VAMPIRE®
THE MASQUERADE

ASYLUM
STORYBOARDS

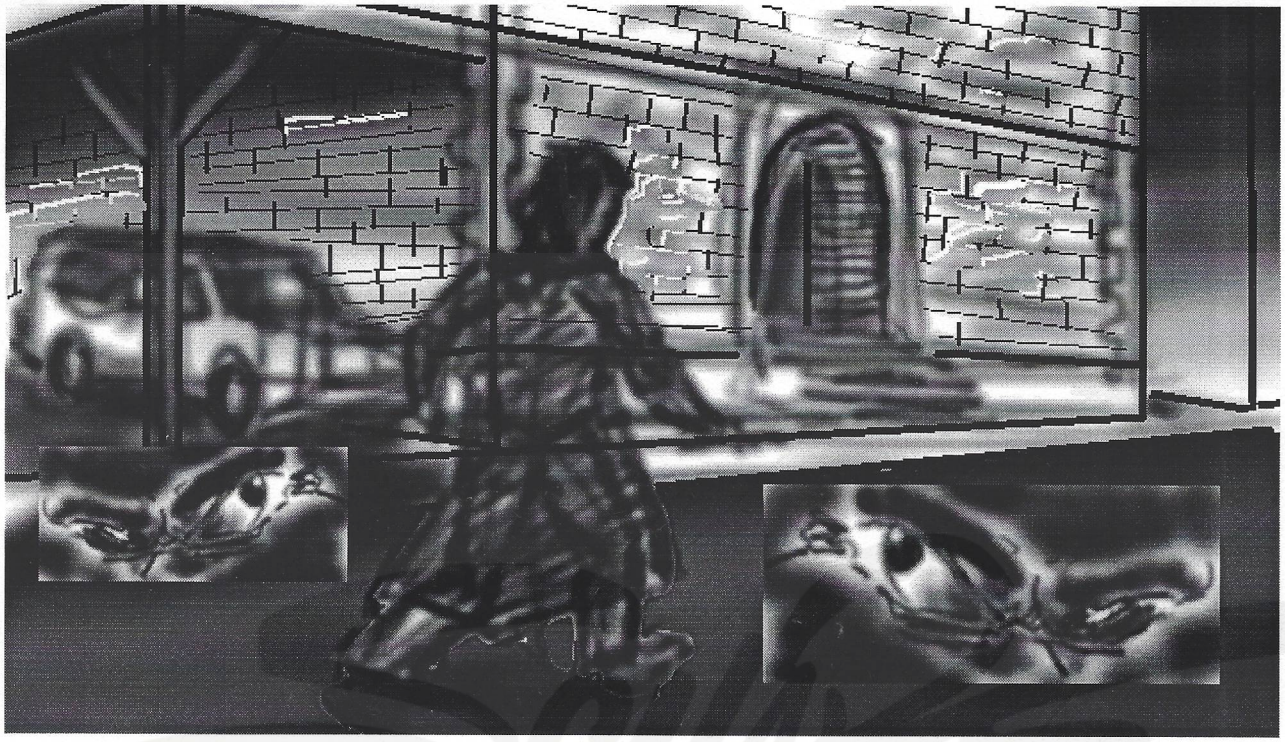
CREATIVE SERVICES
www.emscharf.com

Storyboard Images
Eric M. Scharf, 3D Artist

Storyboard Copy
John Wagner, Game Designer

Storyboard Page Format
Brian Boyl, Producer

07-13-1995 **Adrenalin Entertainment**



Description:
Kyle is on street in front of the Asylum.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
On Street in Front of Asylum	/	/
Characters:	3D Studio	Alias
Kyle	/	/
	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Broken down Asylum ambulance	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

Notes:
Pivots are 2001, 2002, 2003, 2006, and 2007.

Pivot:	X	On:	X
Dialogue:		Action:	
Static:	X	AV:	
	Examine		
Talk	Fight	Bleed	
Linear	Button	Jigsaw	

Date:
7/13/95

Block# / Shot#
2000

If cut-scene, frame count:

Description:
Kyle enters Asylum subway.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
On Street in Front of Asylum	/	/
Characters:	3D Studio	Alias
Kyle	/	/
	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Broken down Asylum ambulance	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

Notes:
Pivots are 1000.

Pivot:		On:	X
Dialogue:		Action:	X
Static:		AV:	
	Examine		
Talk	Fight	Bleed	
Linear	Button	Jigsaw	

Date:
7/13/95

Block# / Shot#
2001

If cut-scene, frame count:

Description:
Kyle can approach Asylum entrance.

Notes:
Pivots are 2100.

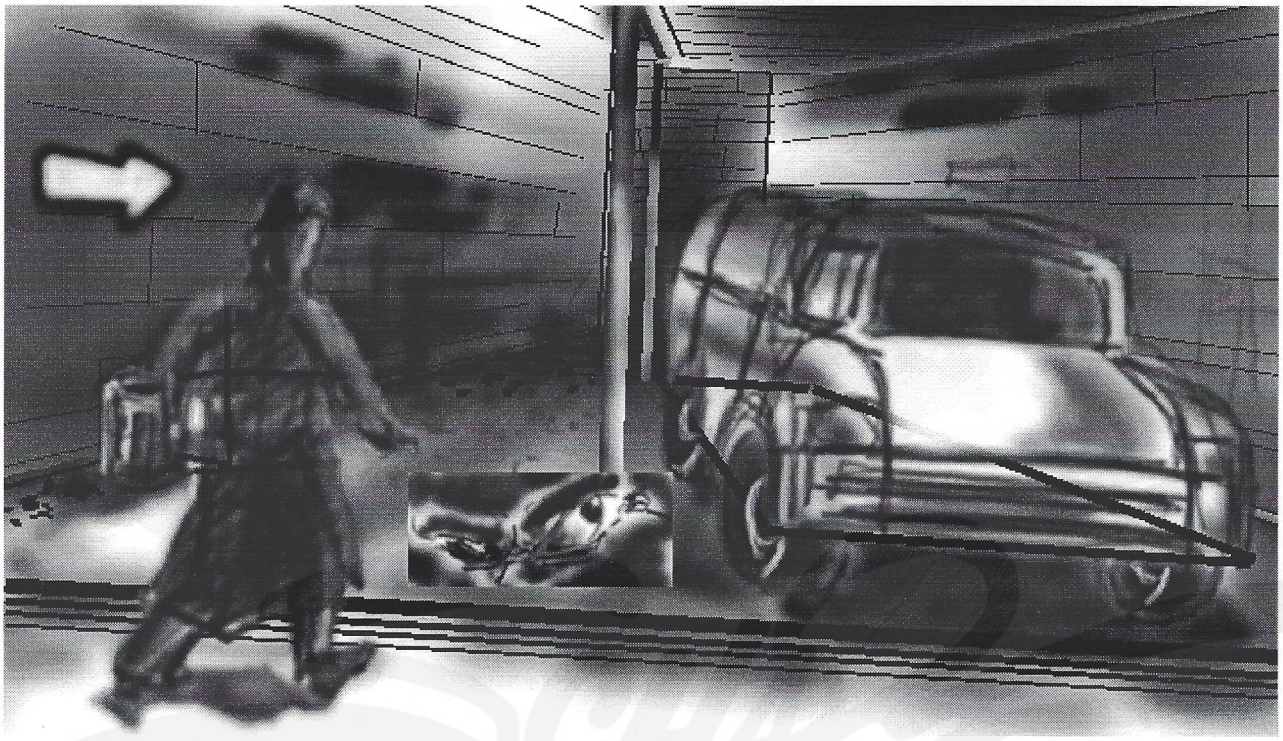
	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Entrance	/	/
Characters:	3D Studio	Alias
Kyle	/	/
	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Entrance	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

Pivot:		On:	X		
Dialogue:		Action:	X		
Static:	X	AV:			
	Examine				
Talk		Fight		Bleed	
Linear		Button		Jigsaw	

Date:
7/13/95

Block# / Shot#
2002

If cut-scene, frame count:



Description:
Kyle can enter the Alley from the Asylum street.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Alley	/	/
Characters:	3D Studio	Alias
Kyle	/	/
	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Broken down Asylum ambulance	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

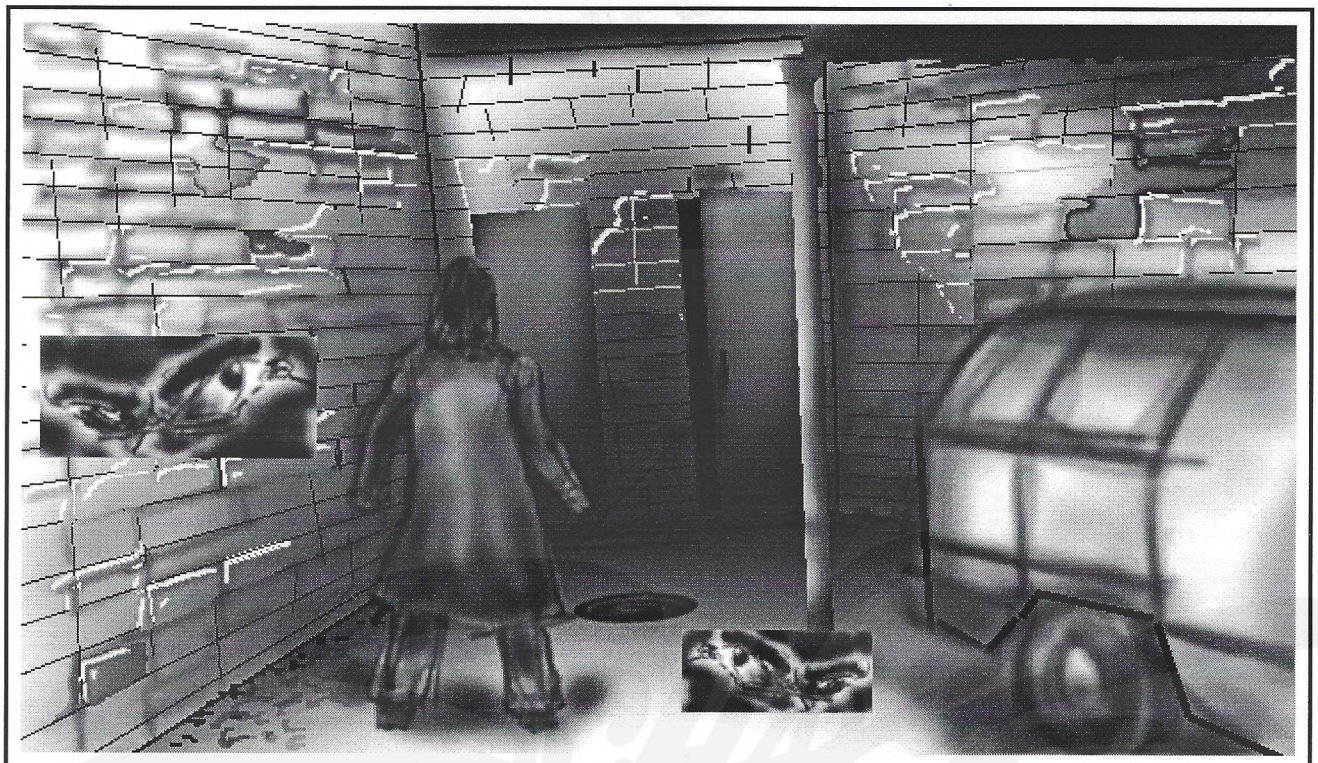
Notes:
Pivots are 2004.

Pivot:		On:	X
Dialogue:		Action:	X
Static:	X	AV:	
	Examine		
Talk		Fight	Bleed
Linear		Button	Jigsaw

Date:
7/13/95

Block# / Shot#
2003

If cut-scene, frame count:



Description:
Kyle is standing in the Asylum Alley.

Notes:
Pivots are 2017 and 2005.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Alley Facing Exit Doors	/	/
Characters:	3D Studio	Alias
Kyle	/	/
	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum alley	/	/
Broken down Asylum ambulance	/	/
	/	/
	/	/
	/	/
	/	/

Pivot:	X	On:			
Dialogue:		Action:	X		
Static:	X	AV:			
	Examine				
Talk		Fight		Bleed	
Linear		Button		Jigsaw	

Date:
7/13/95

Block# / Shot#
2004

If cut-scene, frame count:

Description:
Kyle can walk out into the Asylum street.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Alley Facing Asylum Street	/	/
Characters:	3D Studio	Alias
Kyle	/	/
	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Broken down Asylum ambulance	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

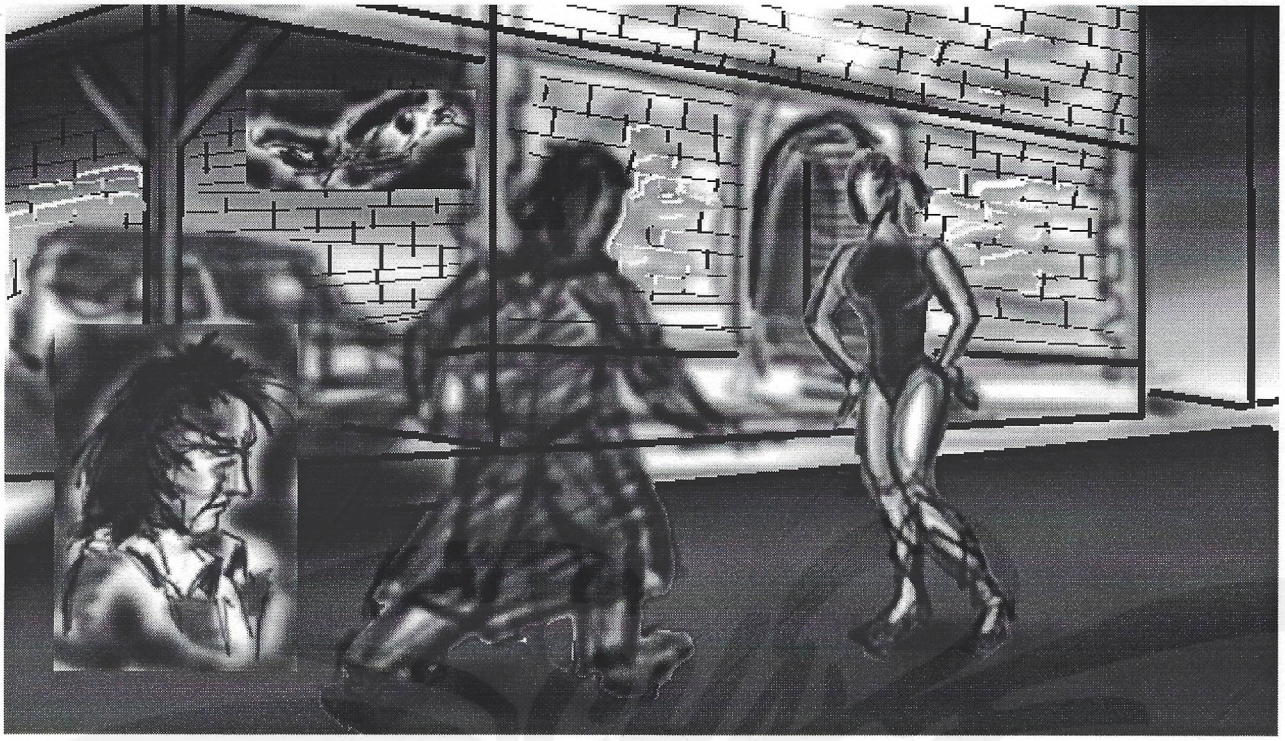
Notes:
Pivots are 2000.

Pivot:		On:	X		
Dialogue:		Action:	X		
Static:		AV:			
	Examine				
Talk		Fight		Bleed	
Linear		Button		Jigsaw	

Date:
7/13/95

Block# / Shot#
2005

If cut-scene, frame count:



Description:
Kyle can interact with Annise on the Asylum street.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Street	/	/
Characters:	3D Studio	Alias
Kyle	/	/
Annise	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Entrance	/	/
Asylum Alley	/	/
Broken down Asylum ambulance	/	/
	/	/
	/	/
	/	/

Notes:
Pivots are 2011, 2013, and 2015.

Pivot:	X	On:	
Dialogue:		Action:	X
Static:		AV:	
	Examine		
Talk	Fight	Bleed	
Linear	Button	Jigsaw	

Date:
7/13/95

Block# / Shot#
2006

If cut-scene, frame count:

Description:
Kyle can interact with the Whore on the Asylum street.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Street	/	/
Characters:	3D Studio	Alias
Kyle	/	/
Whore	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Entrance	/	/
Asylum Alley	/	/
Broken down Asylum ambulance	/	/
	/	/
	/	/
	/	/

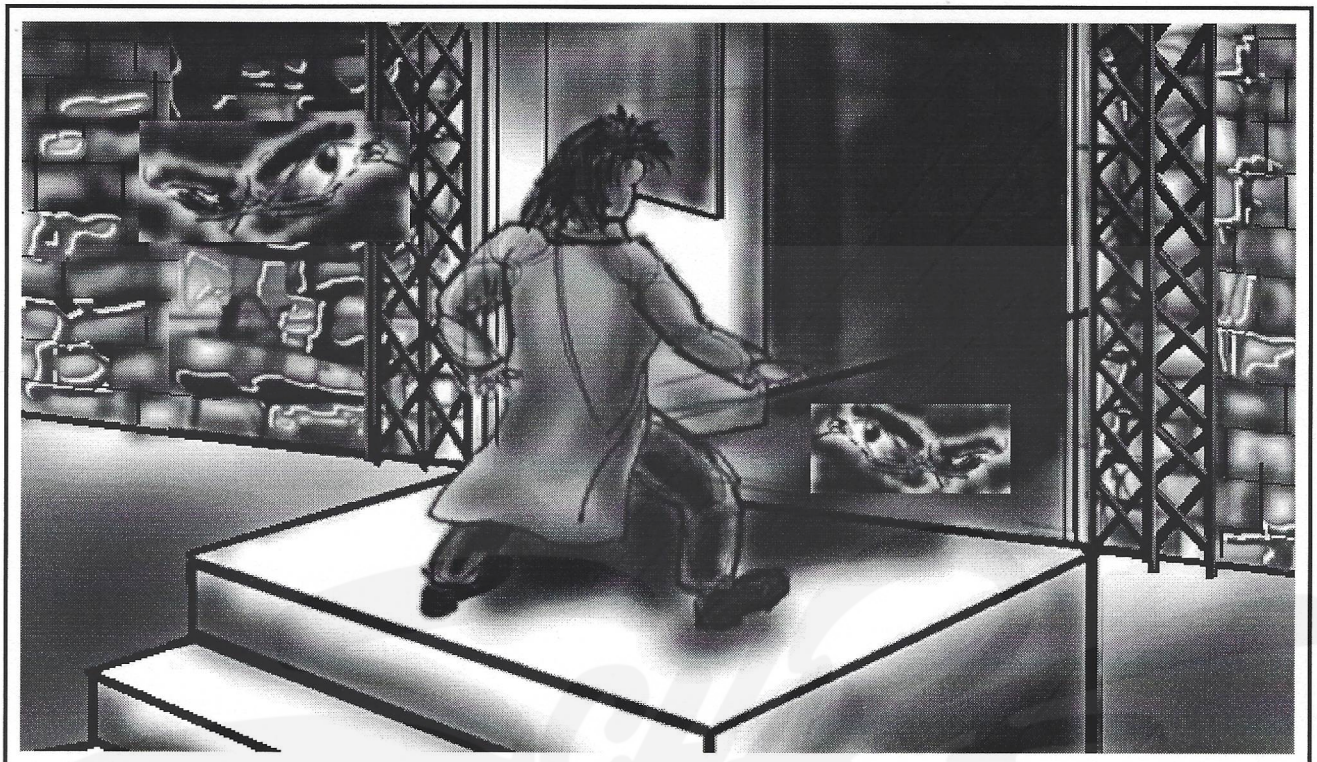
Notes:
Pivots are 2012, 2014, and 2016.

Pivot:	X	On:	
Dialogue:		Action:	X
Static:		AV:	
	Examine		
Talk	Fight	Bleed	
Linear	Button	Jigsaw	

Date:
7/13/95

Block# / Shot#
2007

If cut-scene, frame count:



Description:
Kyle is standing at the Asylum entrance with the door open.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Entrance	/	/
Characters:	3D Studio	Alias
Kyle	/	/
	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Entrance	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

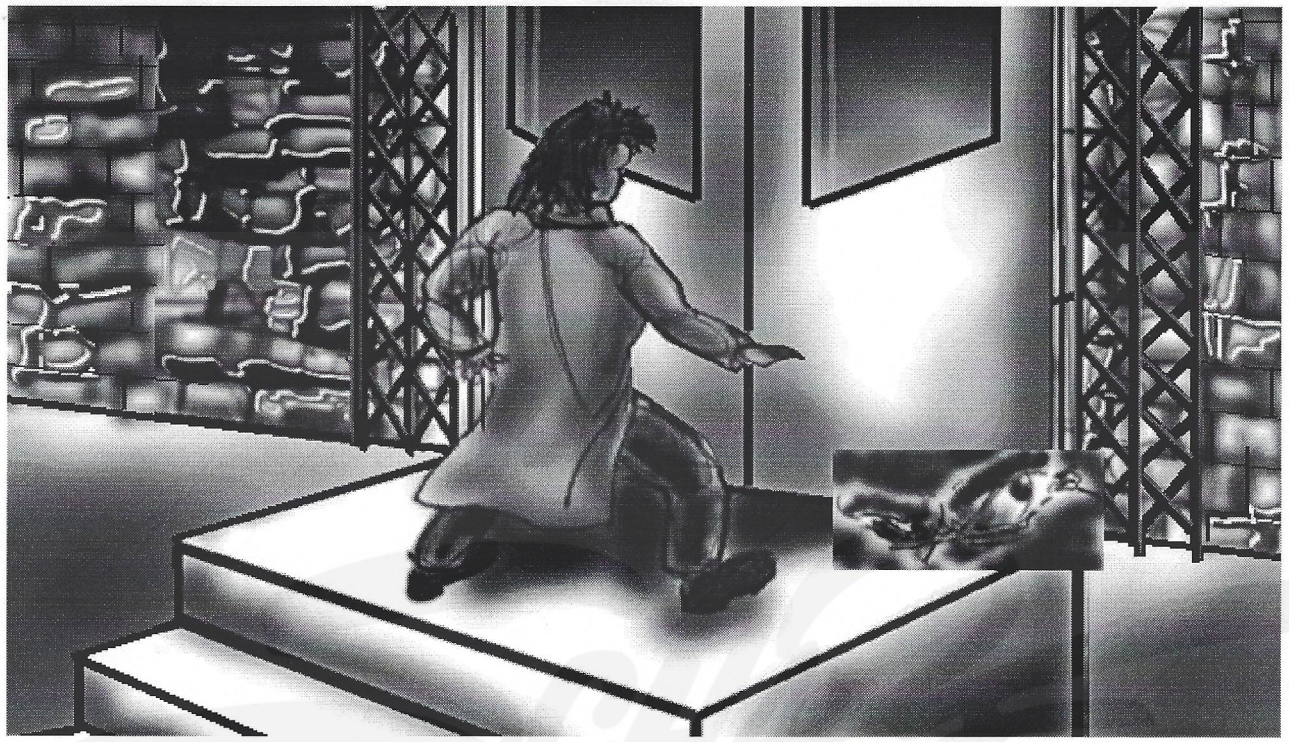
Notes:
Pivots are 2010 and 2005.

