

16 Apr 86
2015
FAGM

0860
16 APR 86
2015
SOL0

Problem 1

A. draw plot

compression break

Problem 1



A. draw plot
had
B. draw

Problem 1



compression break

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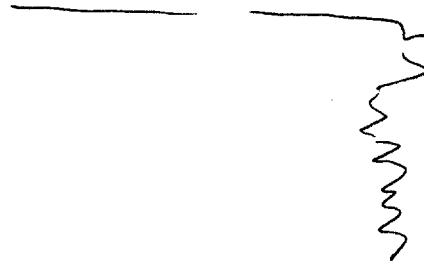
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Problem 1



A. ~~at edge~~
flat

hard

vs. land

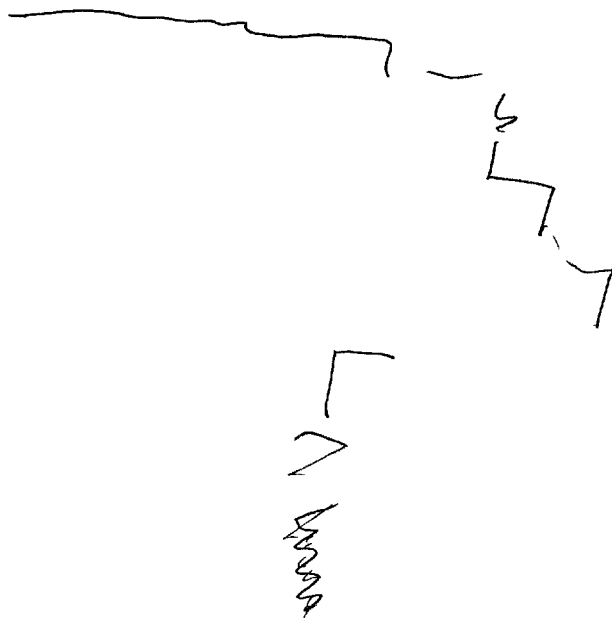
A. descending
back + forward

hard

vs. road

AR Bk Road

Problem 1



A. lower flat
hard

solid

vs. land

A. descending
angle
slope

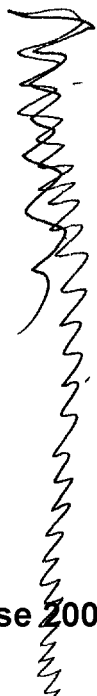
B. Stunt

A. over
down
angle
slope

B. Stunt

A2 BK
Chills

Problem 1



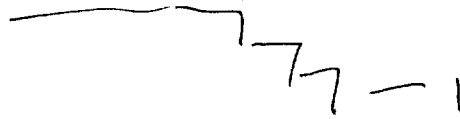
A. descending
bracket + foot
hard

B -

A2 Bk

Full crash

problem 1



A. over flat
has

B. but

A. angles
has

is stuck

A. bounding
down

solid
manually

B. machine

A. back & forth
replaces

split
manually

B. activity

A2 Bk

Chilly

S-2

white
smooth
light
blue
scented smell

for BK
hibyza

yellow
hard
smooth
greenish
brown
red
swish sound
echo
Sweet smell

for BK
like orange

bright
orange color
red
rough
Cool
stick

loud noise
Chugging
warm

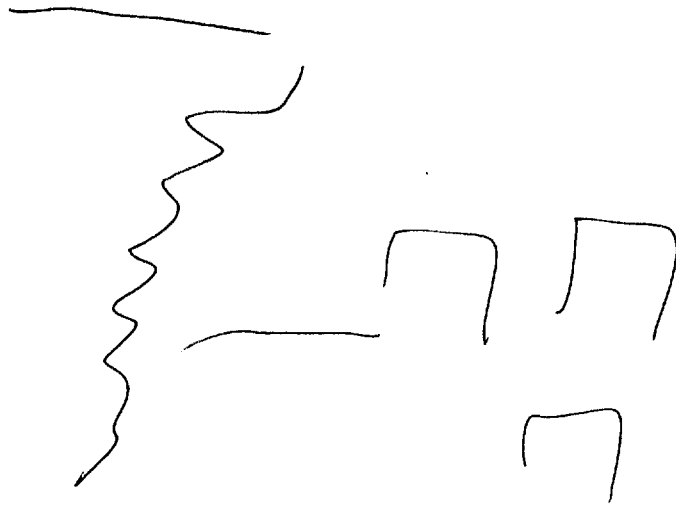
A2 Bk
wading gear
firing

orange
red
yellow
smoky
cool
black

A2 Bk

I feel a little sick

Problem 1



A. Area
 flat
 road
 B. land

A. going
 down
 this

B. river

A. rounded flat
 up
 side

B. square

A. up angle over
and from
solid

B. 5 & 6 v. 10.

S. 2

green

white

yellow

dry

rough

bigly

glaring

tarnish

sandy

round

square

fall

wild

windy

A2" bk

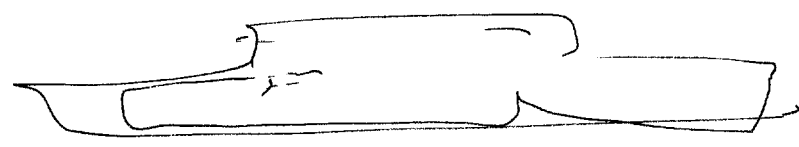
strange

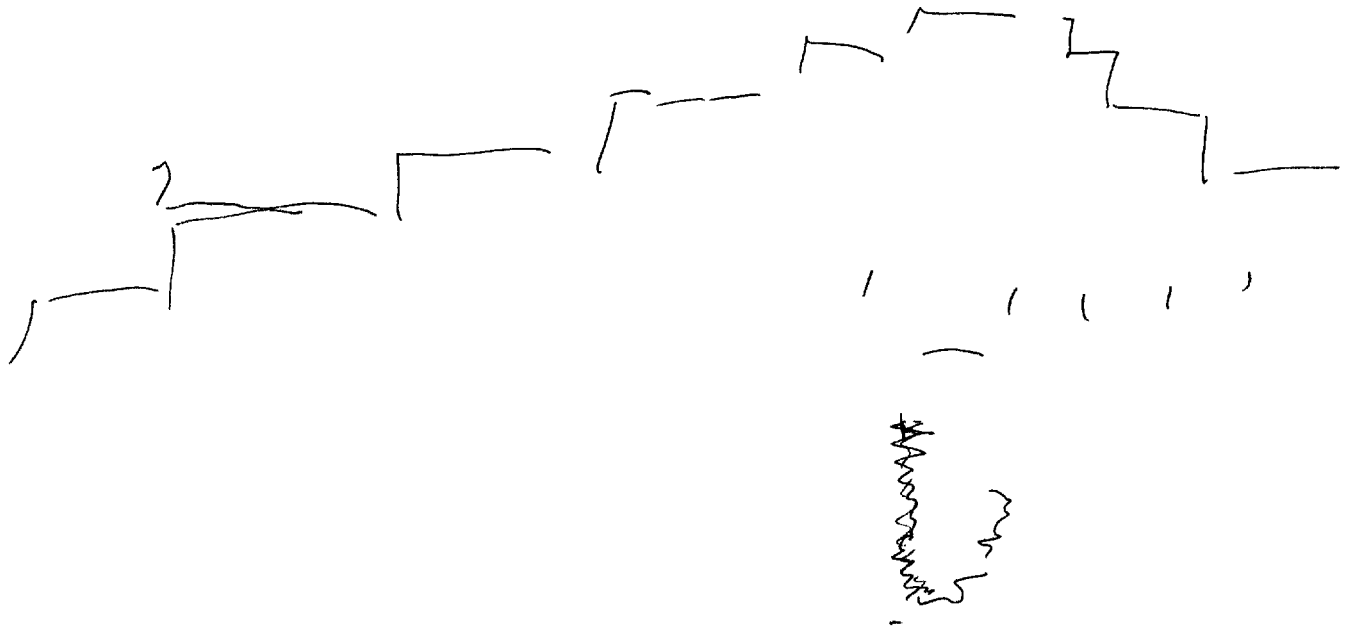
exposed

anticipatory

curious

excited





A1 BL
 unpleasant
 as it is
 stimulating

Summary

Site is Land/Water/Structure interface; buildings are very white. Suggests A1 of desert-city setting. Some activity is taking place that is very energetic, & loaded w/ AI. + repetitive

