

Rebirth Stations

The Barracks: thousands of barrack buildings set up along street lines. Men, women and children all occupy these as if city.

Rare Book Shop: leather covered books everywhere. Shop is deep and narrow, shelves on either side as one enters. Aisle goes back to the rear of store. Elderly woman is shopkeeper.

Mountain Cabin and Car Crash Incident: party, rows of cars parked below house, hear cars crash, see toy cars from above, river of blood flows down mountain road.

2001-type Morgue: bodies laid out on tables, one sits up, talks to another on right.

Concrete Underground Garage: after holocaust, bandaged victims lie on floor in corner.

Long Beach Strand after Eco-disaster: people on beach starving, hustling trying to get boats to get off beach, etc.

Island: tidal wave hits, women and men put children in boats to save them from drowning. Beach scene, shows only tiny portion of island left, people miles out are only waist-deep in water. Wailing and crying of grownups. Some adults take children out of boats and climb in them.

Underwater City: iron sphere to reach surface after earthquake destroys city under sea.

Red Dirt Road: construction and road grading in mountains on lonely road at night.

Dog pack is close, and dangerous.

Bungalow Village: theater nearby. Cement walkways between are narrow. Night scene. Millions of bungalows as far as the eye can see, except for theater, no other buildings in sight.

Grand Central Station: giant hallway leading to central room. Floating halfway between ceiling and floor, each millions of miles away. In central room are giant slugs crawling on the walls. There are doors in the hallways. Other groups are seen emerging from their rooms, or floating toward or away from the central room. Guides float past, offering help to any who require Traveler's aid.

Telepathic Serpents: the snake people. Standing in room with soft walls and an orange light. High ceiling.

The Empty City: low buildings, cold bitter wind. Nobody on streets. No lights in windows.

Endless Apartment Projects: apartment buildings are in decay, ruin. People live in them, scrounge for food etc.

Room for Visitor: someone opens door periodically and looks in to see if occupant is alert. If not, something dreadful will happen.

Standing Forever: swaying back and forth, the individual in this room can never sit, lie down or lean against anything.

Plastic Covered Theater Seats: become organs in giant body.

Parquet Floor Room: looking down, can't help levitating up and out of room, seemingly going upward forever. Woman below reaches for legs to pull down, but can't reach them. She is crying and wailing for upward flier to come back.

Doll House: big eye looks through window at people inside house.

Monkey Man in Trailer: hands over head, crouching on bunk in back. Computer readout is on right side. Is manlike, gray haired, no body hair, just gorilla-like with long arms, short legs, hangs from upper bunk railing.

Fun House: old fashioned type funhouse, walkthrough not ride.

Riverworld: canal houses on canal streets. Corner building has secret room in back, in which sanctuary is available.

Interstellar Copper Disk Radio: resonator, lines of force as sephiroth. Image of star being appears in center at tiphareth. Image similar to "demon" of superstition.

Stuck in the Wall: "chalkline walls," walk through, lose it, stuck in wall, relax, work way back out again.

Tribunal Council: exile to earth, must leave body in care of authorities, take human biological machine while on earth, perform task (mission) and then allowed to come back and resume life in real (beautiful) body. This as punishment for imaginary crime for which everyone facing tribunal is framed so they will accept missions on earth. Recruiting method, not actual punishment.

Cave of Ancients: caves occupied by eternal beings, who can never leave their individual cells. They send messengers back and forth between them. Linked telepathically, they also have vision of entire structure of caves as a single entity.

Primordial Being: flip-flop jellyfish-like creature suspended in space, continually and compulsively changing form every moment (or every eternity). Occupied by cells

within, conforming to Cave of Ancients, silent screaming. Continual change is torture to this being, who wants help of occupants of each cell.

Broadway Scene: stone buildings on wide street. Similar to old New York Broadway uptown. Early morning, there are streetcar tracks in street, island divider in center of street.

House of Many Mansions: hallways of powder blue with French doors and French trim around them. Each door opens to tiny room, containing desk, three antique chairs, orange antique desk light.

Crystal Ball and Breathing Stone: man sits in chair, arms and legs retracting. He is becoming spherical.

Grand Hotel: turn of the century Victorian hotel, large corridors, cage elevators, grand ballroom, couples dance, but no band on bandstand.

Balcony around Black Hole: into which people are falling toward rebirth. Shaped like horserace track or running track. No bars at edge, easy to get pushed over by enormous crowd behind as they move closer to center of auditorium-sized room.

Coliseum Upstairs: gym downstairs, sub-basement pool indoors. On hilltop, out of populated area. Winding road leading up to it.

Bijou Theater: rats, musty, plain white light on screen, audience reacting with tears, laughter, etc., projecting their own images onto the screen. Upstairs bathrooms, mixed sexes, liquid all over floor, open commodes and hundreds of urinals.

Marble Bathroom: giant public restroom all in marble, columns, patterned floor, etc. Janitor, ultra high ceiling, row of urinals on left, sinks in center, toilets on right.

Office Building: with penthouse of top (4th) floor. Open within, courtyard in center of building. Décor similar to mid 1940's style.

Apartment: stage apartment has parquet floors, orange light, etc., with theater seats above similar to operating theater.

Roundhouse Car Barn: place where railroad engines were once stored, now empty, with tracks running in, meeting at center. Dark office doors, glassed, on right and left, with narrow hallways running off to right and left between offices. Looks like 1940's warehouse with railroad tracks.

Barnyard with a Bull and a Giant Chicken: barn on right, another, two-story, barn on left. Doors to barn on right on ground floor. Door to barn on left on second floor, can only be reached by outside stairs going up side of building.

Recruiting Center: like loading docks. Behind this is barracks, behind barracks is hospital, jail, etc.

Prison Farm: entrance is farmlike, leads to small barracks. Surrounding whole place is electrified barbed wire fence above chain link fencing. Park-like path leads through. Small hills above lead in and down to the left to the farm.

Hill Village: freeway interchange leads to over-the-hill mountain road, down into a ravine in which is a tiny village, mostly children. People are artisans and craftsmen. Other road leads up to hill house.

Hillside House: on hillside, grass grows around it, multi-level in half story increments. Enter house from left side into kitchen. To right is studio type living room, another room or rooms below this.

Farmhouse: as one comes in, farmhouse single story New England type is on left, out-building on right. Chickens in yard.

Library: machine in library waiting room and pickup order desk (on right of desk) has “sanity certificates” for citizens, fifty cents. Very high ceilings. Wait for number to be called on light board.