Pivot:	X	On:	
Dialogue:		Action:	X
Static:	X	AV:	
	Examine		
Talk	Fight	Bleed	
Linear	Button	Jigsaw	

Date:
7/13/95

Block# / Shot#
2008

If cut-scene, frame count:



Description:
Kyle is standing at the Asylum Entrance with the door closed.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Entrance	/	/
Characters:	3D Studio	Alias
Kyle	/	/
	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
Asylum Entrance	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Entrance	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

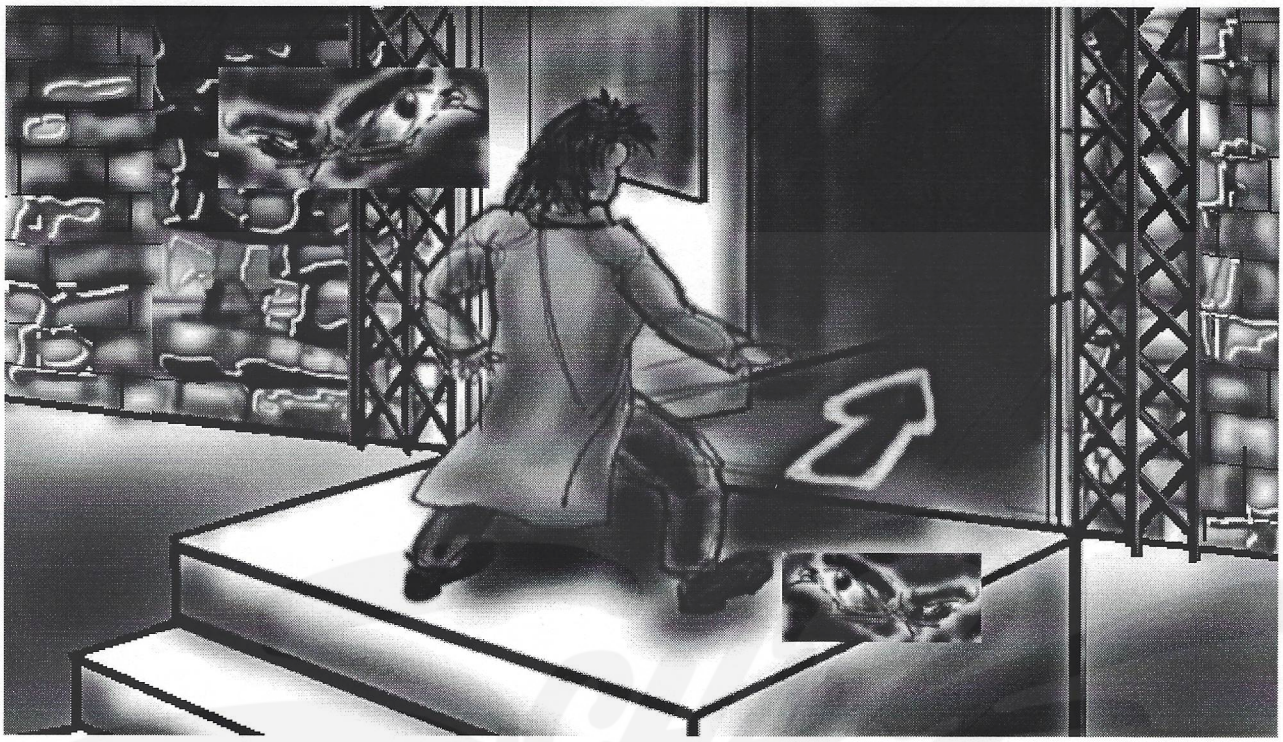
Notes:
Pivots are 2005.

Pivot:	X	On:			
Dialogue:		Action:	X		
Static:		AV:			
	Examine				
Talk		Fight		Bleed	
Linear		Button		Jigsaw	

Date:
7/13/95

Block# / Shot#
2009

If cut-scene, frame count:



Description:
Kyle can enter the Asylum.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Entrance	/	/
Characters:	3D Studio	Alias
Kyle	/	/
	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Entrance	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

Notes:
Pivots are 2115.

Pivot:		On:	X
Dialogue:		Action:	X
Static:		AV:	
	Examine		
Talk	Fight	Bleed	
Linear	Button	Jigsaw	

Date:
7/13/95

Block# / Shot#
2010

If cut-scene, frame count:

Description:
Kyle can talk with Annise on the Asylum street.

	3D STUDIO	ALIAS
Background/Animation Filename:	**3D Studio**	**Alias**
Asylum Street	/	/
Characters:	**3D Studio**	**Alias**
Kyle	/	/
Annise	/	/
	/	/
	/	/
Objects:	**3D Studio**	**Alias**
	/	/
	/	/
	/	/
	/	/
Background Elements	**3d Studio**	**Alias**
Asylum Entrance	/	/
Asylum Alley	/	/
Broken down Asylum ambulance	/	/
	/	/
	/	/
	/	/

Notes:
Pivots are none.

Pivot:		**On:**	X
Dialogue:		**Action:**	X
Static:		**AV:**	
	Examine		
Talk	X	**Fight**	**Bleed**
Linear		**Button**	**Jigsaw**

Date:
7/13/95

Block# / Shot#
2011

If cut-scene, frame count:

Description:
Kyle can talk to Whore on the Asylum street.

	3D STUDIO	ALIAS
Background/Animation Filename:	**3D Studio**	**Alias**
Asylum Street	/	/
Characters:	**3D Studio**	**Alias**
Kyle	/	/
Whore	/	/
	/	/
	/	/
Objects:	**3D Studio**	**Alias**
	/	/
	/	/
	/	/
	/	/
Background Elements	**3d Studio**	**Alias**
Asylum Street	/	/
Asylum Alley	/	/
Broken down Asylum ambulance	/	/
	/	/
	/	/
	/	/

Notes:
Pivots are none.

Pivot:		**On:**	X
Dialogue:		**Action:**	X
Static:		**AV:**	
	Examine		
Talk	X	**Fight**	**Bleed**
Linear		**Button**	**Jigsaw**

Date:
7\13\95

Block# / Shot#
2012

If cut-scene, frame count:

Description:
Kyle can fight Annise on the Asylum street.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Street	/	/
Characters:	3D Studio	Alias
Kyle	/	/
Annise	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Street	/	/
Asylum Alley	/	/
Broken down Asylum ambulance	/	/
	/	/
	/	/
	/	/

Notes:
Pivots are none.

Pivot:		On:	X
Dialogue:		Action:	X
Static:		AV:	
	Examine		
Talk		Fight	X Bleed
Linear		Button	Jigsaw

Date:
7/13/95

Block# / Shot#

2013

If cut-scene, frame count:

Description:
Kyle can fight the Whore on the Asylum street.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Street	/	/
Characters:	3D Studio	Alias
Kyle	/	/
Whore	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Entrance	/	/
Asylum Alley	/	/
Broken down Asylum ambulance	/	/
	/	/
	/	/
	/	/

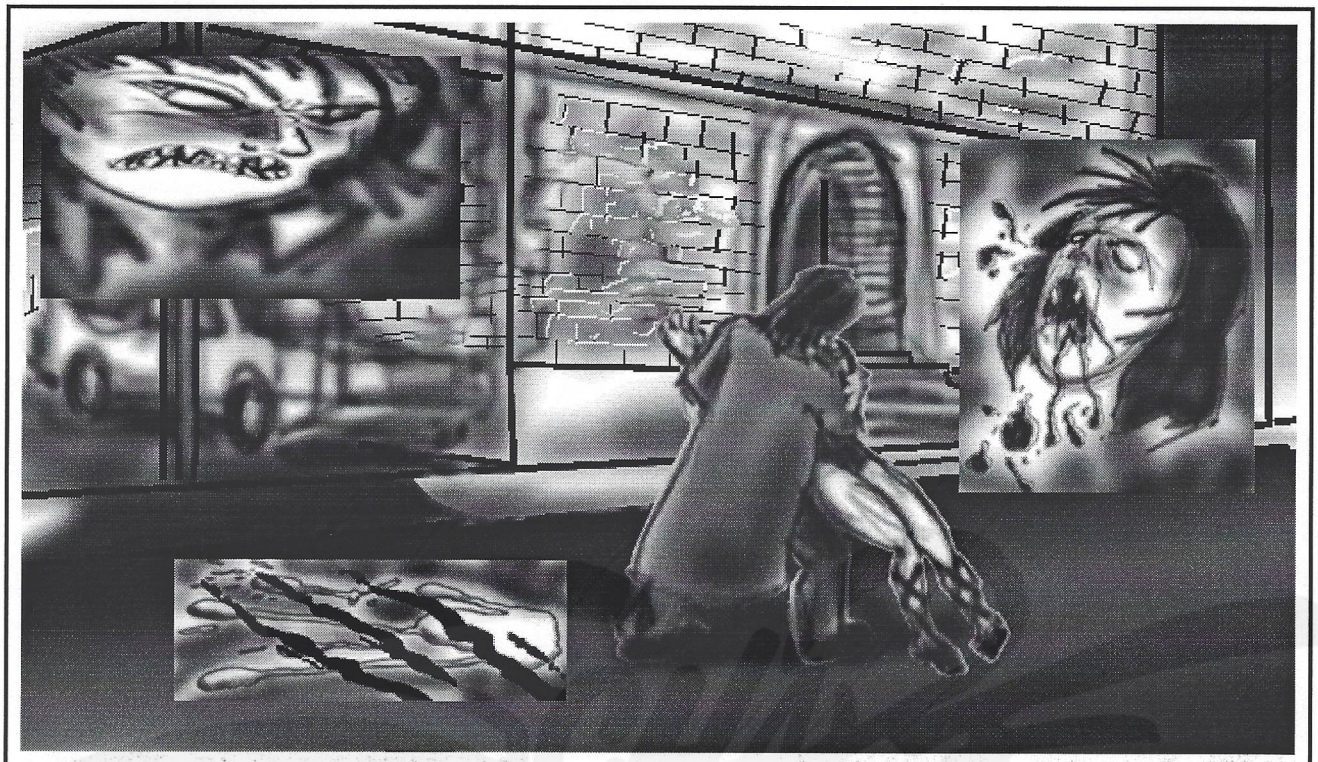
Notes:
Pivots are none.

Pivot:		On:	X		
Dialogue:		Action:	X		
Static:		AV:			
	Examine				
Talk		Fight	X	Bleed	
Linear		Button		Jigsaw	

Date:
7/13/95

Block# / Shot#
2014

If cut-scene, frame count:



Description:
Kyle can bleed Annise on the Asylum street.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Street	/	/
Characters:	3D Studio	Alias
Kyle	/	/
Annise	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Entrance	/	/
Asylum Alley	/	/
Broken down Asylum ambulance	/	/
	/	/
	/	/
	/	/

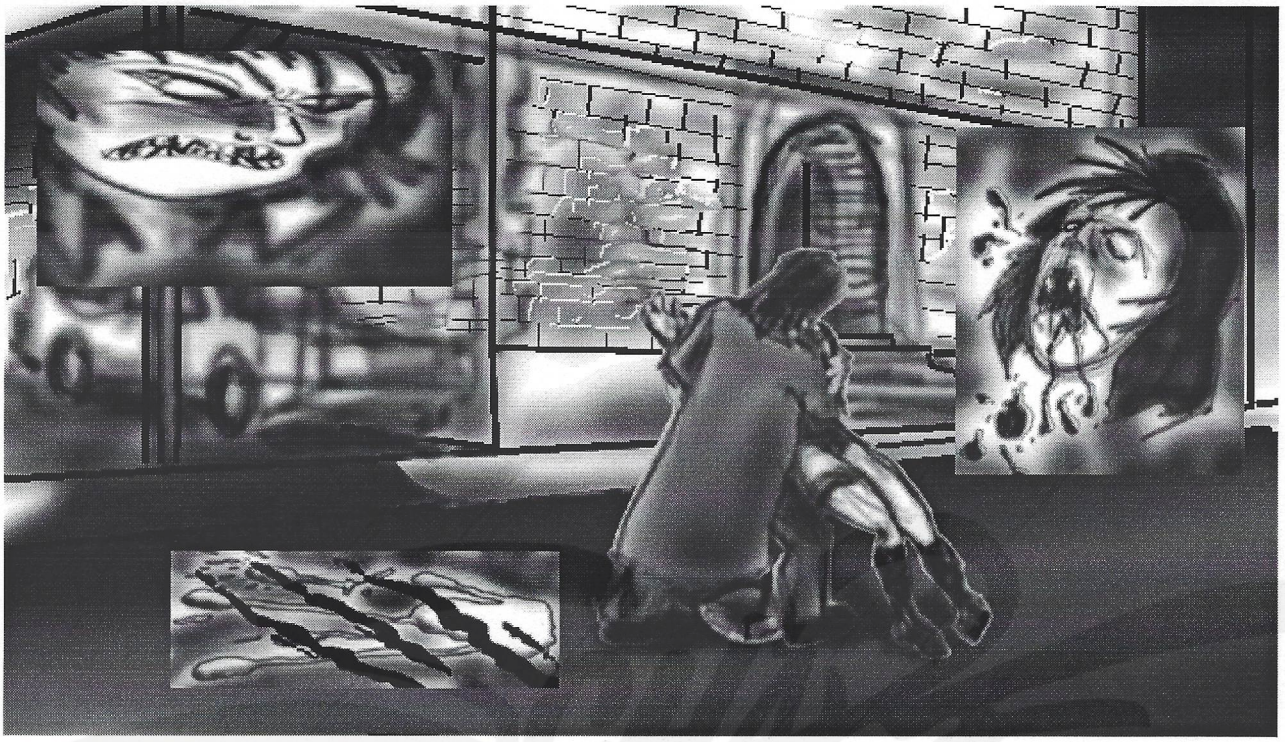
Notes:
Pivots are none.

Pivot:		On:	X
Dialogue:		Action:	X
Static:		AV:	
	Examine		
Talk	Fight	Bleed	X
Linear	Button	Jigsaw	

Date:
7/13/95

Block# / Shot#
2015

If cut-scene, frame count:



Description:
Kyle can bleed the Whore on the Asylum street.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Street	/	/
Characters:	3D Studio	Alias
Kyle	/	/
Whore	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Entrance	/	/
Asylum Alley	/	/
Broken down ambulance	/	/
	/	/
	/	/
	/	/

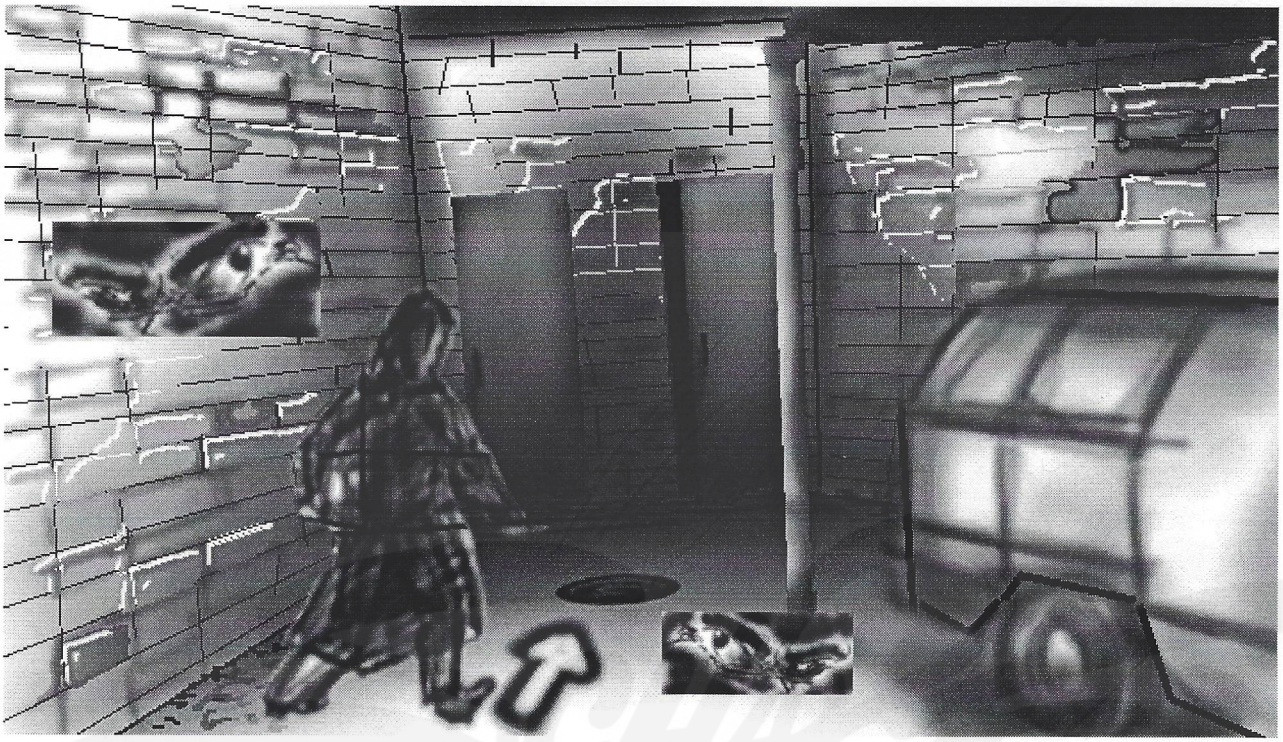
Notes:
Pivots are none.

Pivot:		On:	X		
Dialogue:		Action:	X		
Static:		AV:			
	Examine				
Talk		Fight		Bleed	X
Linear		Button		Jigsaw	

Date:
7/13/95

Block# / Shot#
2016

If cut-scene, frame count:



Description:
Kyle can approach the Sewer manhole in the Asylum alley.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Alley Facing Exit Doors	/	/
Characters:	3D Studio	Alias
Kyle	/	/
	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Alley	/	/
Broken down Asylum ambulance	/	/
Exit Doors	/	/
	/	/
	/	/
	/	/

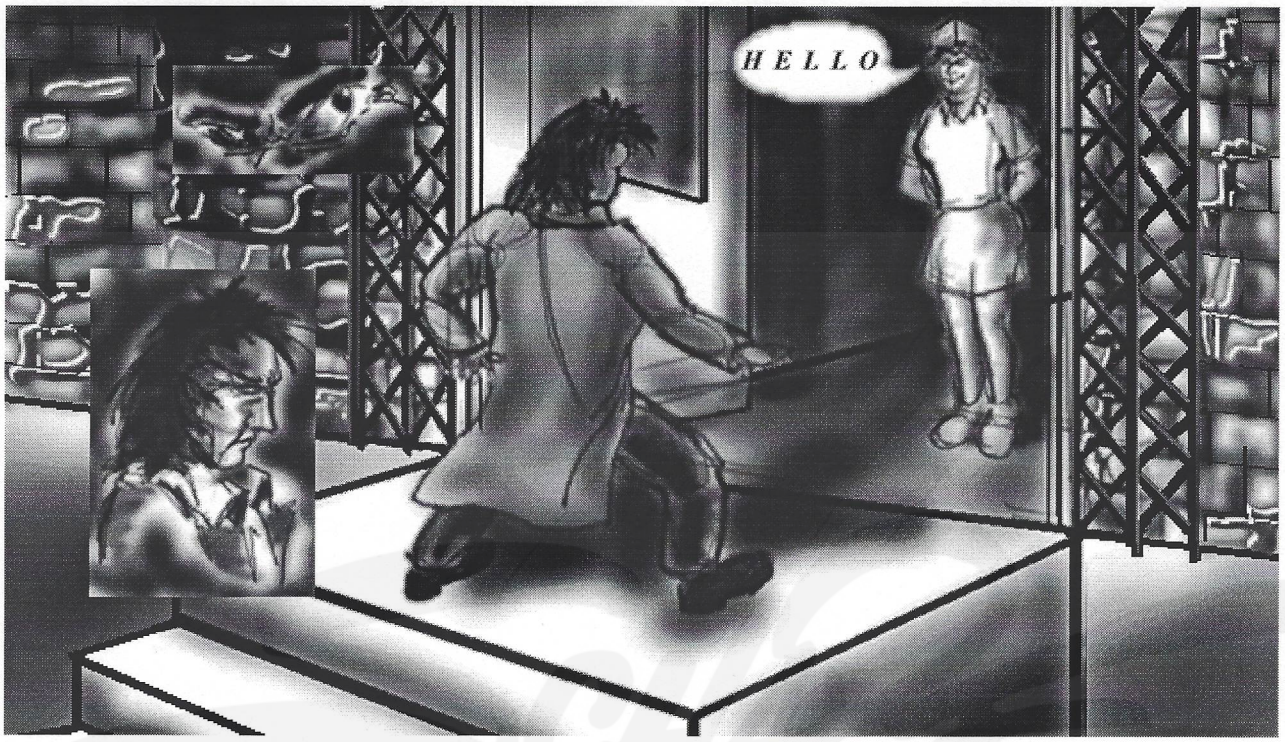
Notes:
Pivots are none.

Pivot:		On:	X		
Dialogue:		Action:	X		
Static:		AV:			
	Examine				
Talk		Fight		Bleed	
Linear		Button		Jigsaw	

Date:
7/13/95

Block# / Shot#
2017

If cut-scene, frame count:



Description:
The Nurse answers the door and says "Hello".

Notes:
Pivots are 2101.

