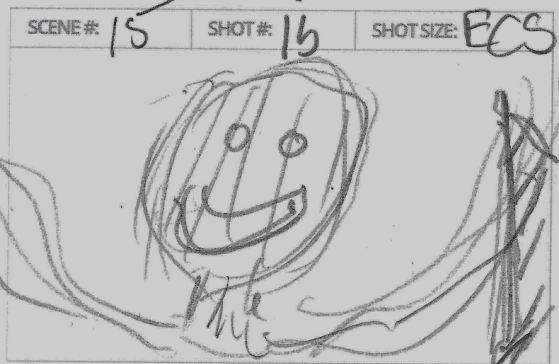
SCENE #: 15 SHOT #: 1a SHOT SIZE: CS



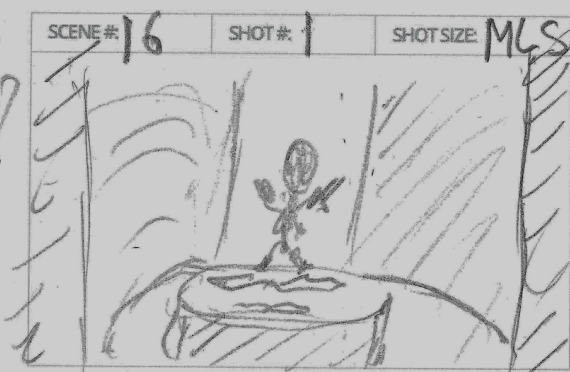
Player trying to figure out fuse puzzle, Pan left to...

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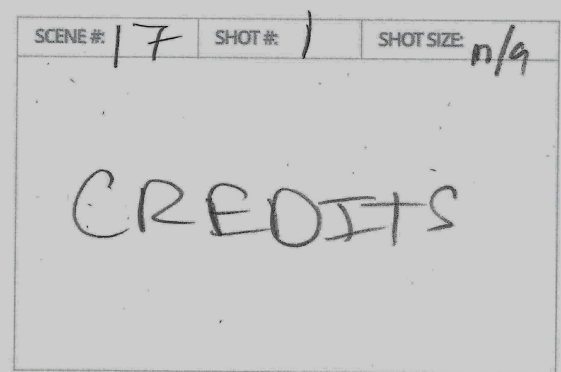
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to see entity running
at player from behind
fuse box.



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



Game Credits

