



(zoom in to knight's face)  
(fade out background)  
(transition to next scene without cutting away from knight)

In turmoil and stress  
new worries came too  
could what I've  
been taught have  
been mis construed?

(symbolic shift  
down of  
questioner?)

So much to think over



(images fade  
left and  
right as  
knight reads)

You start to unravel

(layers of bushes cover the scene)



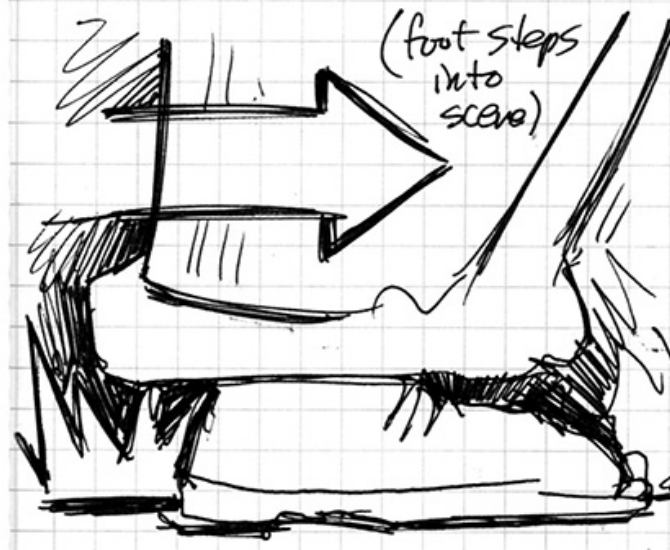
From the crees of the day  
you hid and withdrew.

(pull knight back  
into the  
darkness w/  
eyes visible  
in the dark  
ala Questor)

(fade to black)

(fade to empty  
forest scene)

Now then...



(foot steps  
into  
scene)

Someone you knew  
who loved and cared too

That One came searching  
"Oh you - where are you?"

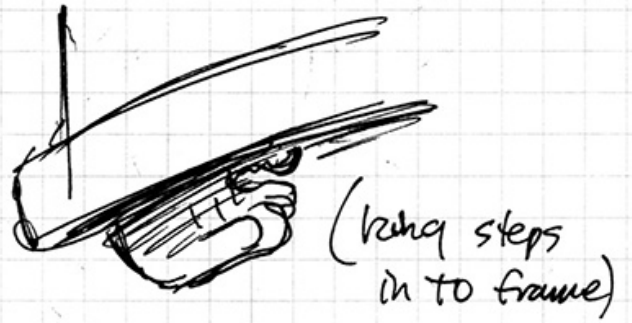
(reset forest scene)



(zoom out - reveal  
king)



(cut to knight defeated on the ground)



Frightened and worried you remembered right then, the Ash of Questions came by once again



I made this on fall his debt is now due.

The Asher of Questions stakes  
his claim on you

Creepy hands  
grab slowly  
, around shoulders

(head down) (shadow falls)