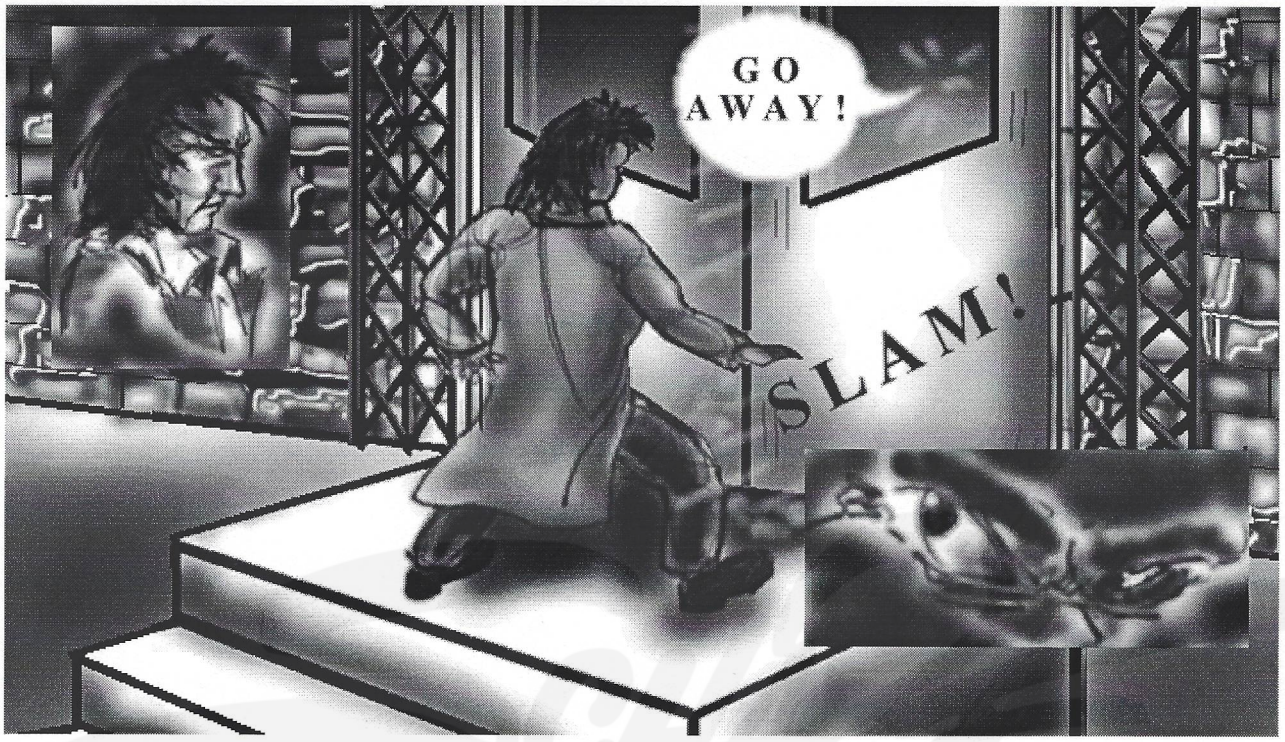
	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Entrance	/	/
Characters:	3D Studio	Alias
Kyle	/	/
Transexual Nurse	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Entrance	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

Pivot:	X	On:			
Dialogue:		Action:	X		
Static:		AV:	X		
	Examine				
Talk		Fight		Bleed	
Linear		Button		Jigsaw	

Date:
7/13/95

Block# / Shot#
2018

If cut-scene, frame count:



Description:
The Nurse answers the door and says "Go Away!" and slams the door closed.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Entrance	/	/
Characters:	3D Studio	Alias
Kyle	/	/
Transexual Nurse	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Entrance	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

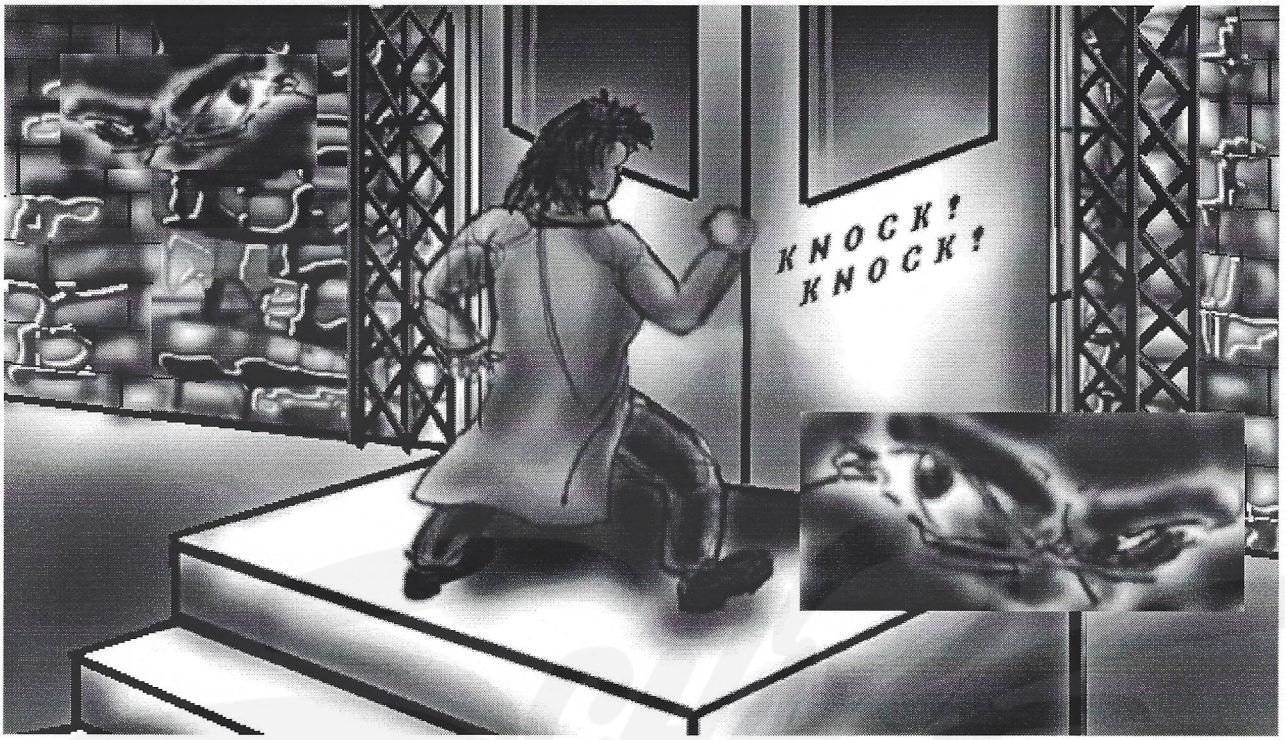
Notes:
Pivots are 2009.

Pivot:	X	On:	
Dialogue:		Action:	X
Static:		AV:	X
	Examine		
Talk	Fight	Bleed	
Linear	Button	Jigsaw	

Date:
7/13/95

Block# / Shot#
2019

If cut-scene, frame count:



Description:
Kyle stands at the Asylum entrance & knocks on the door.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Entrance	/	/
Characters:	3D Studio	Alias
Kyle	/	/
	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Entrance	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

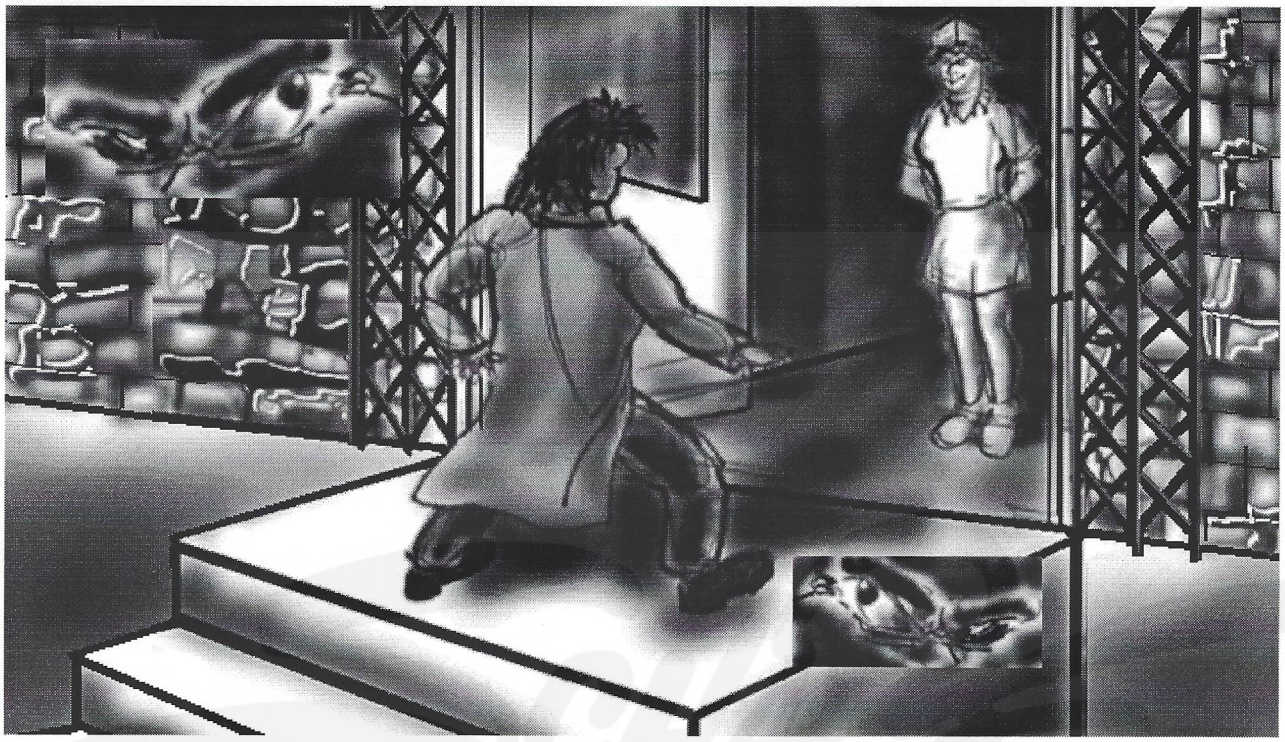
Notes:
Pivots are 2018 and 2019.

Pivot:	X	On:	
Dialogue:		Action:	X
Static:		AV:	X
	Examine		
Talk	Fight	Bleed	
Linear	Button	Jigsaw	

Date:
7/13/95

Block# / Shot#
2100

If cut-scene, frame count:



Description:
Kyle is standing at the entrance to the Asylum with the waiting Nurse.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Entrance	/	/
Characters:	3D Studio	Alias
Kyle	/	/
Transexual Nurse	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Entrance	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

Notes:
Pivots are 2103 and 2005.

Pivot:	X	On:	
Dialogue:		Action:	X
Static:	X	AV:	
	Examine		
Talk	Fight	Bleed	
Linear	Button	Jigsaw	

Date:
7\13/95

Block# / Shot#
2101

If cut-scene, frame count:

Description:
Kyle can interract with the Nurse.

Notes:
Pivots are 2104, 2105, and 2106.

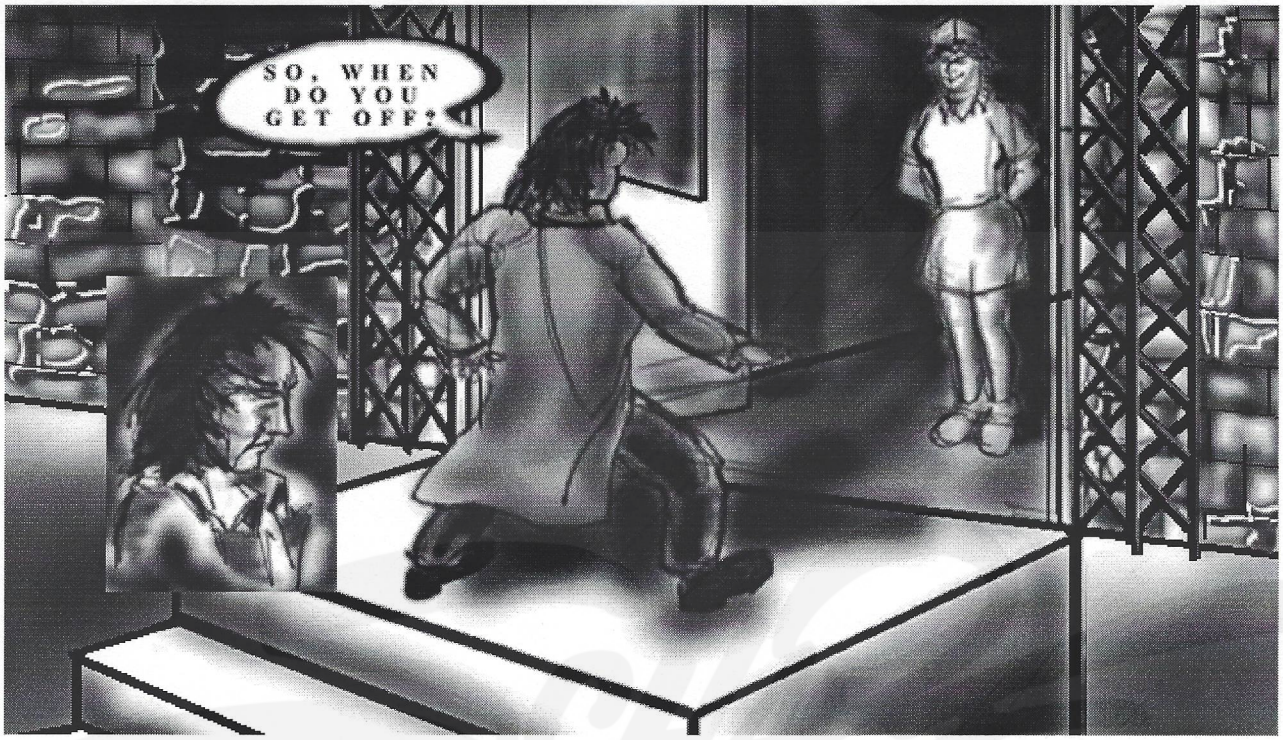
	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Entrance	/	/
Characters:	3D Studio	Alias
Kyle	/	/
Transexual Nurse	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Entrance	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

Pivot:	X	On:			
Dialogue:		Action:	X		
Static:		AV:			
	Examine				
Talk		Fight		Bleed	
Linear		Button		Jigsaw	

Date:
7/13/95

Block# / Shot#
2103

If cut-scene, frame count:



Description:
Kyle can talk with the Nurse at the Asylum Entrance.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Entrance	/	/
Characters:	3D Studio	Alias
Kyle	/	/
Transexual Nurse	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Entrance	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

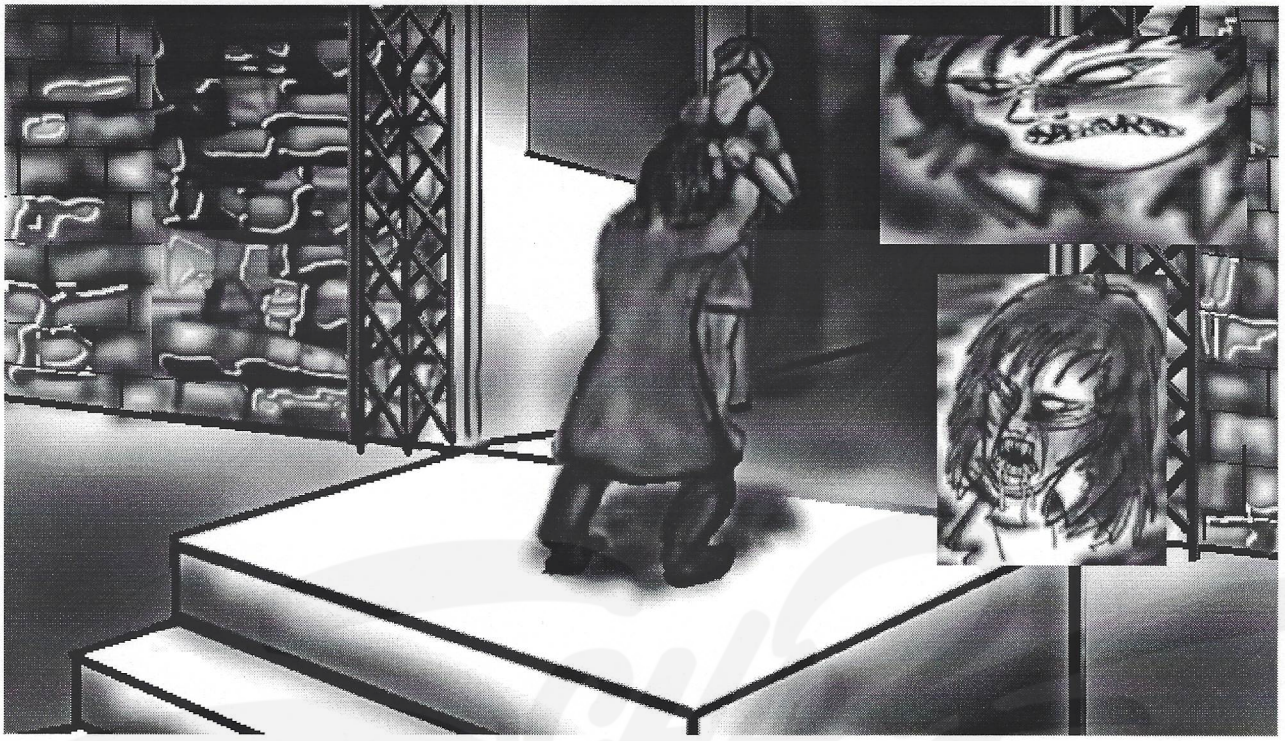
Notes:
Pivots are 2112.

Pivot:		On:	X
Dialogue:		Action:	X
Static:		AV:	
	Examine		
Talk	X	Fight	Bleed
Linear		Button	Jigsaw

Date:
7/13/95

Block# / Shot#
2104

If cut-scene, frame count:



Description:
Kyle can fight the Transexual Nurse.

Notes:
Pivots are 2111.

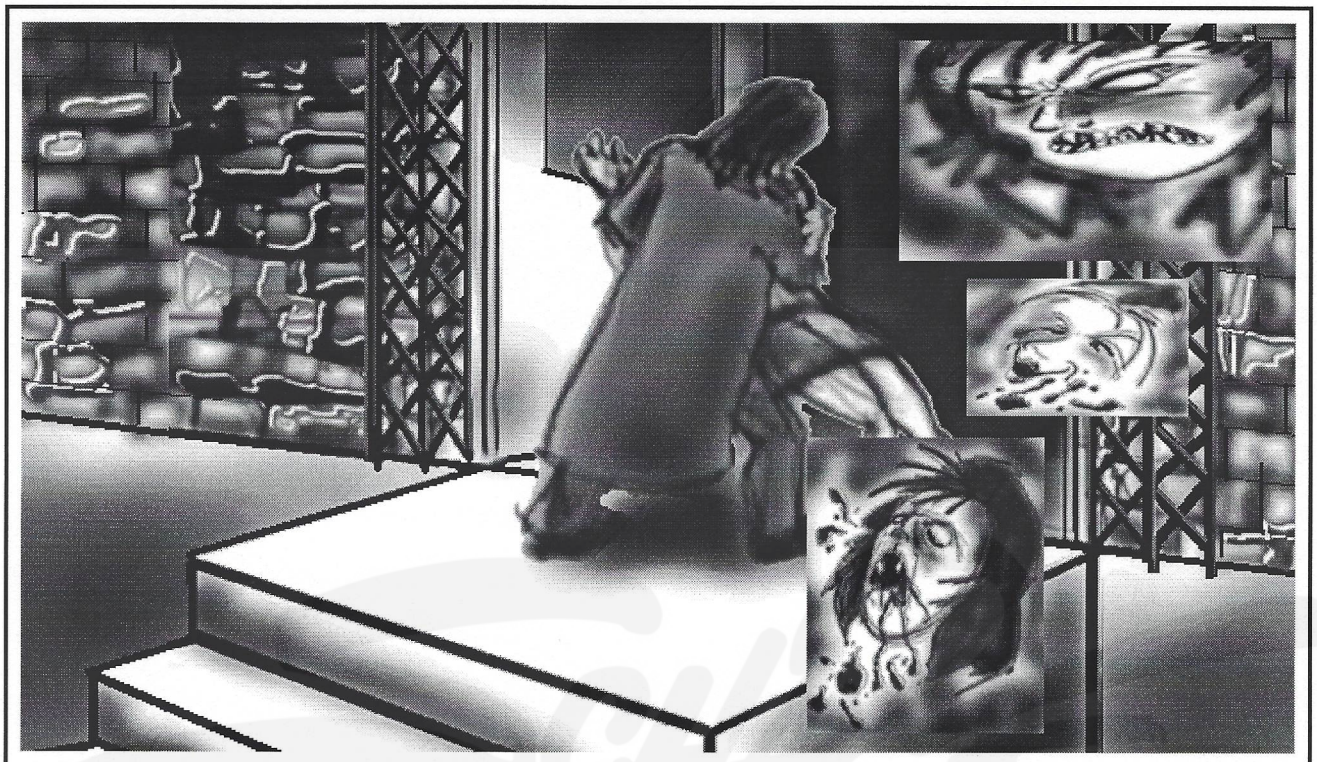
	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Entrance	/	/
Characters:	3D Studio	Alias
Kyle	/	/
Transexual Nurse	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Entrance	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

Pivot:		On:	X		
Dialogue:		Action:	X		
Static:		AV:			
	Examine				
Talk	X	Fight		Bleed	
Linear		Button		Jigsaw	

Date:
7/13/95

Block# / Shot#
2105

If cut-scene, frame count:



Description:
Kyle can bleed the Transexual Nurse.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Entrance	/	/
Characters:	3D Studio	Alias
Kyle	/	/
Transexual Nurse	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Entrance	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

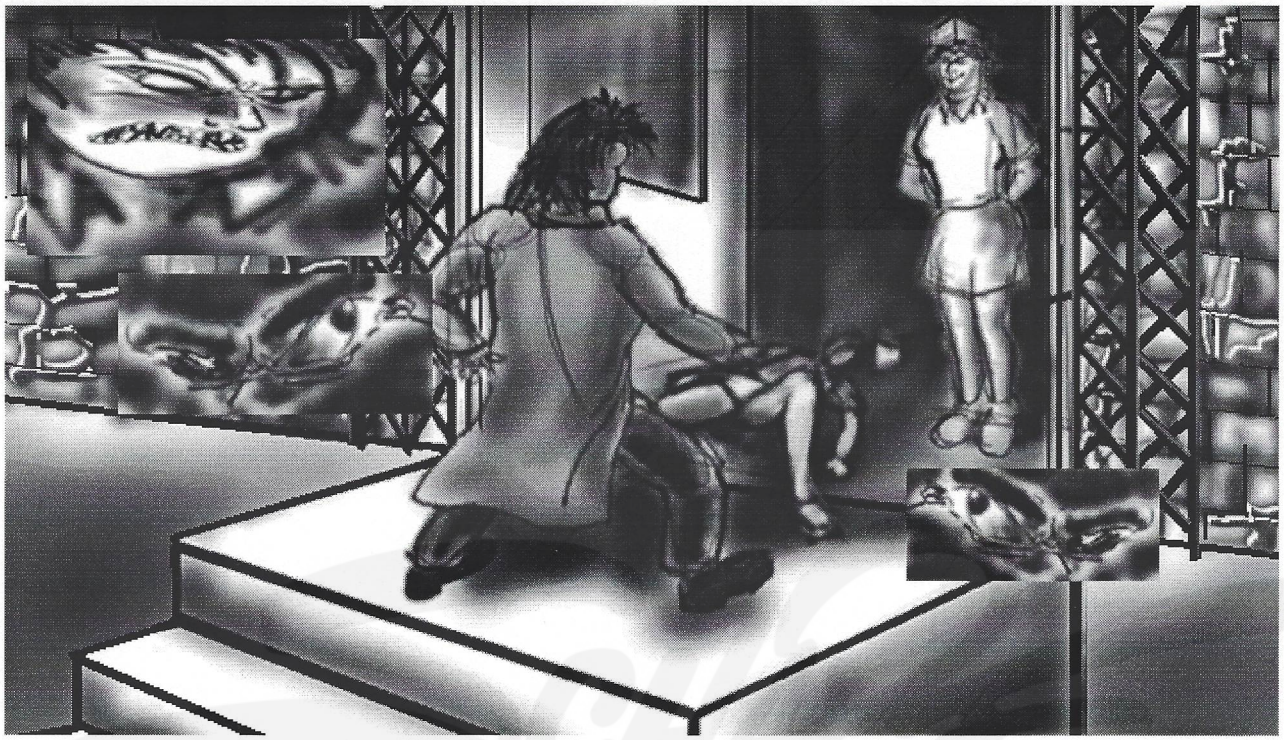
Notes:
Pivots are 2113 and 2114.

Pivot:	X	On:			
Dialogue:		Action:	X		
Static:		AV:			
	Examine				
Talk		Fight		Bleed	X
Linear		Button		Jigsaw	

Date:
7/13/95

Block# / Shot#
2106

If cut-scene, frame count:



Description:
She slumps backward and falls away from the door. Another Nurse takes her place.