Rounded structures are present + important. Site seems to be culturally different than U.S.

Benghazi, LY

11
AS

S.2
red
white

D A2 F I T I SOL

rounded

cool

yellow

hard

surrounded

~~old~~
new

smoothly

structures



with

people
white
clothing
walks

narrow
streets
ledge party
sides

winding

rough
streets

see BK
like cobblestone

S2

D

A2

BI

T

I

#2

ALS

AL BK
pregnate

green
gwe

blows

overlooking

structures

city

only

large
wide
extensive
tall
short
in + out

trope
runway
showing

in formation.

going somewhere

S-2

D

A I

E I

T

I

AOL

ALS

Something
Russian
about
them

Sense of
excitement
pride
anti-
apprehensions

other
people

working

fearful
hopeless
angry

Shooting

loud
noises

A2 Bk
excitement
anti-
apprehensions

Bk Bk
buming

B scale

2100

The center of interest
for Problem 1
should be perceivable



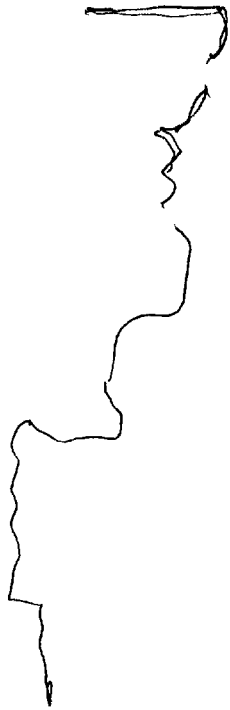
confusion
b k

The center of interest
for problem 1
should be
perceivable.




~~ALL~~ b k
I keep thinking
that it has to
do with a person.

The center of interest
for problem 1
should be perceivable.



mzs
break

The center of interest
for problem I should be perceivable 

B-2 D A2 E2 T I A2 A/s
room

inside

room

contained

person
dark
complexion
dark
hair

~~stare~~
narrow
anxious
upset
waiting
expectant
wisdom

A2 bit
stuffy
feeling

claustrophobic

"like his been
confined a
long time + it's
getting old"

5.2
red

D A2 EI T I WOL ALS

political
insurers
collateral
reserve
"safekeeping,
Storage"
"Toump
Card"

angry
petriptive
wants to
get away

person

confinement

room

small

dingy

dirt white
walls

lighted

grounded
locked

"not a
conventional
jail"

S-2

D AZ EI T I AL ALS

feels
grungy

building

compound

"fortress" → like

ALC BK
impression
of Arabs

existence

secret

not disclosed

kept for
a surprise

huts

not serious

room
in heart
of compound

ALC BK
slightly
darker?