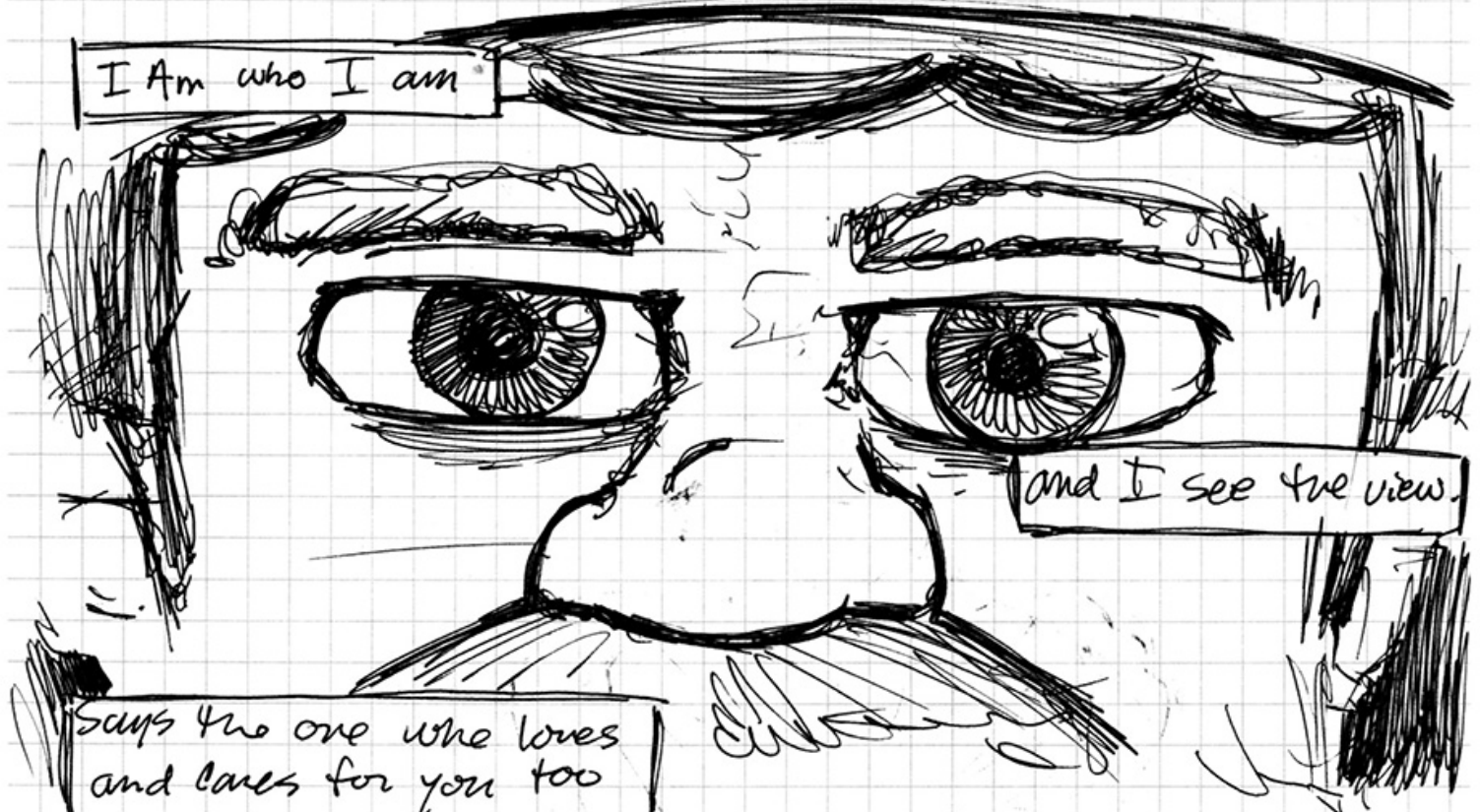
Seemless  
to  
this  
scene

The battle for you is now a *persue*  
The battle for you turns now  
a *rescue*

(Scroll like a  
western sheetout)

(layered w/ king  
in foreground  
moving most)