Notes:
Pivots are 2136.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Entrance	/	/
Characters:	3D Studio	Alias
Kyle	/	/
Slumped Transexual Nurse	/	/
Another Transexual Nurse	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Entrance	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

Pivot:	X	On:			
Dialogue:		Action:	X		
Static:		AV:			
	Examine				
Talk		Fight		Bleed	
Linear		Button		Jigsaw	

Date:
7/13/95

Block# / Shot#
2111

If cut-scene, frame count:

Description:
The Nurse says: "What took you so long, lover-boy?. . .hurry, the doctor doesn't have all night". The Nurse turns and walks inside leaving the door open. (END CONVERSATION).

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Entrance	/	/
Characters:	3D Studio	Alias
Kyle	/	/
Slumped Transexual Nurse	/	/
Another Transexual Nurse	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Entrance	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

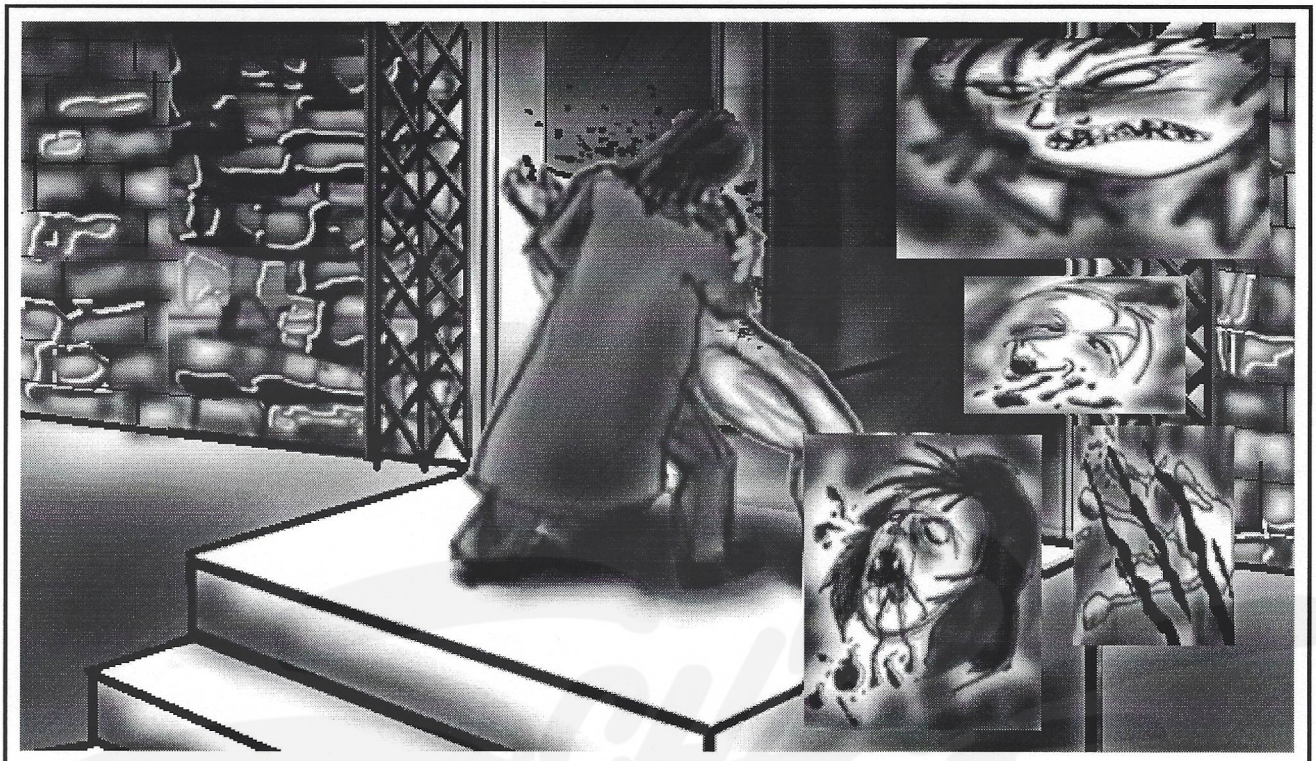
Notes:
Pivots are 2008.

Pivot:	X	**On:**			
Dialogue:		**Action:**	X		
Static:		**AV:**			
	Examine				
Talk		**Fight**		**Bleed**	
Linear		**Button**		**Jigsaw**	

Date:
7/13/95

Block# / Shot#
2112

If cut-scene, frame count:



Description:
Kyle can bleed the nurse to death.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Entrance	/	/
Characters:	3D Studio	Alias
Kyle	/	/
Transexual Nurse	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Entrance	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

Notes:
Pivots 2111.

Pivot:		**On:**	X
Dialogue:	X	**Action:**	
Static:		**AV:**	
	Examine		
Talk		**Fight**		**Bleed**	X
Linear		**Button**		**Jigsaw**	

Date:
7/13/95

Block# / Shot#
2113

If cut-scene, frame count:

Description:
Kyle can bleed the Nurse without killing her.

Notes:
Pivots are 2136.

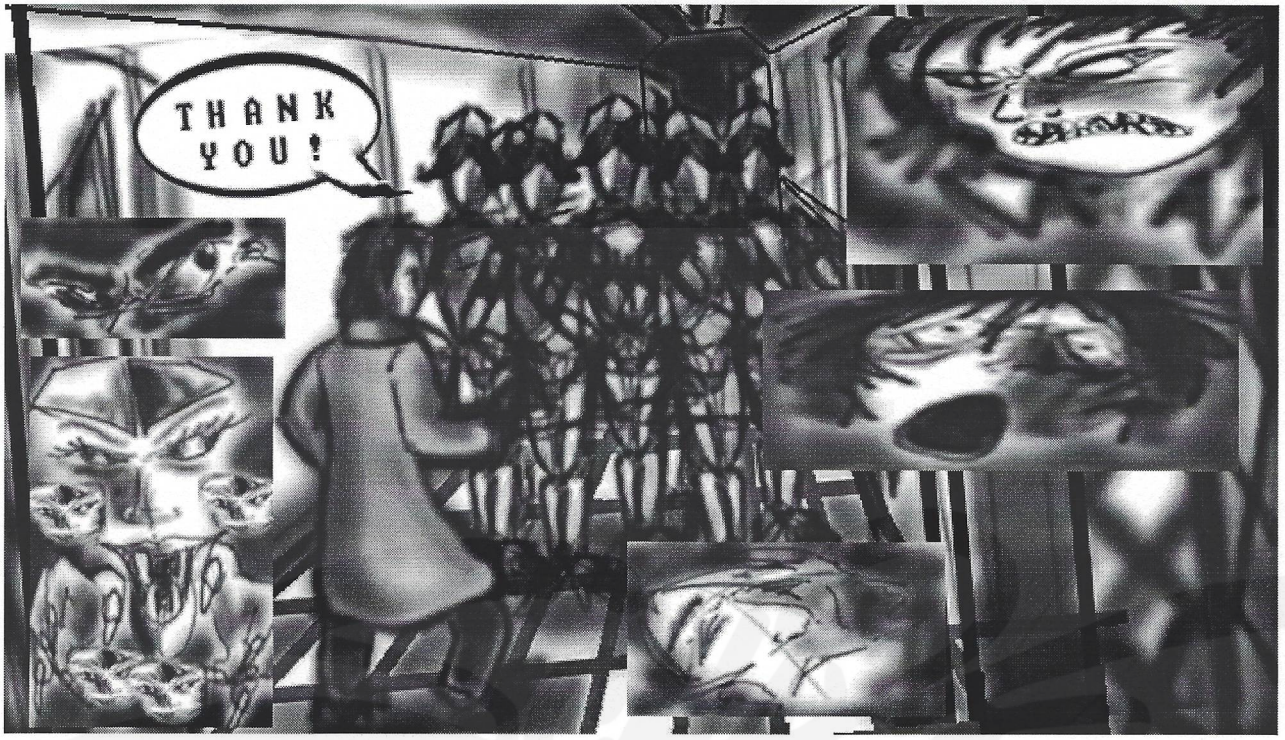
	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Entrance	/	/
Characters:	3D Studio	Alias
Kyle	/	/
Transexaul Nurse	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Entrance	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

Pivot:		On:	X		
Dialogue:	X	Action:			
Static:		AV:			
	Examine				
Talk		Fight		Bleed	X
Linear		Button		Jigsaw	

Date:
7/13/95

Block# / Shot#
2114

If cut-scene, frame count:



Description:
Kyle is standing inside the foyer of the Asylum. There are eight (?) transexual nurses, each identical, standing there with him. They all say "Thank-you" in unison. They then gang up on him and everything goes black.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Foyer Facing Inward	/	/
Characters:	3D Studio	Alias
Kyle	/	/
Eight Identical Transexual Nurses	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Foyer	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

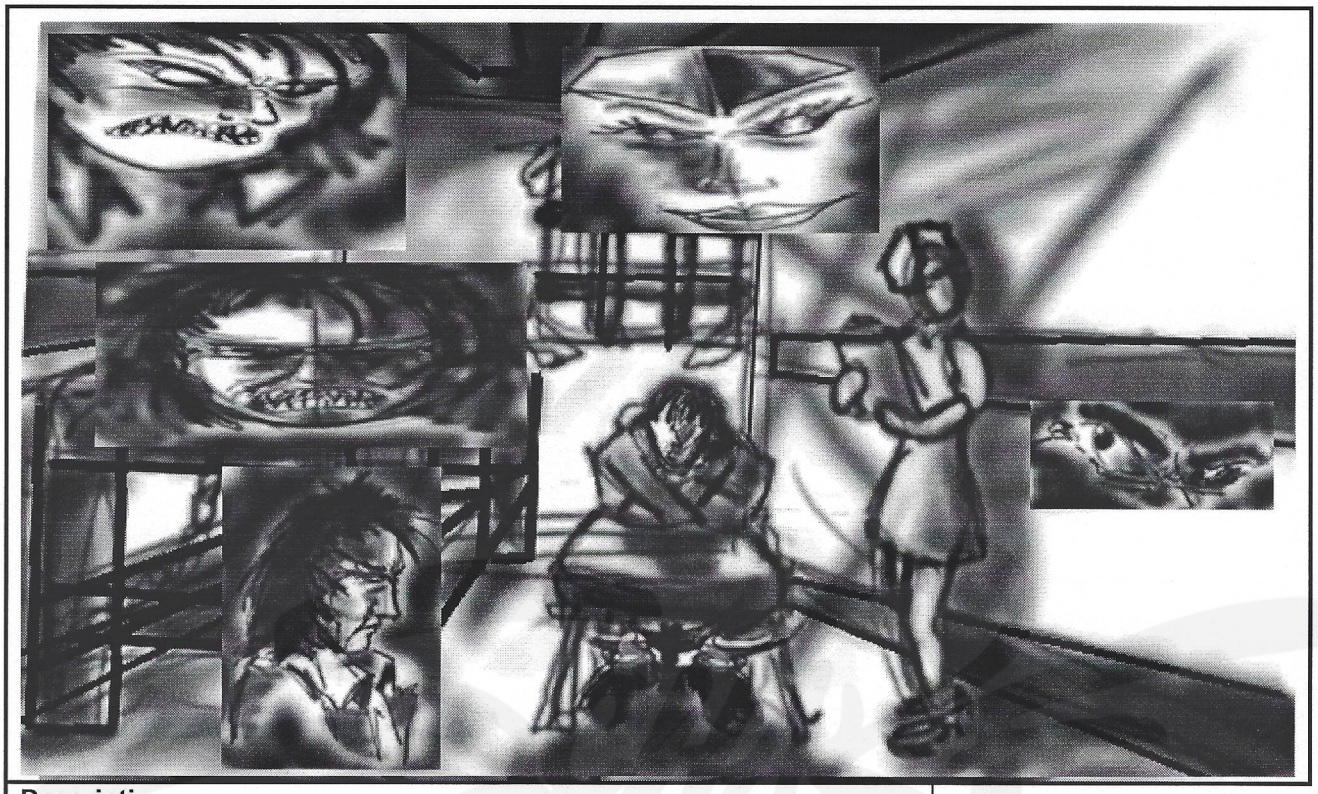
Notes:
Pivots are 2116.

Pivot:	X	On:	
Dialogue:		Action:	X
Static:		AV:	
	Examine		
Talk		Fight	Bleed
Linear		Button	Jigsaw

Date:
7/13/95

Block# / Shot#
2115

If cut-scene, frame count:



Description:
Fade up on a stark cell in the Asylum. There is a bed in the corner. Kyle is in a straight jacket sitting in a elementary school desk/chair. A transexual nurse is standing opposite him holding a clipboard with papers on it.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Cell Facing Window	/	/
Characters:	3D Studio	Alias
Kyle	/	/
Transexual Nurse	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Cell	/	/
Bed	/	/
desk\chair	/	/
	/	/
	/	/
	/	/

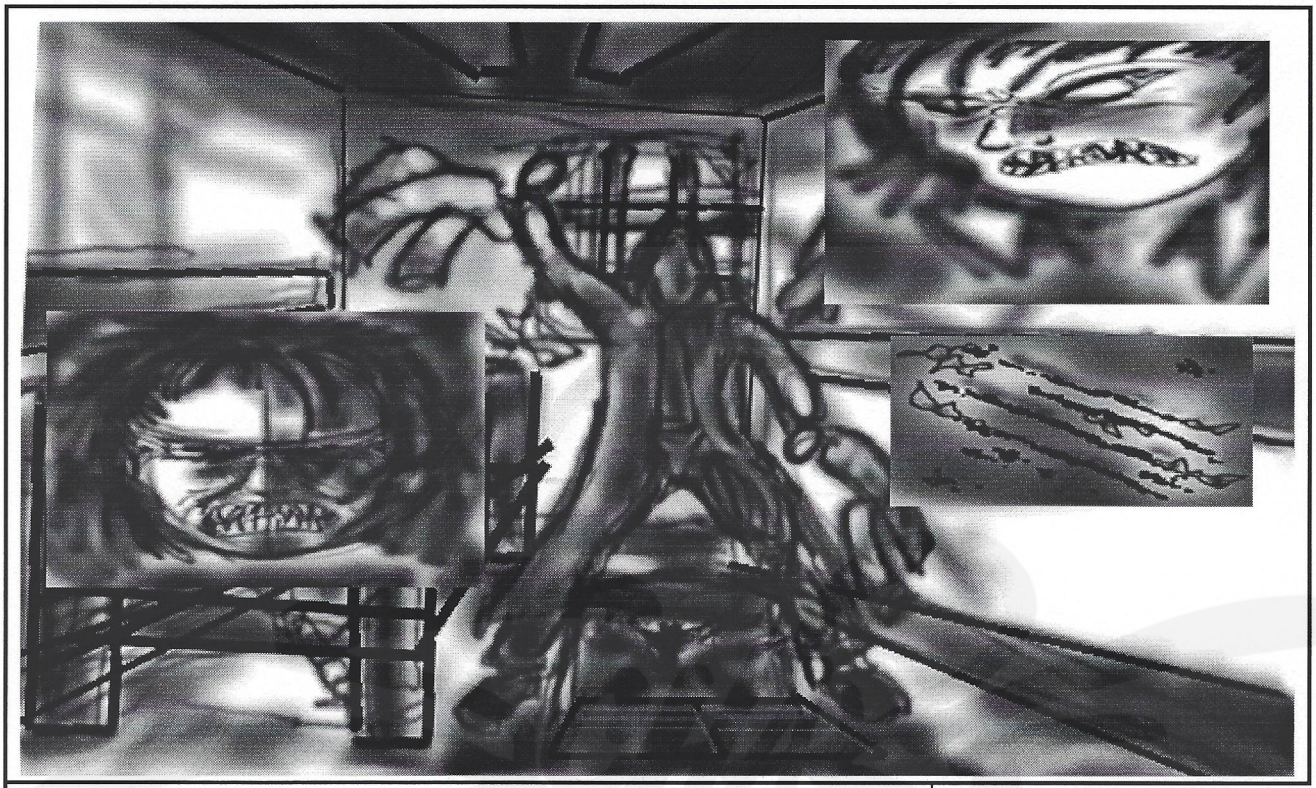
Notes:
Pivots are 2137, 2138, 2139, 2140, 2141, 2142, 2211, 2212, 2213, and 2188.

Pivot:	X	On:			
Dialogue:		Action:	X		
Static:		AV:			
	Examine				
Talk		Fight		Bleed	
Linear		Button		Jigsaw	

Date:
7/13/95

Block# / Shot#
2116

If cut-scene, frame count:



Description:
Kyle rips the jacket off his body by standing up and stretching his arms.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Cell Facing Window	/	/
Characters:	3D Studio	Alias
Kyle	/	/
	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Cell	/	/
Bed	/	/
desk/chair	/	/
	/	/
	/	/
	/	/

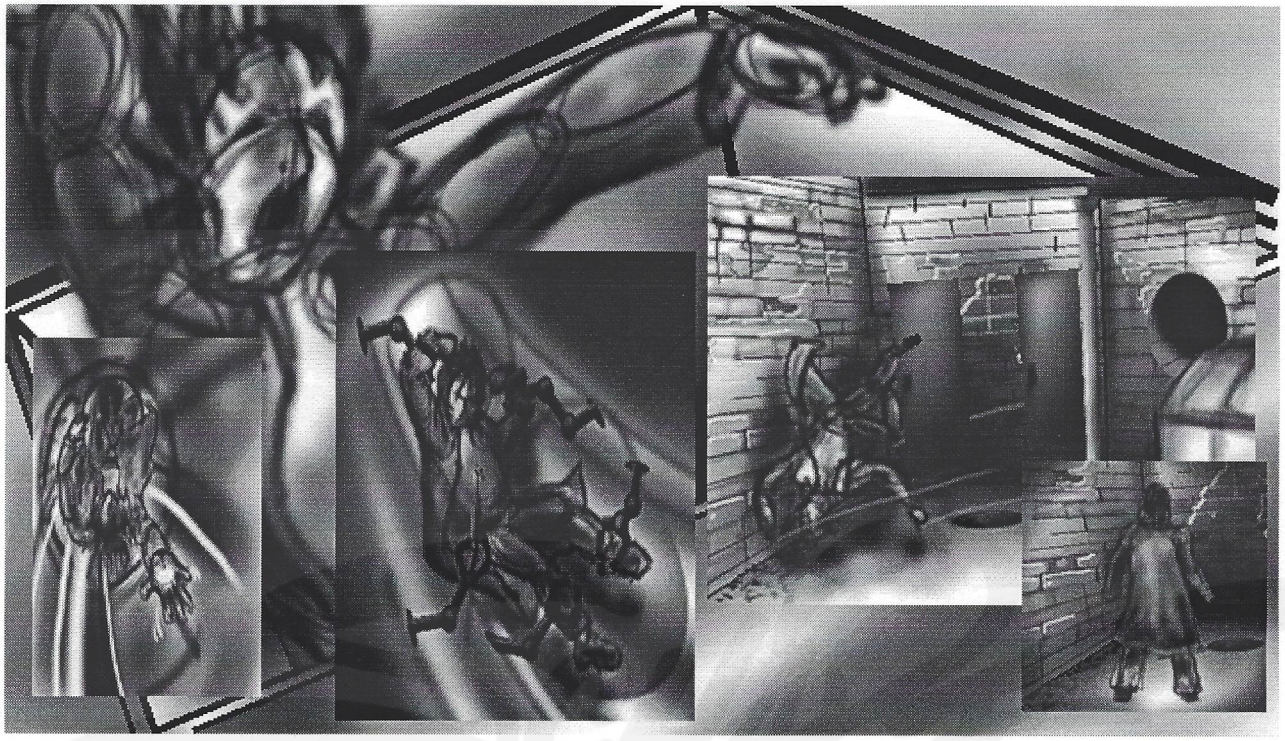
Notes:
Pivots are 2122, 2218, 2219, 2220, 2221, 2222, and 2185.

Pivot:	X	On:	
Dialogue:		Action:	X
Static:		AV:	X
	Examine		
Talk	Fight	Bleed	
Linear	Button	Jigsaw	

Date:
7/13/95

Block# / Shot#
2117

If cut-scene, frame count:



Description:
A trap door opens up at Kyle's feet, and he falls through it. He continues to fall downward through a large tube, sliding along its various twists and turns. He emits startled yells, screams and violent curses. Suddenly, he comes to a halt in the middle of the tube. . . .and a big syringe, held by a mechanical hand, moves toward Kyle. It punctures his flesh and fills itself up. . . .Outside, in the Alley, a panel opens in the exterior wall of the Asylum. Kyle goes flying out of it. . . .he hits the opposite wall.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Alley Facing Exit Doors	/	/
Characters:	3D Studio	Alias
Kyle	/	/
	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Alley	/	/
Exit Doors	/	/
Broken Down Asylum ambulance	/	/
Wall Panel for Tube	/	/
	/	/
	/	/

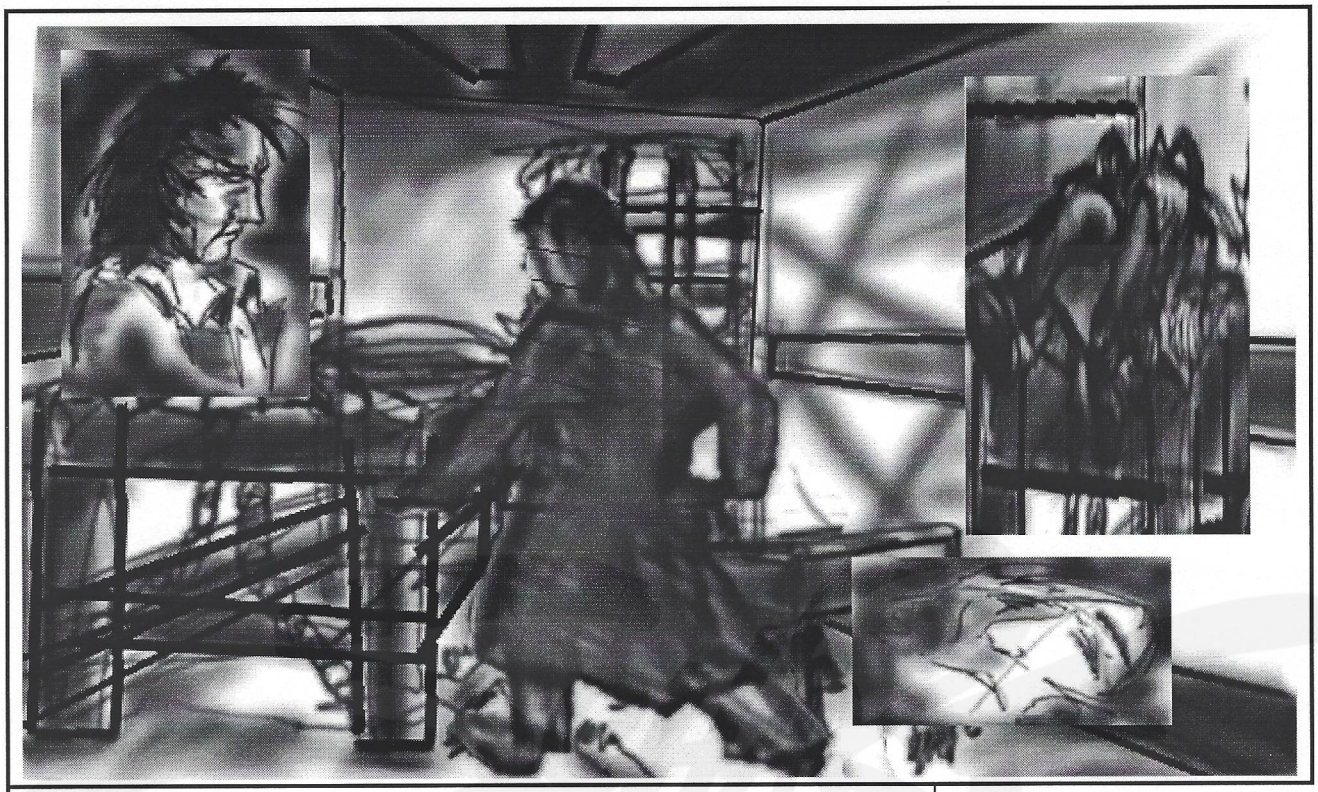
Notes:
Pivots are 2004.

Pivot:	X	On:	
Dialogue:		Action:	X
Static:		AV:	X
	Examine	X	
Talk	Fight	Bleed	
Linear	Button	Jigsaw	

Date:
7/13/95

Block# / Shot#
2118

If cut-scene, frame count:



Description:
Kyle can rest on the bed.

Notes:
Pivots are 2120.

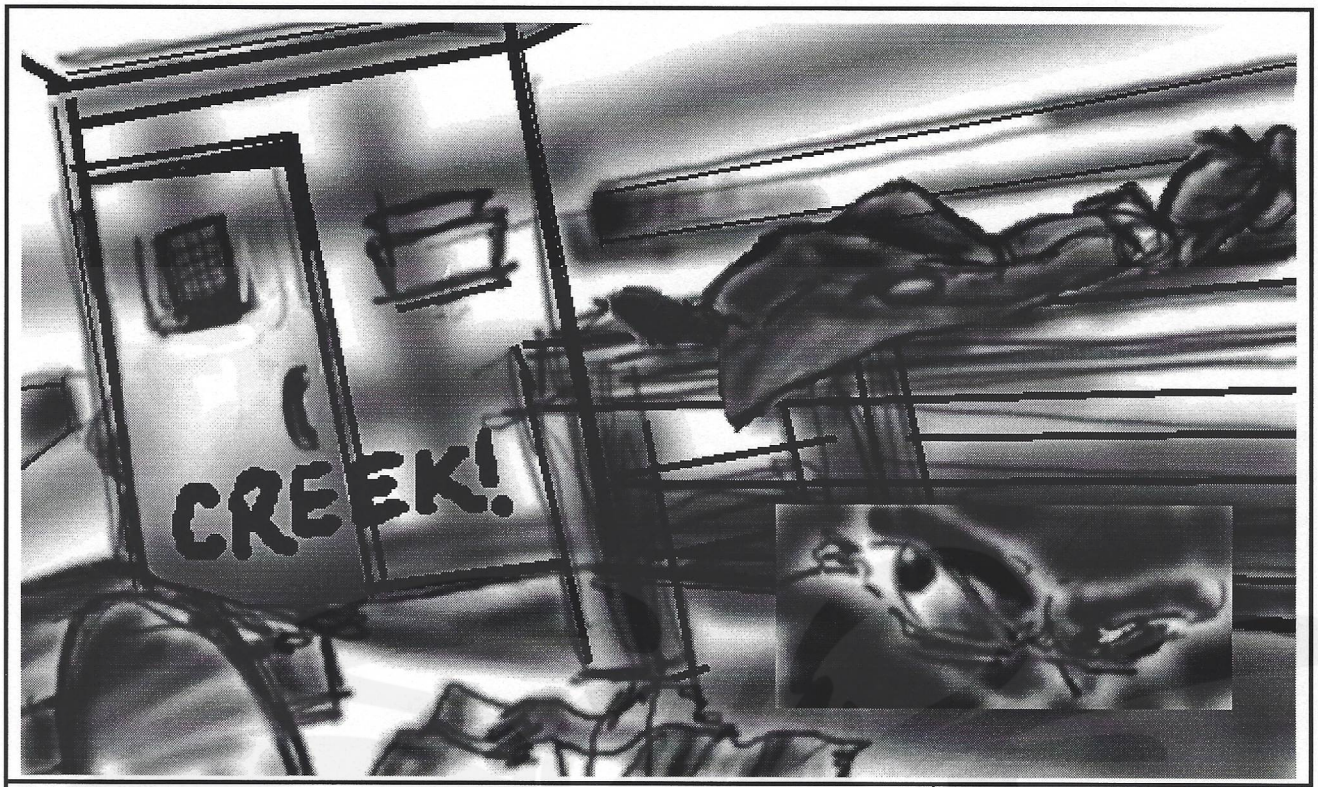
	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Cell Facing Window	/	/
Characters:	3D Studio	Alias
Kyle	/	/
	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
Straight Jacket	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Cell	/	/
Bed	/	/
Desk\chair	/	/
Straight Jacket	/	/
	/	/
	/	/

Pivot:		On:	X		
Dialogue:		Action:	X		
Static:	X	AV:			
	Examine				
Talk		Fight		Bleed	
Linear		Button		Jigsaw	

Date:
7/13/95

Block# / Shot#
2119

If cut-scene, frame count:



Description:
Kyle sleeps in the bed and awakens as door opens.

Notes:
Pivots are 2139, 2140, 2141, and 2142.

	3D STUDIO	ALIAS
Background/Animation Filename:	**3D Studio**	**Alias**
Asylum Cell Facing Door	/	/
Characters:	**3D Studio**	**Alias**
Kyle	/	/
	/	/
	/	/
	/	/
Objects:	**3D Studio**	**Alias**
Straight Jacket	/	/
	/	/
	/	/
	/	/
Background Elements	**3d Studio**	**Alias**
Asylum Cell	/	/
Bed	/	/
Desk\chair	/	/
Straight Jacket	/	/
	/	/
	/	/

Pivot:	X	**On:**			
Dialogue:		**Action:**	X		
Static:		**AV:**			
	Examine				
Talk		**Fight**		**Bleed**	
Linear		**Button**		**Jigsaw**	

Date:
7/13/95

Block# / Shot#
2120

If cut-scene, frame count:

Description:
Kyle can pickup the torn straight jacket.

Notes:
Pivots are 2122 and 2185.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Cell Facing Door	/	/
Characters:	3D Studio	Alias
Kyle	/	/
	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
Straight Jacket	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Cell	/	/
Bed	/	/
Desk/chair	/	/
	/	/
	/	/
	/	/

Pivot:		On:	X		
Dialogue:		Action:	X		
Static:	X	AV:			
	Examine				
Talk		Fight		Bleed	
Linear		Button		Jigsaw	

Date:
7/13/95

Block# / Shot#
2121

If cut-scene, frame count:

Description:
Kyle is standing in the cell.

	3D STUDIO	ALIAS
Background/Animation Filename:	**3D Studio**	**Alias**
Asylum Cell Facing Door	/	/
Characters:	**3D Studio**	**Alias**
Kyle	/	/
	/	/
	/	/
	/	/
Objects:	**3D Studio**	**Alias**
Straight Jacket	/	/
	/	/
	/	/
	/	/
Background Elements	**3d Studio**	**Alias**
Asylum Cell	/	/
Bed	/	/
Desk\chair	/	/
Straight Jacket	/	/
	/	/
	/	/

Notes:
Pivots are 2119, 2123, 2121, 2223, 2224, and 2144.

Pivot:	X	**On:**	
Dialogue:		**Action:**	X
Static:	X	**AV:**	
	Examine		
Talk		**Fight**	**Bleed**
Linear		**Button**	**Jigsaw**

Date:
7/13/95

Block# / Shot#
2122

If cut-scene, frame count:

Description:
Kyle can approach cell door.

	3D STUDIO	ALIAS
Background/Animation Filename:	**3D Studio**	**Alias**
Asylum Cell Facing Door	/	/
Characters:	**3D Studio**	**Alias**
Kyle	/	/
	/	/
	/	/
	/	/
Objects:	**3D Studio**	**Alias**
Straight Jacket	/	/
	/	/
	/	/
	/	/
Background Elements	**3d Studio**	**Alias**
Asylum Cell	/	/
Bed	/	/
Desk\chair	/	/
Straight Jacket	/	/
	/	/
	/	/

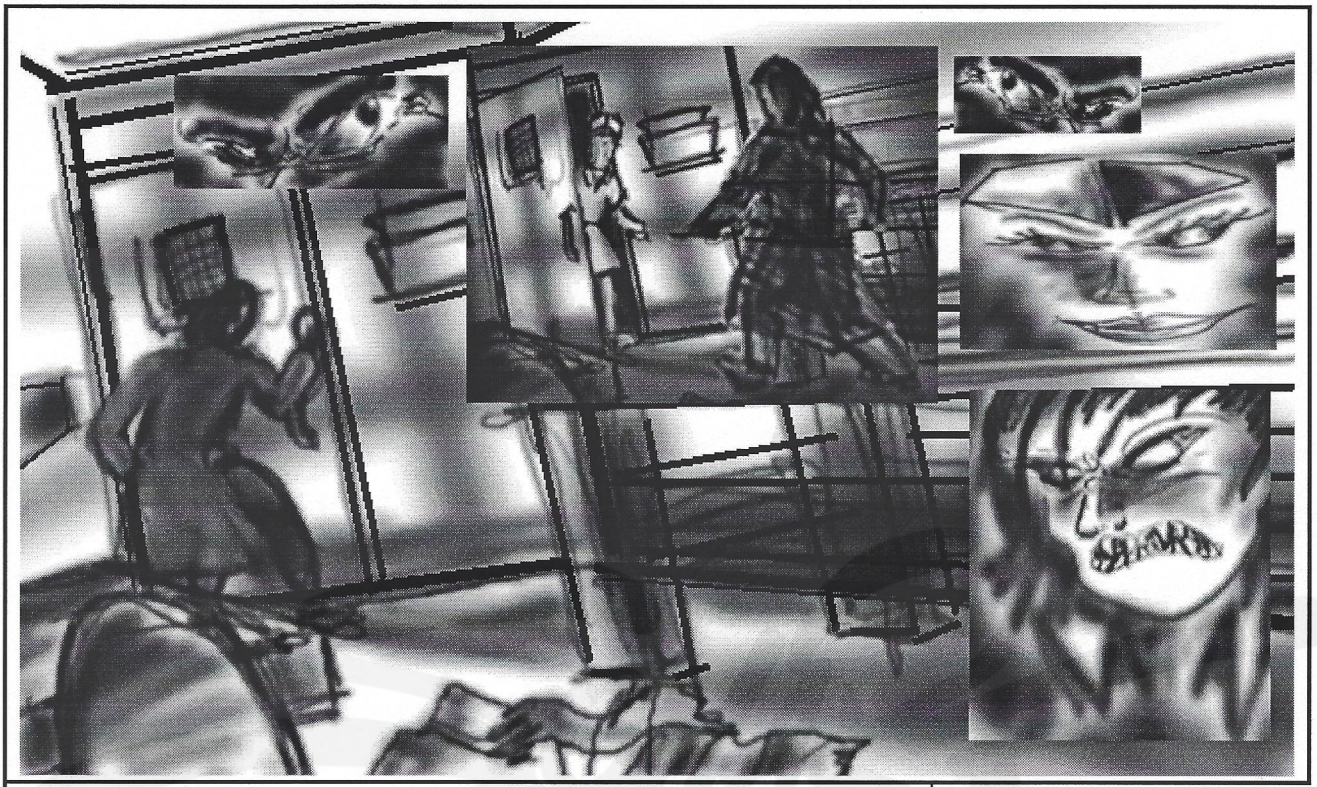
Notes:
Pivots are 2124.

Pivot:		**On:**	X
Dialogue:		**Action:**	X
Static:	X	**AV:**	
	Examine		
Talk	**Fight**	**Bleed**	
Linear	**Button**	**Jigsaw**	

Date:
7/13/95

Block# / Shot#
2123

If cut-scene, frame count:



Description:
Kyle knocks on the cell door. The nurse opens the cell door and peeks inside.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Cell Facing Door	/	/
Characters:	3D Studio	Alias
Kyle	/	/
Transexual Nurse	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
Straight Jacket	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Cell	/	/
Bed	/	/
Desk/chair	/	/
Straight Jacket	/	/
	/	/
	/	/

Notes:
Pivots are 2143.

Pivot:	X	On:			
Dialogue:		Action:	X		
Static:		AV:	X		
	Examine				
Talk		Fight		Bleed	
Linear		Button		Jigsaw	

Date:
7/13/95

Block# / Shot#
2124

If cut-scene, frame count:

Description:
Kyle whips the jacket out in front of him and ensnares the Nurse's head with it. His attack on the nurse leaves her on the floor with the jacket over her face. She can be heard to say a muffled "Thank-you" from the floor, beneath the jacket.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Cell Facing Door	/	/
Characters:	3D Studio	Alias
Kyle	/	/
Transexual Nurse	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
Straight Jacket	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Cell	/	/
Bed	/	/
Desk/chair	/	/
Straight Jacket	/	/
	/	/
	/	/

Notes:
Pivots are 2126.

Pivot:	X	**On:**			
Dialogue:	X	**Action:**			
Static:		**AV:**			
	Examine				
Talk		**Fight**	X	**Bleed**	
Linear		**Button**		**Jigsaw**	

Date:
7/13/95

Block# / Shot#
2125

If cut-scene, frame count:

Description:
Kyle is standing in the cell with the Nurse on the floor.

Notes:
Pivots are 2127 and 2131.

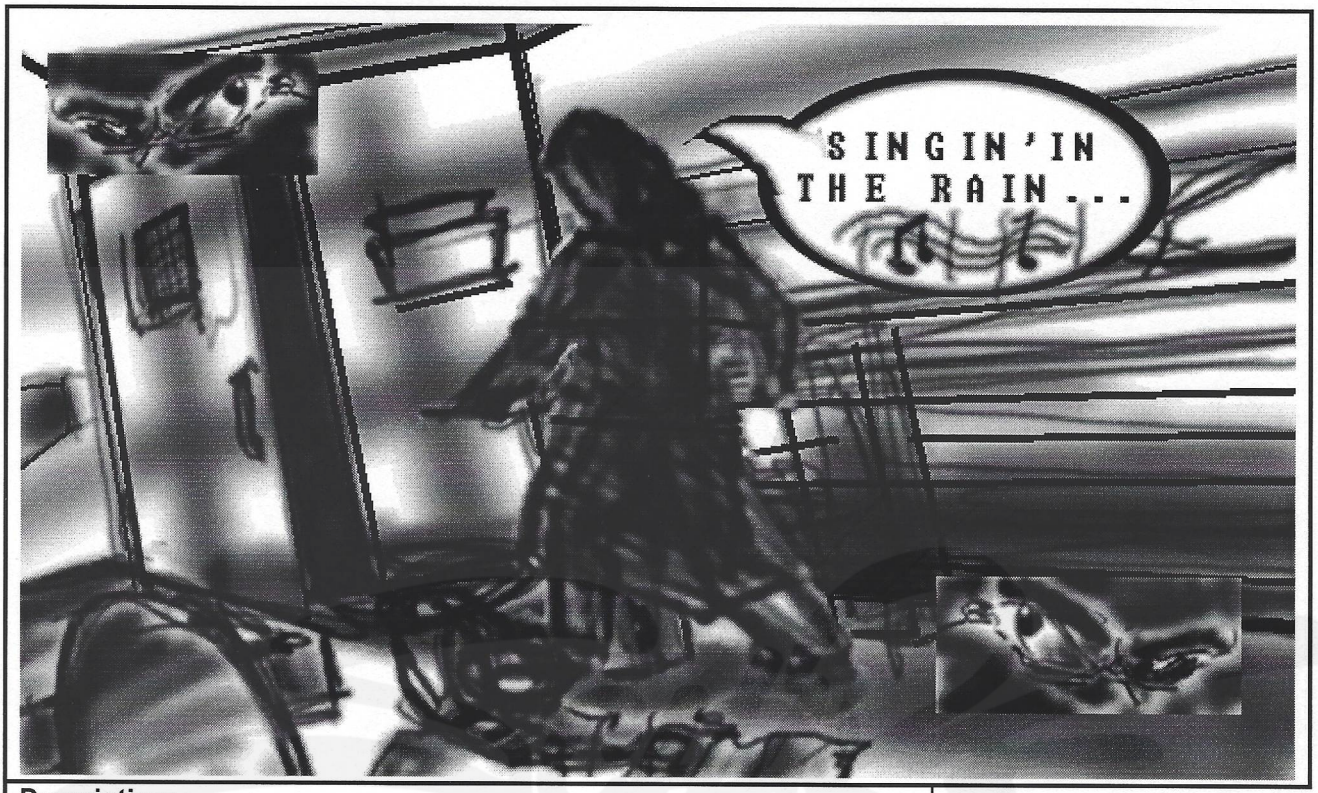
	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Cell Facing Door	/	/
Characters:	3D Studio	Alias
Kyle	/	/
Slumped Transexual Nurse	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
Straight Jacket	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Cell	/	/
Bed	/	/
Desk/chair	/	/
Straight Jacket	/	/
	/	/
	/	/

Pivot:	X	On:			
Dialogue:		Action:	X		
Static:	X	AV:			
	Examine				
Talk		Fight		Bleed	
Linear		Button		Jigsaw	

Date:
7/13/95

Block# / Shot#
2126

If cut-scene, frame count:



Description:
Kyle can stand there too long.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Cell Facing Doors	/	/
Characters:	3D Studio	Alias
Kyle	/	/
Slumped Transexual Nurse	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
Straight Jacket	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Cell	/	/
Bed	/	/
Desk\chair	/	/
Straight Jacket	/	/
	/	/
	/	/

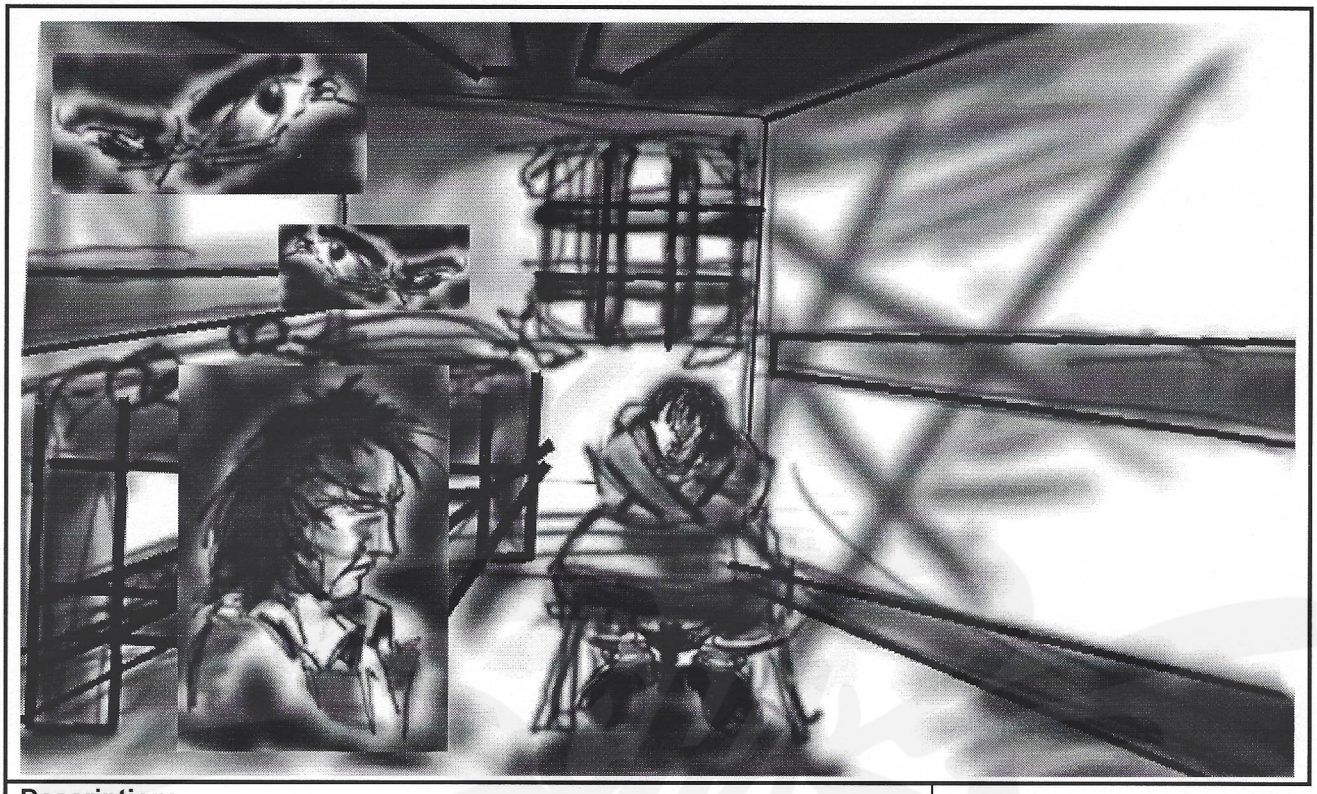
Notes:
Pivots are 2130.

Pivot:		On:	X
Dialogue:		Action:	X
Static:	X	AV:	
	Examine		
Talk	Fight	Bleed	
Linear	Button	Jigsaw	

Date:
7/13/95

Block# / Shot#
2127

If cut-scene, frame count:



Description:
Kyle sits in chair in cell with straight jacket on.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Cell Facing Window	/	/
Characters:	3D Studio	Alias
Kyle	/	/
	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Cell	/	/
Bed	/	/
Desk/chair	/	/
	/	/
	/	/
	/	/

Notes:
Pivots are 2129.

Pivot:	X	On:	
Dialogue:		Action:	X
Static:	X	AV:	
	Examine		
Talk	Fight	Bleed	
Linear	Button	Jigsaw	

Date:
7/13/95

Block# / Shot#
2128

If cut-scene, frame count:

Description:
Kyle can fight the jacket.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Cell Facing Window	/	/
Characters:	3D Studio	Alias
Kyle	/	/
	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Cell	/	/
Bed	/	/
Desk/chair	/	/
	/	/
	/	/
	/	/

Notes:
Pivots are 2117.

Pivot:		**On:**	X
Dialogue:		**Action:**	X
Static:		**AV:**	
	Examine		
Talk		**Fight**	X **Bleed**
Linear		**Button**	**Jigsaw**

Date:
7/13/95

Block# / Shot#
2129

If cut-scene, frame count:

Description:
A chorus of "Thank-you's" come pouring down the hall outside the cell as several nurses rush into the room and overcome Kyle as he blacks out.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Cell Facing Door	/	/
Characters:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
Straight Jacket	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Cell	/	/
Bed	/	/
Desk/chair	/	/
Straight Jacket	/	/
	/	/
	/	/

Notes:
Pivots are 2128.

Pivot:	X	On:	
Dialogue:		Action:	X
Static:		AV:	X
	Examine		
Talk	Fight	Bleed	
Linear	Button	Jigsaw	

Date:
7/13/95

Block# / Shot#
2130

If cut-scene, frame count:

Description:
Kyle can leave the cell.