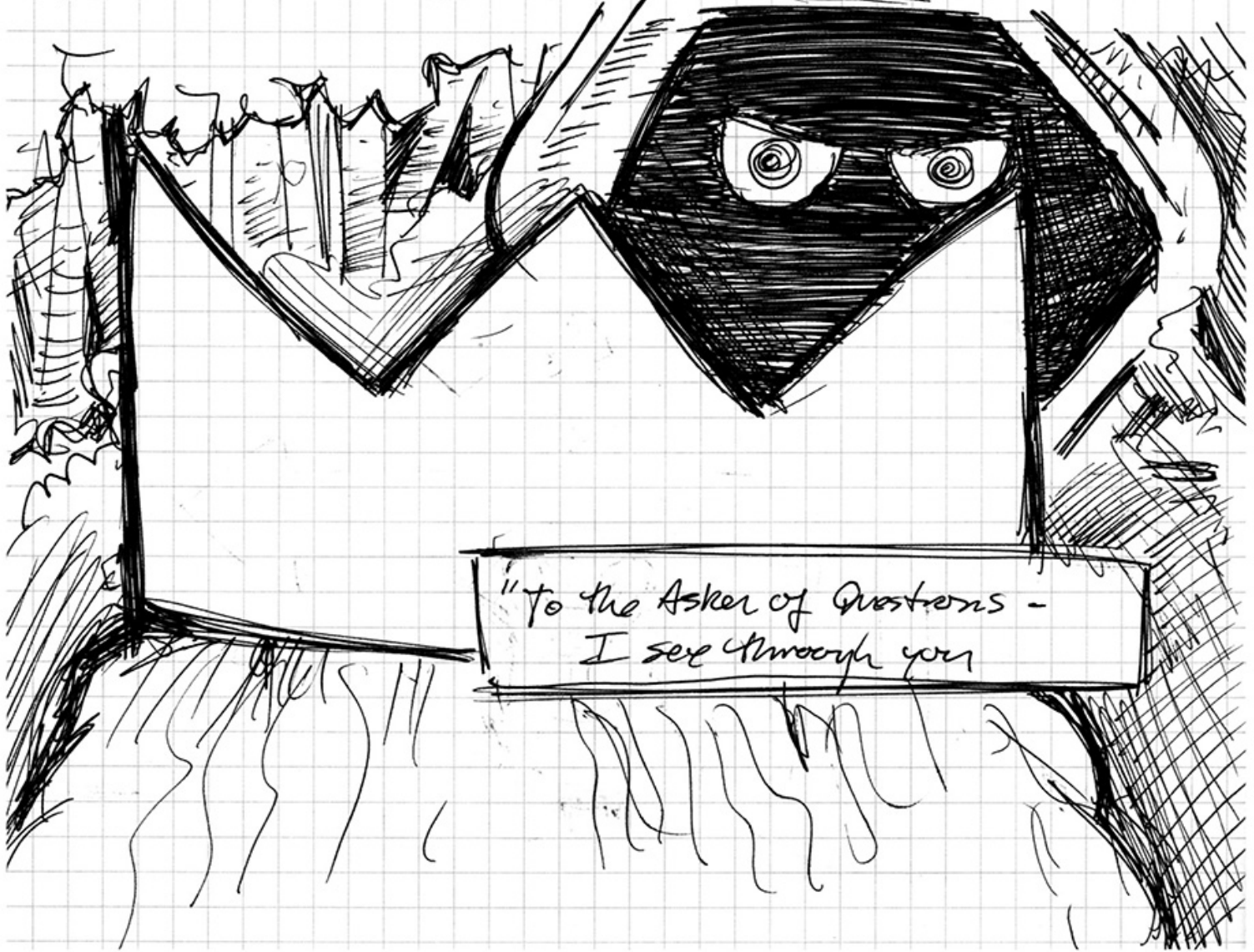




I Am who I am

and I see the view.

says the one who loves  
and cares for you too



"to the Asker of Questions -  
I see through you

I Am will respond and stake my claim too



This one's mine and my word is true

And looking your way,  
I Am says to you ...



I will stand in your  
place and make  
all things new



(light radiates front to back  
white out scene)

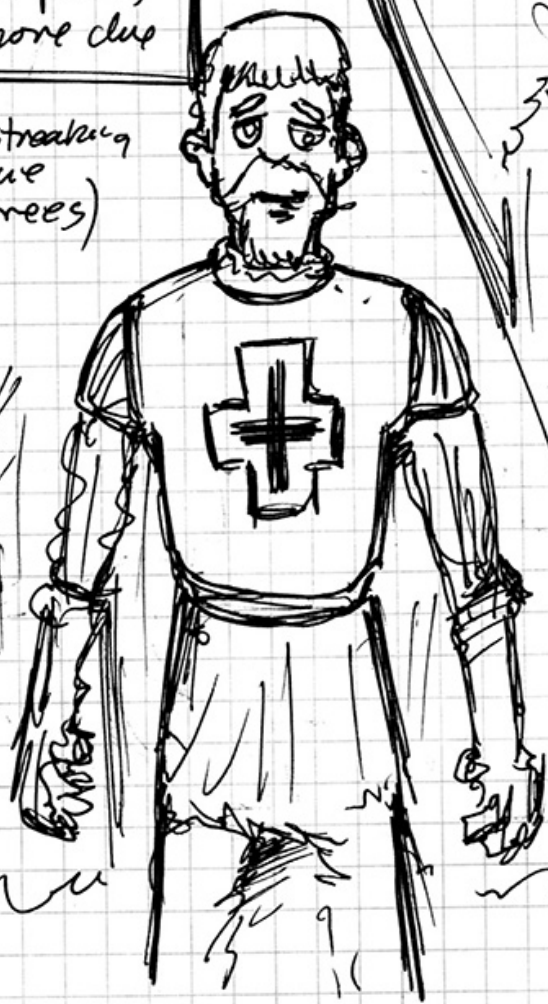


Your price is now paid;  
the debt no more due

(sun streaking  
true  
trees)

(dust and  
butterflies  
and bees  
flout about)

(parched)



And NEW is the life that now lives  
IN you

(zoom in to  
emblem of cross  
on knight's chest)



fade to black/  
or white  
(cross fading last)