Notes:
Pivots are 2132.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Cell Facing Window	/	/
Characters:	3D Studio	Alias
Kyle	/	/
	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
Straight Jacket	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Cell	/	/
Bed	/	/
Desk/chair	/	/
Straight Jacket	/	/
	/	/
	/	/

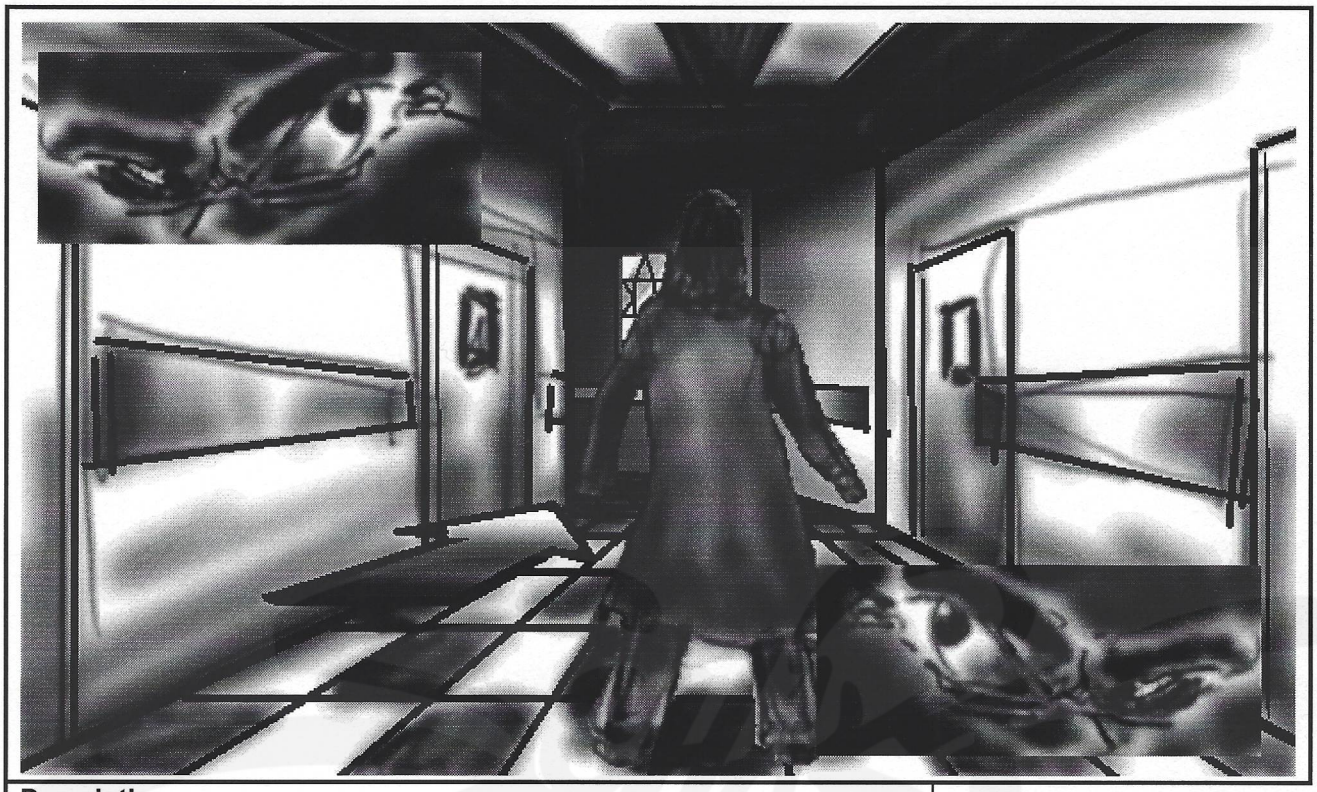
Pivot:		On:		x
Dialogue:		Action:		X
Static:	X	AV:		
	Examine			
Talk		Fight	Bleed	
Linear		Button	Jigsaw	

Date:
7/13/95

Block# / Shot#

2131

If cut-scene, frame count:



Description:
Kyle is standing in hallway outside his cell.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Corridor Outside Cell	/	/
Characters:	3D Studio	Alias
Kyle	/	/
	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Corridor Outside Cell	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

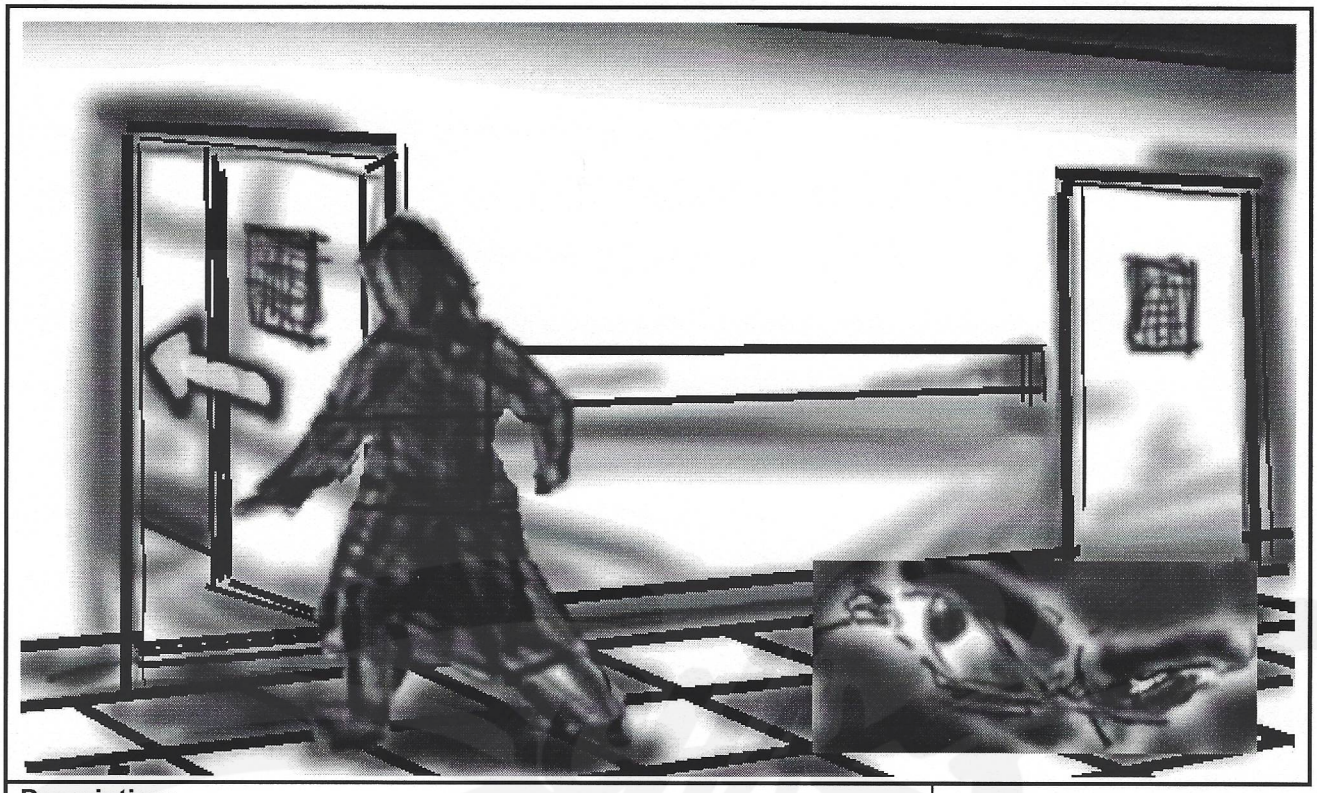
Notes:
Pivots are 2134, 2143, 2228, 2229, 2230, 2231, and 2152.

Pivot:	X	On:	
Dialogue:		Action:	X
Static:	X	AV:	
	Examine		
Talk	Fight	Bleed	
Linear	Button	Jigsaw	

Date:
7/13/95

Block# / Shot#
2132

If cut-scene, frame count:



Description:
Kyle can go back into cell.

Notes:
Pivots are 2130.

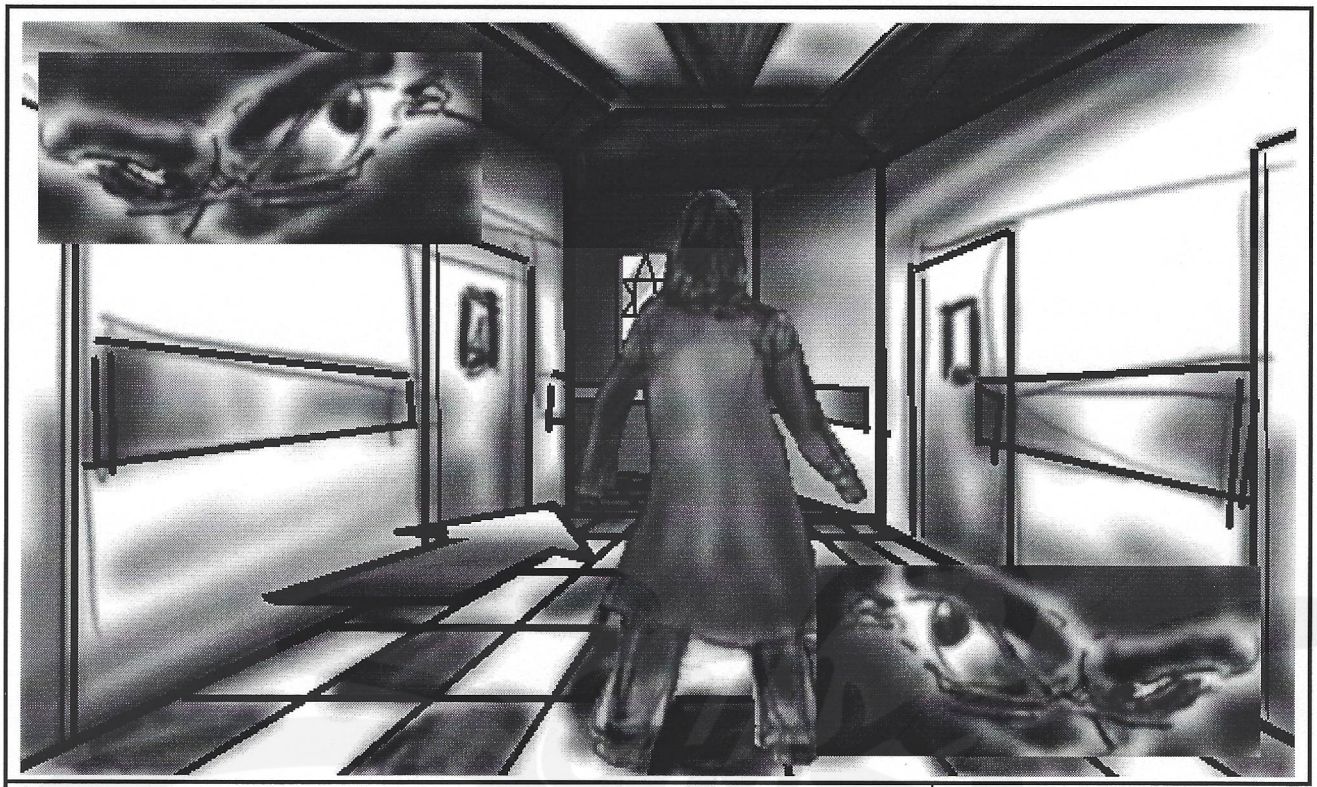
	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Corridor Facing Cell	/	/
Characters:	3D Studio	Alias
Kyle	/	/
	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Corridor Facing Cell	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

Pivot:		On:		X
Dialogue:		Action:		X
Static:	X	AV:		
	Examine			
Talk		Fight		Bleed	
Linear		Button		Jigsaw	

Date:
7/13/93

Block# / Shot#
2133

If cut-scene, frame count:



Description:
Kyle can walk down hallway, away from cell, and around corner.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Corridor	/	/
Characters:	3D Studio	Alias
Kyle	/	/
	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Corridor	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

Notes:
Pivots are 2135.

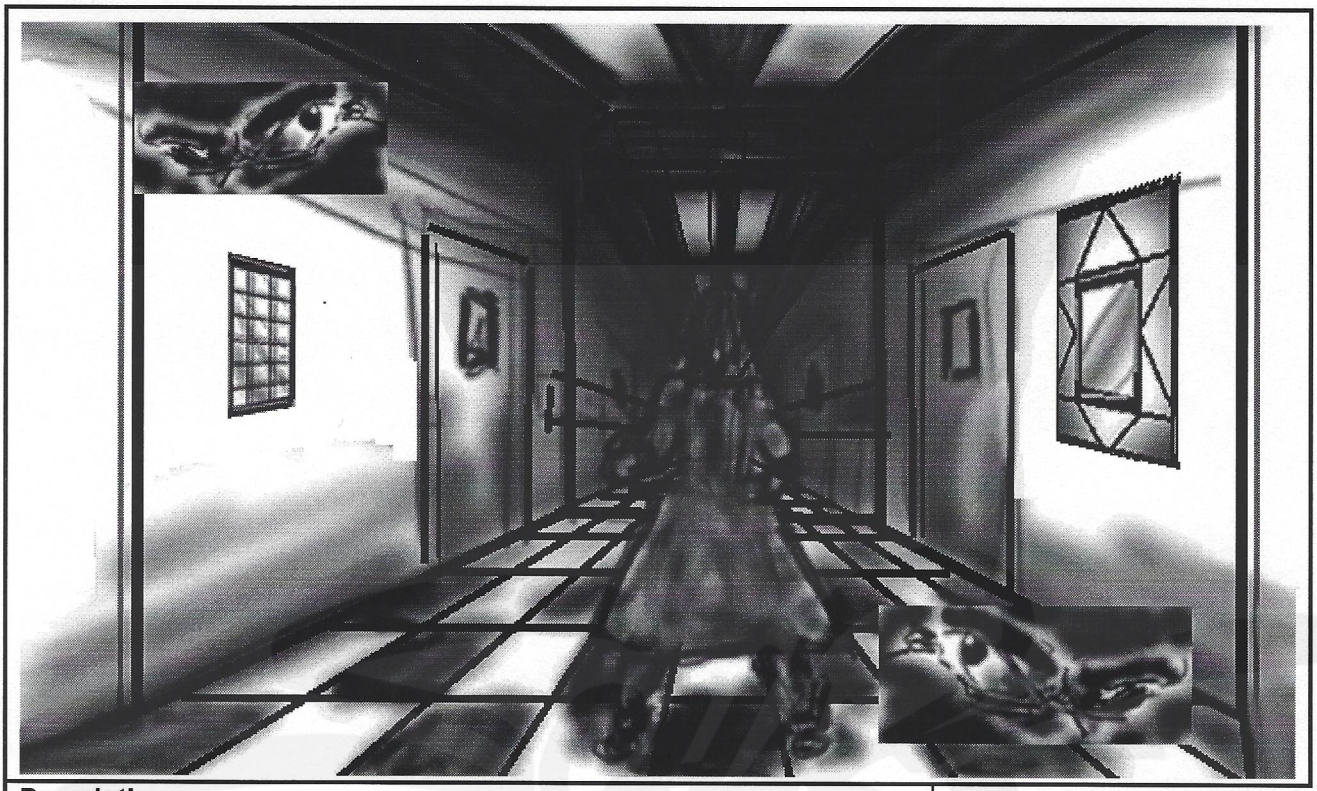
Pivot:		On:	X
Dialogue:		Action:	X
Static:	X	AV:	
	Examine		
Talk		Fight	Bleed
Linear		Button	Jigsaw

Date:
7/13/95

Block# / Shot#

2134

If cut-scene, frame count:



Description:
Kyle is standing in the hall between RX's mirror puzzles.

	3D STUDIO	ALIAS
Background/Animation Filename:	**3D Studio**	**Alias**
Asylum Corridor w/ RXs Mirrors	/	/
Characters:	**3D Studio**	**Alias**
Kyle	/	/
	/	/
	/	/
	/	/
Objects:	**3D Studio**	**Alias**
	/	/
	/	/
	/	/
	/	/
Background Elements	**3d Studio**	**Alias**
Asylum Corridor w/RXs Mirrors	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

Notes:
Pivots are 2154, 2163, 2169, 2170, 2196, 2197, 2168, 2161, and 2172.

Pivot:	X	**On:**	
Dialogue:		**Action:**	X
Static:	X	**AV:**	
	Examine		
Talk		**Fight**	**Bleed**
Linear		**Button**	**Jigsaw**

Date:
7/13/95

Block# / Shot#
2135

If cut-scene, frame count:

Description:
The Nurse says "Thank-you".

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Entrance	/	/
Characters:	3D Studio	Alias
Kyle	/	/
Transexual Nurse	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Entrance	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

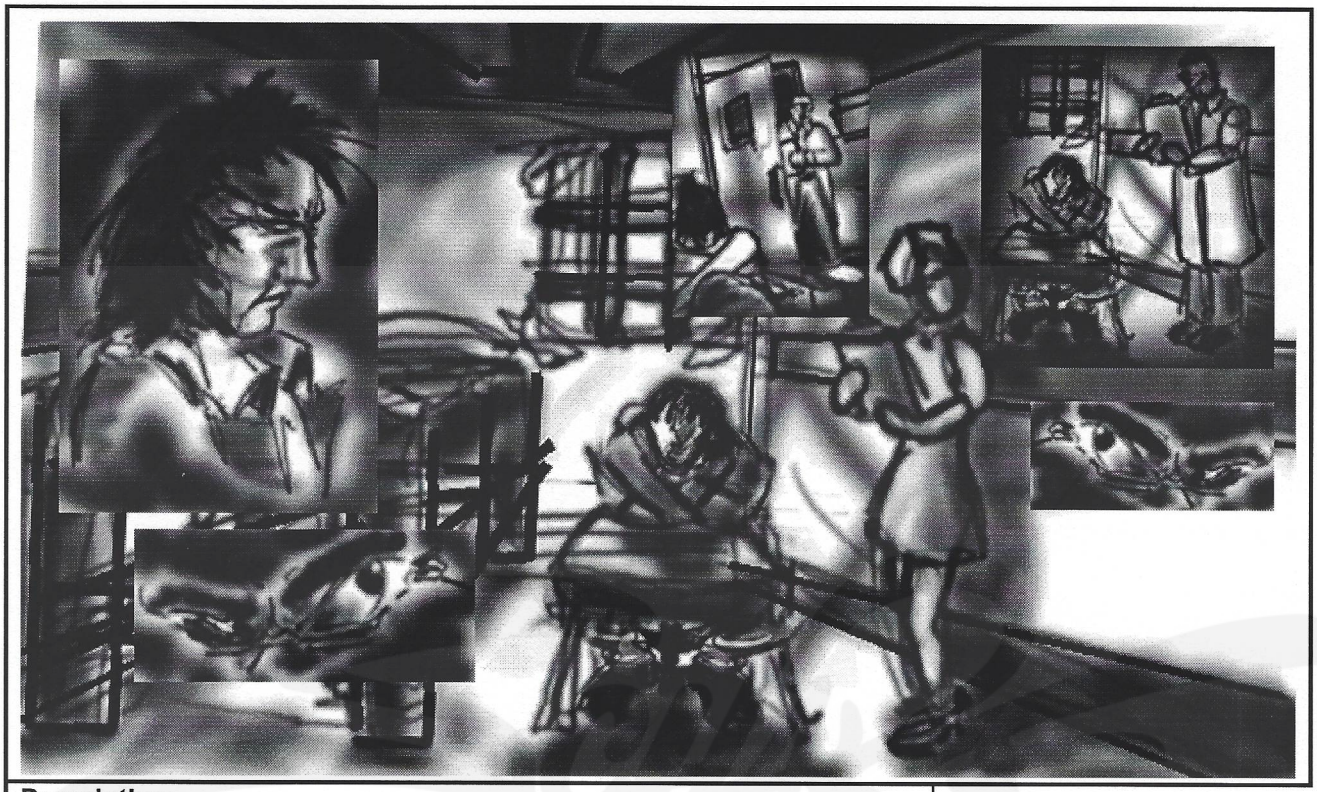
Notes:
Pivots are 2101.

Pivot:	X	On:	
Dialogue:		Action:	X
Static:		AV:	X
	Examine		
Talk	Fight	Bleed	
Linear	Button	Jigsaw	

Date:
7/13/95

Block# / Shot#
2136

If cut-scene, frame count:



Description:
The Nurse says "Thank-you for stopping in this evening, we're so excited you're here". Then, "Dr. RX has asked me to give you you're preliminary personality evaluation. I'll give you a series of awkward questions to answer and then you answer them as awkwardly as you can. . .'k"? The Nurse asks several questions of Kyle. Kyle responds. . . The Nurse concludes by saying, "You've been very helpful. . .Thank-you. The Nurse leaves the room. . . Dr. RX enters the room. . .talks. . . then leaves the cell.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Cell Facing Window	/	/
Characters:	3D Studio	Alias
Kyle	/	/
Transexual Nurse	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Cell Facing Window	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

Notes:
Pivots are 2128.

Pivot:	X	On:	
Dialogue:	X	Action:	
Static:		AV:	X
	Examine		
Talk	Fight	Bleed	
Linear	Button	Jigsaw	

Date:
7/13/95

Block# / Shot#
2137

If cut-scene, frame count:

Description:
Rx enters the cell and talks to Kyle about his diabolical plot to rend the pure Blood of Cain from the Primogen and clan members of the city. He wants to use Kyle to draw the bees to the flower. . .He tells Kyle that he will be glad to offer him a position in the new Order Rx will create when he is the manifestation of Cain himself. . .he wants to capture Annise. . .He talks about the Toreadors and what their blood will mean to the mix Rx is concocting. Rx concludes by asking Kyle if he'll help him capture Annise.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Cell Facing Window	/	/
Characters:	3D Studio	Alias
Kyle	/	/
Dr. RX	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Cell Facing Window	/	/
Bed	/	/
Desk/chair	/	/
	/	/
	/	/
	/	/

Notes:
Pivots are 2214 and 2216.

Pivot:		On:	X
Dialogue:	X	Action:	
Static:		AV:	
	Examine		
Talk	X	Fight	Bleed
Linear		Button	Jigsaw

Date:
7/13/95

Block# / Shot#
2138

If cut-scene, frame count:

Description:
Rex enters room and talks to Kyle about Gorgon.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Cell Facing Window	/	/
Characters:	3D Studio	Alias
Kyle	/	/
Dr. RX	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Cell Facing Window	/	/
Bed	/	/
Desk/chair	/	/
	/	/
	/	/
	/	/

Notes:
Pivots are none.

Pivot:	X	**On:**			
Dialogue:	X	**Action:**			
Static:		**AV:**			
	Examine				
Talk	X	**Fight**		**Bleed**	
Linear		**Button**		**Jigsaw**	

Date:
7/13/95

Block# / Shot#
2139

If cut-scene, frame count:

Description:
Rex enters room and talks to Kyle about Laura.

Notes:
Pivots are none.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Cell Facing Window	/	/
Characters:	3D Studio	Alias
Kyle	/	/
Dr. RX	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Cell Facing Window	/	/
Bed	/	/
Desk/chair	/	/
	/	/
	/	/
	/	/

Pivot:	X	**On:**			
Dialogue:	X	**Action:**			
Static:		**AV:**			
	Examine				
Talk	X	**Fight**		**Bleed**	
Linear		**Button**		**Jigsaw**	

Date:
7/13/95

Block# / Shot#
2140

If cut-scene, frame count:

Description:
Rex enters the cell and talks to Kyle about Vincent.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Cell Facing Window	/	/
Characters:	3D Studio	Alias
Kyle	/	/
Dr. RX	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Cell Facing Window	/	/
Bed	/	/
Desk/chair	/	/
	/	/
	/	/
	/	/

Notes:
Pivots are none.

Pivot:	X	On:			
Dialogue:	X	Action:			
Static:		AV:			
	Examine				
Talk	X	Fight		Bleed	
Linear		Button		Jigsaw	

Date:
7/13/95

Block# / Shot#
2141

If cut-scene, frame count:

Description:
Rex enters cell and talks to Kyle about the Justicar.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Cell Facing Window	/	/
Characters:	3D Studio	Alias
Kyle	/	/
Dr. RX	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Cell Facing Window	/	/
Bed	/	/
Desk/chair	/	/
	/	/
	/	/
	/	/

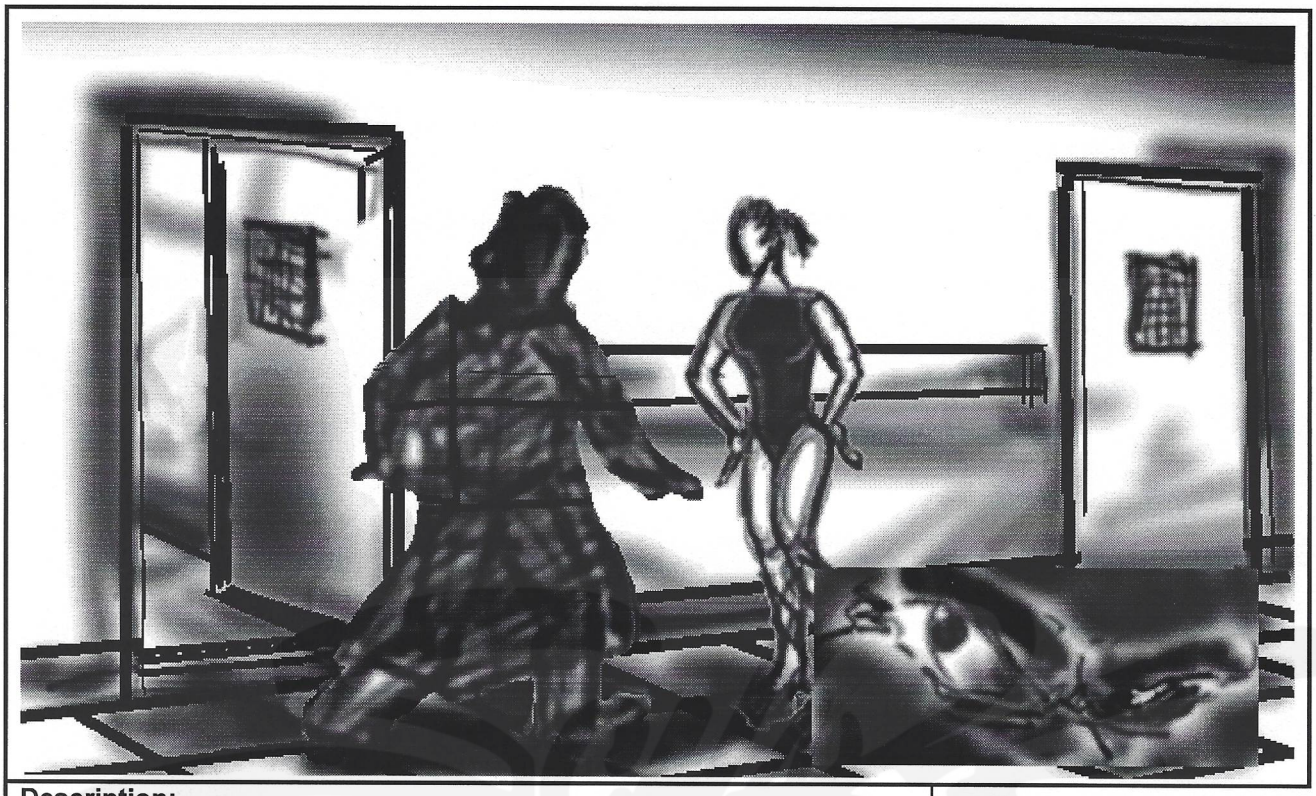
Notes:
Pivots are none.

Pivot:	X	On:	
Dialogue:	X	Action:	
Static:		AV:	
	Examine		
Talk	X	Fight	Bleed
Linear		Button	Jigsaw

Date:
7/13/95

Block# / Shot#
2142

If cut-scene, frame count:



Description:
Kyle talks with Annise in the cell hallway. They discuss Kyle's situation quickly. Annise says she only came because the Justicar would be mad at her if she hadn't. She tells Kyle to get them out of there. . .

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Cell Facing Door	/	/
Characters:	3D Studio	Alias
Kyle	/	/
Transexual Nurse	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
Straight Jacket	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Cell	/	/
Bed	/	/
Desk/chair	/	/
Straight Jacket	/	/
	/	/
	/	/

Notes:
Pivots are 2132.

Pivot:	X	On:	
Dialogue:	X	Action:	
Static:		AV:	
	Examine		
Talk	X	Fight	Bleed
Linear		Button	Jigsaw

Date:
7/13/95

Block# / Shot#
2143

If cut-scene, frame count:

Description:
Kyle can interact with the Nurse.

Notes:
Pivots are 2145, 2149, and 2147.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Cell Facing Door	/	/
Characters:	3D Studio	Alias
Kyle	/	/
Transexual Nurse	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
Straight Jacket	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Cell	/	/
Bed	/	/
Desk/chair	/	/
Straight Jacket	/	/
	/	/
	/	/

Pivot:	X	On:			
Dialogue:		Action:	X		
Static:	X	AV:			
	Examine				
Talk		Fight		Bleed	
Linear		Button		Jigsaw	

Date:
7/13/95

Block# / Shot#
2144

If cut-scene, frame count:

Description:
Kyle can talk to Nurse at the door of the Cell.

Notes:
Pivots are 2146.

	3D STUDIO	ALIAS
Background/Animation Filename:	**3D Studio**	**Alias**
Asylum Cell Facing Door	/	/
Characters:	**3D Studio**	**Alias**
Kyle	/	/
Transexual Nurse	/	/
	/	/
	/	/
Objects:	**3D Studio**	**Alias**
Straight Jacket	/	/
	/	/
	/	/
	/	/
Background Elements	**3d Studio**	**Alias**
Asylum Cell	/	/
Bed	/	/
Desk/chair	/	/
Straight Jacket	/	/
	/	/
	/	/

Pivot:		**On:**	X		
Dialogue:		**Action:**	X		
Static:		**AV:**			
	Examine				
Talk	X	**Fight**		**Bleed**	
Linear		**Button**		**Jigsaw**	

Date:
7/13/95

Block# / Shot#
2145

If cut-scene, frame count:

Description:
The Nurse says, "Yes? Did you need something"? Kyle responds about leaving the cell. The Nurse nixes that idea and closes the door.

	3D STUDIO	ALIAS
Background/Animation Filename:	**3D Studio**	**Alias**
Asylum Cell Facing Door	/	/
Characters:	**3D Studio**	**Alias**
Kyle	/	/
Transexual Nurse	/	/
	/	/
	/	/
Objects:	**3D Studio**	**Alias**
Straight Jacket	/	/
	/	/
	/	/
	/	/
Background Elements	**3d Studio**	**Alias**
Asylum Cell	/	/
Bed	/	/
Desk/chair	/	/
Straight Jacket	/	/
	/	/
	/	/

Notes:
Pivots are 2122.

Pivot:	X	**On:**	
Dialogue:	X	**Action:**	
Static:		**AV:**	
	Examine		
Talk	X	**Fight**	**Bleed**
Linear		**Button**	**Jigsaw**

Date:
7/13/95

Block# / Shot#
2146

If cut-scene, frame count:

Description:
Kyle can bleed the Nurse.

Notes:
Pivots are 2148.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Cell Facing Door	/	/
Characters:	3D Studio	Alias
Kyle	/	/
Transexual Nurse	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
Straight Jacket	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Cell Facing Door	/	/
Bed	/	/
Desk/chair	/	/
Straight Jacket	/	/
	/	/
	/	/

Pivot:		On:	X		
Dialogue:		Action:	X		
Static:		AV:			
	Examine				
Talk		Fight		Bleed	X
Linear		Button		Jigsaw	

Date:
7/13/95

Block# / Shot#

2147

If cut-scene, frame count:

Description:
Before Kyle reaches her, she closes the cell door with a harsh clang. He smashes up against the door in the attempt. From outside the door, she says "I'm sorry, meal service is closed for the night. You should get some rest. . . .you've got a big day tomorrow".

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Cell Facing Door	/	/
Characters:	3D Studio	Alias
Kyle	/	/
	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
Straight Jacket	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Cell	/	/
Bed	/	/
Desk/chair	/	/
Straight Jacket	/	/
	/	/
	/	/

Notes:
Pivots are 2122.

Pivot:	X	On:	
Dialogue:		Action:	X
Static:		AV:	X
	Examine		
Talk	Fight	Bleed	
Linear	Button	Jigsaw	

Date:
7/13/95

Block# / Shot#
2148

If cut-scene, frame count:

Description:
Kyle can fight the nurse at the door of the cell.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Cell Facing Door	/	/
Characters:	3D Studio	Alias
Kyle	/	/
Transexual Nurse	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
Straight Jacket	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Cell	/	/
Bed	/	/
Desk/chair	/	/
Straight Jacket	/	/
	/	/
	/	/

Notes:
Pivots are 2150 and 2151.

Pivot:	X	On:			
Dialogue:		Action:	X		
Static:		AV:			
	Examine				
Talk		Fight	X	Bleed	
Linear		Button		Jigsaw	

Date:
7/13/95

Block# / Shot#
2149

If cut-scene, frame count:

Description:
Kyle can fight the Nurse with the Jacket in hand in the cell.

	3D STUDIO	ALIAS
Background/Animation Filename:	**3D Studio**	**Alias**
Asylum Cell Facing Door	/	/
Characters:	**3D Studio**	**Alias**
Kyle	/	/
Transexual Nurse	/	/
	/	/
	/	/
Objects:	**3D Studio**	**Alias**
Straight Jacket	/	/
	/	/
	/	/
	/	/
Background Elements	**3d Studio**	**Alias**
Asylum Cell	/	/
Bed	/	/
Desk/chair	/	/
	/	/
	/	/
	/	/

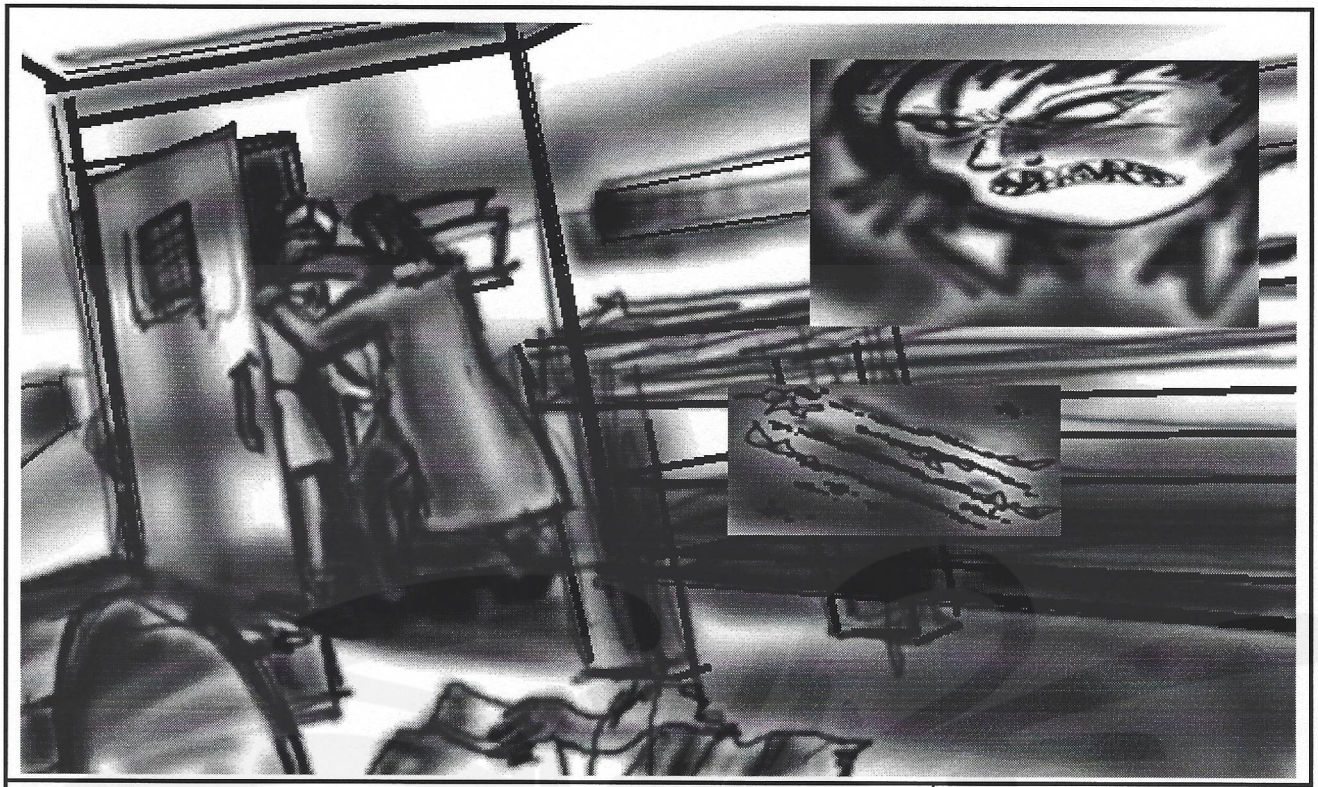
Notes:
Pivots are 2125.

Pivot:		**On:**	X
Dialogue:		**Action:**	X
Static:		**AV:**	
	Examine		
Talk		**Fight** X	**Bleed**
Linear		**Button**	**Jigsaw**

Date:
7/13/95

Block# / Shot#
2150

If cut-scene, frame count:



Description:
Kyle can fight the Nurse without the jacket in hand.

	3D STUDIO	ALIAS
Background/Animation Filename:	**3D Studio**	**Alias**
Asylum Cell Facing Door	/	/
Characters:	**3D Studio**	**Alias**
Kyle	/	/
Transexual Nurse	/	/
	/	/
	/	/
Objects:	**3D Studio**	**Alias**
Straight Jacket	/	/
	/	/
	/	/
	/	/
Background Elements	**3d Studio**	**Alias**
Asylum Cell	/	/
Bed	/	/
Desk/chair	/	/
Straight Jacket	/	/
	/	/
	/	/

Notes:
Pivots are 2148.

Pivot:		**On:**	X
Dialogue:		**Action:**	X
Static:		**AV:**	
	Examine		
Talk		**Fight** X	**Bleed**
Linear		**Button**	**Jigsaw**

Date:
7/13/95

Block# / Shot#
2151

If cut-scene, frame count:

Description:
Kyle can attempt to do anything other than go to the Asylum maze when with someone else. (any attempt to use menu).

	3D STUDIO	ALIAS
Background/Animation Filename:	**3D Studio**	**Alias**
Asylum Cell Facing Door	/	/
Characters:	**3D Studio**	**Alias**
Kyle	/	/
Transexual Nurse	/	/
	/	/
	/	/
Objects:	**3D Studio**	**Alias**
Straight Jacket	/	/
	/	/
	/	/
	/	/
Background Elements	**3d Studio**	**Alias**
Asylum Cell	/	/
Bed	/	/
Desk/chair	/	/
Straight Jacket	/	/
	/	/
	/	/

Notes:
Pivots are 2153.

Pivot:		**On:**	X
Dialogue:		**Action:**	X
Static:	X	**AV:**	
	Examine		
Talk	**Fight**	**Bleed**	
Linear	**Button**	**Jigsaw**	

Date:
7/13/95

Block# / Shot#
2152

If cut-scene, frame count:

Description:
The Nurse closes the cell door.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Cell Facing Door	/	/
Characters:	3D Studio	Alias
Kyle	/	/
Transexual Nurse	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
Straight Jacket	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Cell	/	/
Bed	/	/
Desk/chair	/	/
Straight Jacket	/	/
	/	/
	/	/

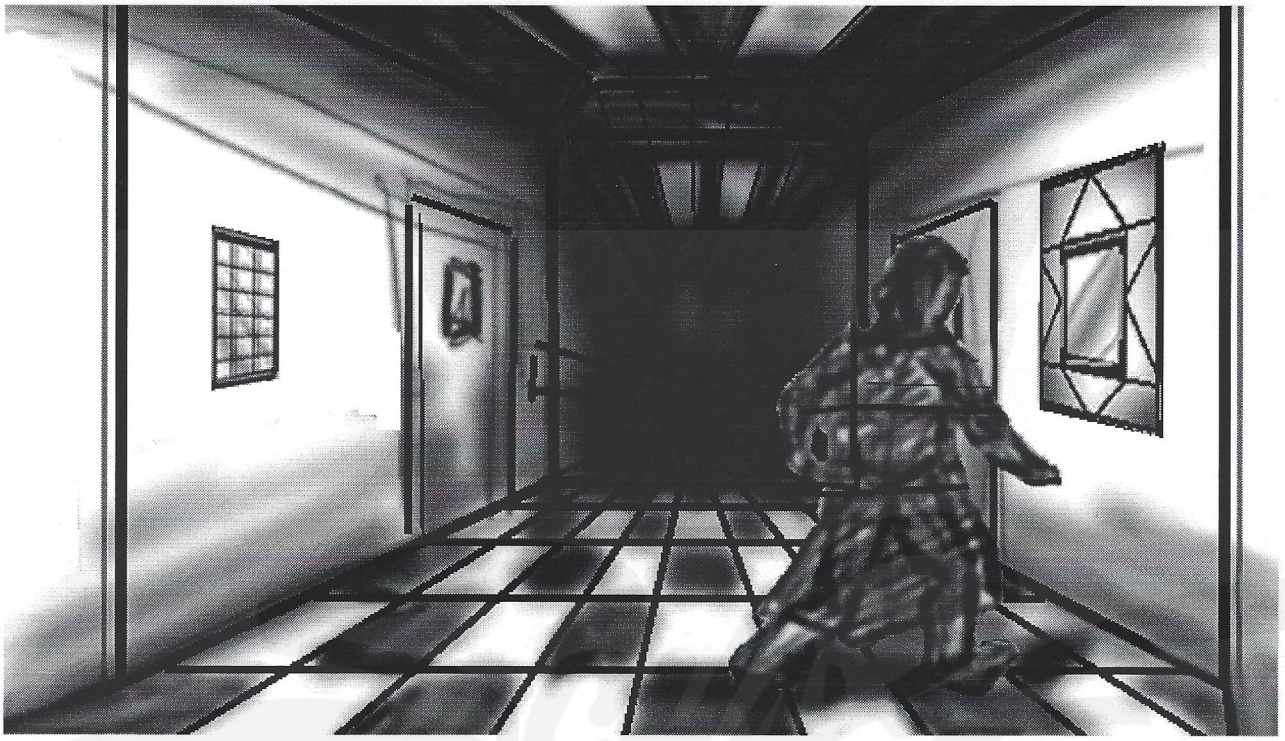
Notes:
Pivots are 2122.

Pivot:	X	On:	
Dialogue:		Action:	X
Static:		AV:	X
	Examine		
Talk	Fight	Bleed	
Linear	Button	Jigsaw	

Date:
7/13/95

Block# / Shot#
2153

If cut-scene, frame count:



Description:
Kyle can examine the BIG mirror.

Notes:
Pivots are 2155.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Corridor w/ RX Mirrors	/	/
Characters:	3D Studio	Alias
Kyle	/	/
	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Corridor w/ RX Mirrors	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

Pivot:		On:	X		
Dialogue:		Action:	X		
Static:	X	AV:			
	Examine				
Talk		Fight		Bleed	
Linear		Button		Jigsaw	

Date:
7/13/95

Block# / Shot#
2154

If cut-scene, frame count:

Description:
Kyle is Examining the BIG mirror puzzle.

Notes:
Pivots are 2157 and 2156.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum BIG Mirror Close	/	/
Characters:	3D Studio	Alias
Kyle	/	/
	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum BIG Mirror Close	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

Pivot:	X	On:			
Dialogue:		Action:	X		
Static:		AV:			
	Examine		X		
Talk		Fight		Bleed	
Linear		Button		Jigsaw	X

Date:
7/13/95

Block# / Shot#
2155

If cut-scene, frame count:

Description:
Kyle can stop Examining the BIG mirror puzzle.

	3D STUDIO	ALIAS
Background/Animation Filename:	**3D Studio**	**Alias**
Asylum Corridor w/ RX Mirrors	/	/
Characters:	**3D Studio**	**Alias**
Kyle	/	/
	/	/
	/	/
	/	/
Objects:	**3D Studio**	**Alias**
	/	/
	/	/
	/	/
	/	/
Background Elements	**3d Studio**	**Alias**
Asylum Corridor w/ RX Mirrors	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

Notes:
Pivots are 2135.

Pivot:		On:	X
Dialogue:		Action:	X
Static:		AV:	
	Examine	X	
Talk	Fight	Bleed	
Linear	Button	Jigsaw	X

Date:
7/13/95

Block# / Shot#
2156

If cut-scene, frame count:

Description:
Kyle can solve the BIG mirror puzzle.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Corridor BIG Mirror Close	/	/
Characters:	3D Studio	Alias
Kyle	/	/
	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Corridor BIG Mirror Close	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

Notes:
Pivots are 2158.

Pivot:		On:	X
Dialogue:		Action:	X
Static:	X	AV:	
	Examine		
Talk		Fight	Bleed
Linear		Button	Jigsaw

Date:
7/13/95

Block# / Shot#

2157

If cut-scene, frame count:

Description:
Solving the BIG mirror puzzle opens a panel in the wall surrounded by the inverted frame. (Examine JIGSAW changes to Examine BUTTON PRESS for inside of panel only, the rest is dead art).

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Corridor BIG Mirror Close	/	/
Characters:	3D Studio	Alias
Kyle	/	/
	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Corridor BIG Mirror Close	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

Notes:
Pivots are 2159.

Pivot:	X	On:	
Dialogue:		Action:	X
Static:		AV:	X
	Examine	X	
Talk	Fight		Bleed
Linear	Button	X	Jigsaw

Date:
7/13/95

Block# / Shot#
2158

If cut-scene, frame count:

Description:
Kyle is examining the open panel of the solved BIG mirror. Kyle can press the buttons on the panel and change the numbers. He can hit the ENTER button anytime. [If the wrong numbers are in the windows when he presses ENTER, a gameshow buzzer blasts off a rasberry at him].

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Corridor BIG Mirror Close	/	/
Characters:	3D Studio	Alias
Kyle	/	/
	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Corridor BIG Mirror Close	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

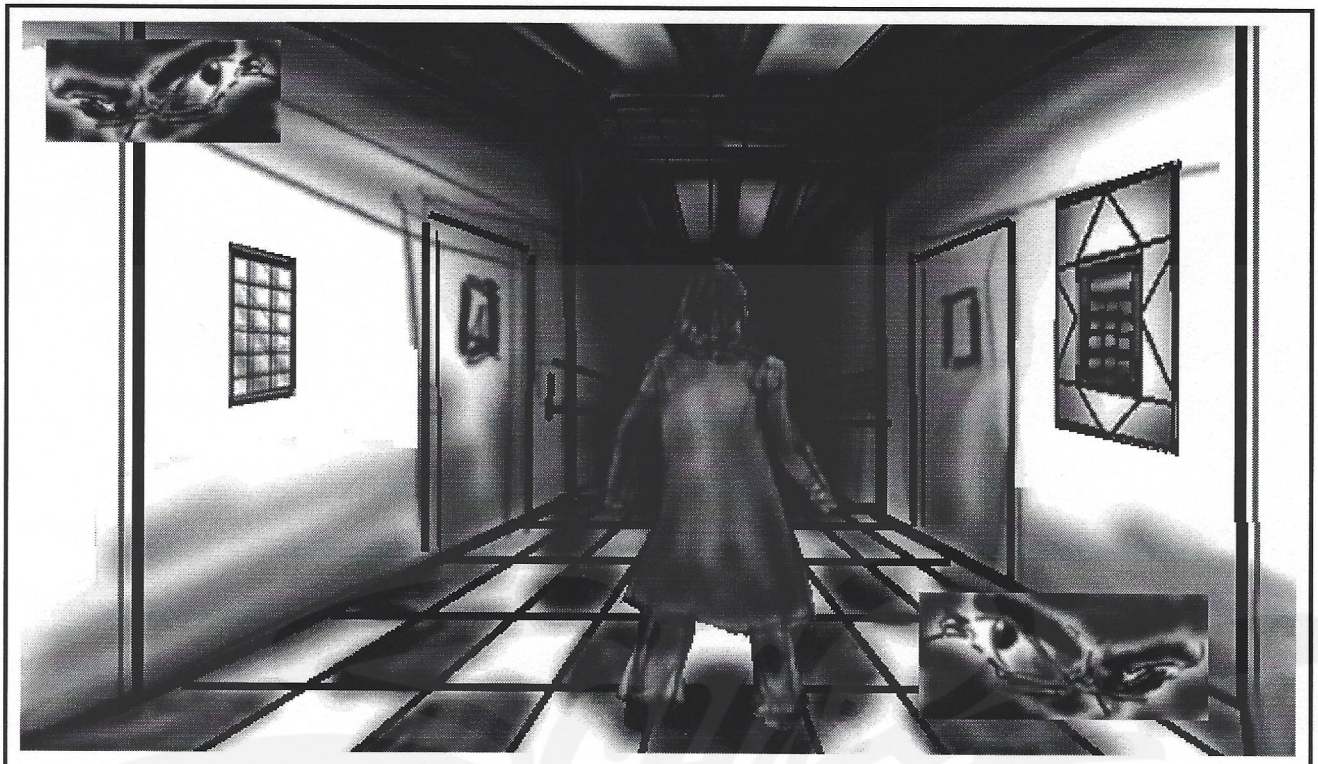
Notes:
Pivots are 2162 and 2160.

Pivot:	X	On:	
Dialogue:		Action:	X
Static:		AV:	
	Examine	X	
Talk	Fight		Bleed
Linear	Button	X	Jigsaw

Date:
7/13/95

Block# / Shot#
2159

If cut-scene, frame count:



Description:
Kyle can stop examining the solved BIG mirror panel.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Corridor w/ RX Mirrors	/	/
Characters:	3D Studio	Alias
Kyle	/	/
	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Corridor w/ RX Mirrors	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

Notes:
Pivots are 2135.

Pivot:		On:	X
Dialogue:		Action:	X
Static:		AV:	
	Examine	X	
Talk	Fight		Bleed
Linear	Button	X	Jigsaw

Date:
7/13/95

Block# / Shot#
2160

If cut-scene, frame count:

Description:
Kyle can examine the solved BIG mirror panel.

Notes:
Pivots are 2159.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Corridor BIG Mirror Close	/	/
Characters:	3D Studio	Alias
Kyle	/	/
	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Corridor BIG Mirror Close	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

Pivot:		**On:**	X		
Dialogue:		**Action:**	X		
Static:	X	**AV:**			
	Examine				
Talk		**Fight**		**Bleed**	
Linear		**Button**		**Jigsaw**	

Date:
7/13/95

Block# / Shot#
2161

If cut-scene, frame count:

Description:
Kyle can enter the numbers correctly in the panel of the solved BIG mirror puzzle and press ENTER.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Corridor BIG Mirror Close	/	/
Characters:	3D Studio	Alias
Kyle	/	/
	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Corridor BIG Mirror Close	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

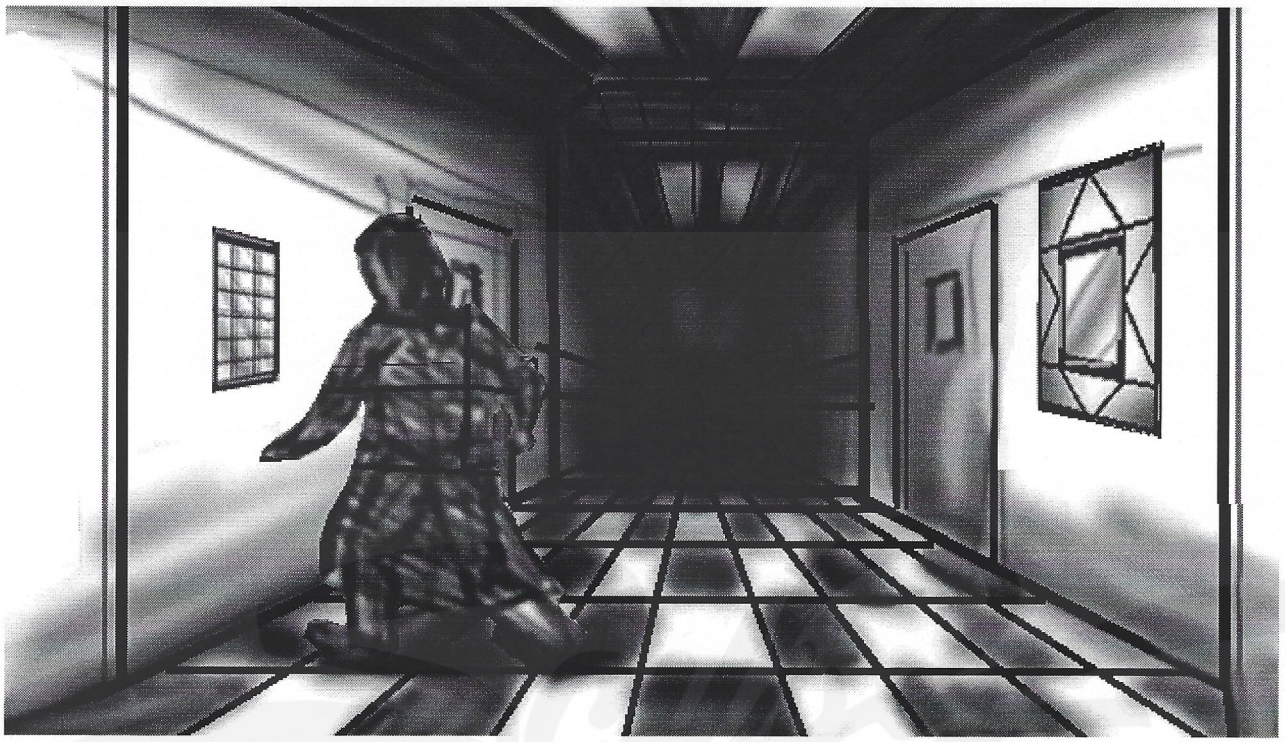
Notes:
Pivots are 2118.

Pivot:		On:	X		
Dialogue:		Action:	X		
Static:		AV:			
	Examine		X		
Talk		Fight		Bleed	
Linear		Button	X	Jigsaw	

Date:
7/13/95

Block# / Shot#
2162

If cut-scene, frame count:



Description:
Kyle can examine the SMALL mirror before the BIG mirror is solved.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Corridor SMALL Mirror Close	/	/
Characters:	3D Studio	Alias
Kyle	/	/
	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Corridor SMALL Mirror Close	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

Notes:
Pivots are 2164.

Pivot:		On:	X
Dialogue:		Action:	X
Static:	X	AV:	
	Examine		
Talk	Fight	Bleed	
Linear	Button	Jigsaw	

Date:
7/13/95

Block# / Shot#
2163

If cut-scene, frame count:

Description:
Kyle sees his face in the SMALL mirror.

Notes:
Pivots are 2165.

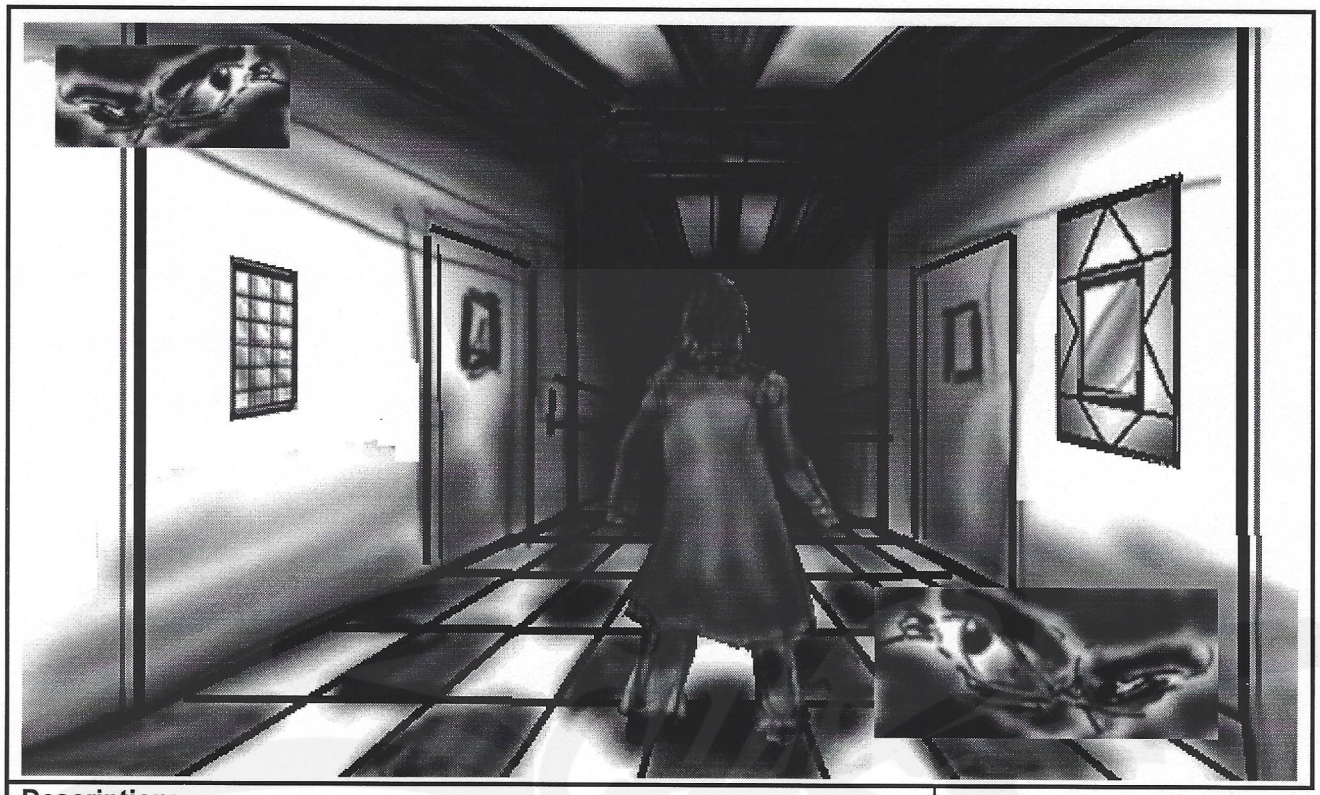
	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Corridor SMALL Mirror Close	/	/
Characters:	3D Studio	Alias
Kyle	/	/
	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Corridor SMALL Mirror Close	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

Pivot:	X	On:			
Dialogue:		Action:	X		
Static:		AV:			
	Examine		X		
Talk		Fight		Bleed	
Linear	X	Button		Jigsaw	

Date:
7/13/95

Block# / Shot#
2164

If cut-scene, frame count:



Description:
Kyle can stop examining the SMALL mirror.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Corridor w/ RX Mirrors	/	/
Characters:	3D Studio	Alias
Kyle	/	/
	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Corridor w/ RX Mirrors	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

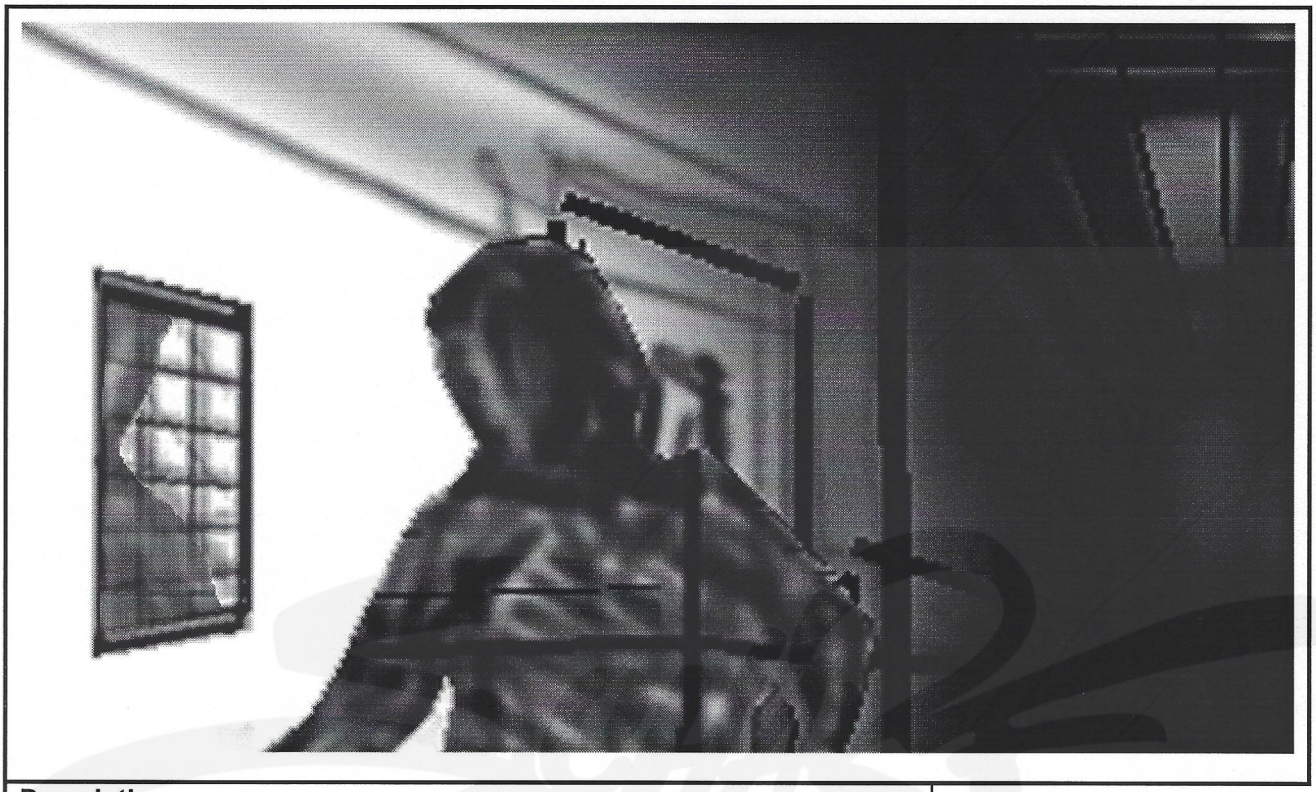
Notes:
Pivots are 2165.

Pivot:		On:			
Dialogue:		Action:			
Static:		AV:			
	Examine				
Talk		Fight		Bleed	
Linear		Button		Jigsaw	

Date:
7/13/95

Block# / Shot#
2165

If cut-scene, frame count:



Description:
Kyle is examining the SMALL mirror after the BIG mirror has been solved. He can see his face in the SMALL mirror. His face is surrounded by six sharp edges of the solved BIG mirror behind him. Each of the six edges has one number reflected in it from the numbers on the wall where the SMALL mirror hangs. Each number is one digit and each is a different color - matching the colors of windows and buttons of the panel behind the solved BIG mirror.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Corridor SMALL Mirror Close	/	/
Characters:	3D Studio	Alias
Kyle	/	/
	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Corridor SMALL Mirror Close	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

Notes:
Pivots are 2165.

Pivot:	X	On:	
Dialogue:		Action:	X
Static:		AV:	
	Examine	X	
Talk	Fight		Bleed
Linear X	Button		Jigsaw

Date:
7/13/95

Block# / Shot#
2166

If cut-scene, frame count:

Description:
Kyle punches the BIG mirror.

Notes:
Pivots are 2118.

	3D STUDIO	ALIAS
Background/Animation Filename:	**3D Studio**	**Alias**
Asylum Corridor BIG Mirror Close	/	/
Characters:	**3D Studio**	**Alias**
Kyle	/	/
	/	/
	/	/
	/	/
Objects:	**3D Studio**	**Alias**
	/	/
	/	/
	/	/
	/	/
Background Elements	**3d Studio**	**Alias**
Asylum Corridor BIG Mirror Close	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

Pivot:	X	**On:**			
Dialogue:		**Action:**	X		
Static:		**AV:**	X		
	Examine				
Talk		**Fight**		**Bleed**	
Linear		**Button**		**Jigsaw**	

Date:
7/13/95

Block# / Shot#
2167

If cut-scene, frame count:

Description:
Kyle can examine the SMALL mirror after the BIG mirror is solved.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Corridor SMALL Mirror Close	/	/
Characters:	3D Studio	Alias
Kyle	/	/
	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Corridor SMALL Mirror Close	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

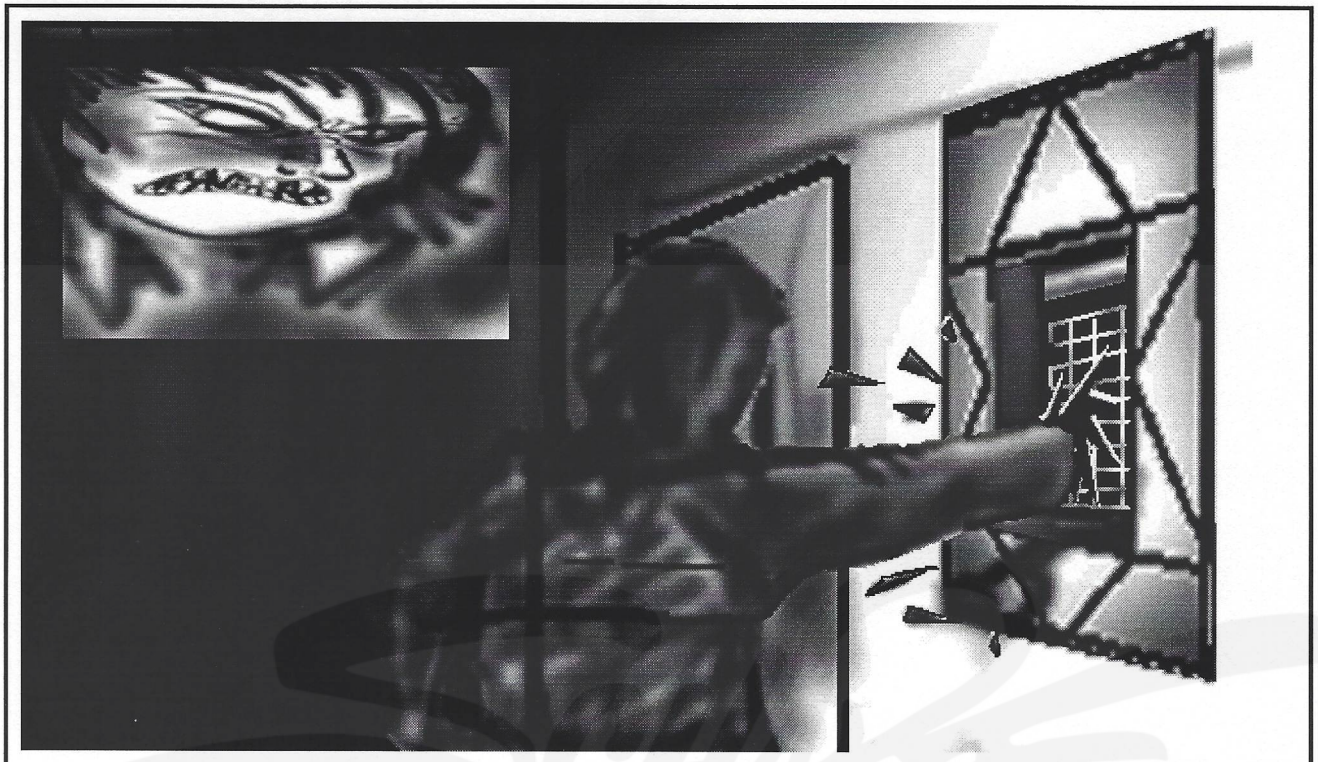
Notes:
Pivots are 2166.

Pivot:		**On:**	X
Dialogue:		**Action:**	X
Static:	X	**AV:**	
	Examine		
Talk		**Fight**	**Bleed**
Linear		**Button**	**Jigsaw**

Date:
7/13/95

Block# / Shot#
2168

If cut-scene, frame count:



Description:
Kyle can fight the BIG mirror.

	3D STUDIO	ALIAS
Background/Animation Filename:	**3D Studio**	**Alias**
Asylum Corridor BIG Mirror Close	/	/
Characters:	**3D Studio**	**Alias**
Kyle	/	/
	/	/
	/	/
	/	/
Objects:	**3D Studio**	**Alias**
	/	/
	/	/
	/	/
	/	/
Background Elements	**3d Studio**	**Alias**
Asylum Corridor BIG Mirror Close	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

Notes:
Pivots are 2167.

Pivot:		**On:**	X
Dialogue:		**Action:**	X
Static:	X	**AV:**	
	Examine		
Talk	**Fight**	**Bleed**	
Linear	**Button**	**Jigsaw**	

Date:
7/13/95

Block# / Shot#
2169

If cut-scene, frame count:

Description:
Kyle can fight the SMALL mirror.

	3D STUDIO	ALIAS
Background/Animation Filename:	**3D Studio**	**Alias**
Asylum Corridor SMALL Mirror Close	/	/
Characters:	**3D Studio**	**Alias**
Kyle	/	/
	/	/
	/	/
	/	/
Objects:	**3D Studio**	**Alias**
	/	/
	/	/
	/	/
	/	/
Background Elements	**3d Studio**	**Alias**
Asylum Corridor SMALL Mirror Close	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

Notes:
Pivots are 2171.

Pivot:		**On:**	X
Dialogue:		**Action:**	X
Static:	X	**AV:**	
	Examine		
Talk		**Fight**		**Bleed**	
Linear		**Button**		**Jigsaw**	

Date:
7/13/95

Block# / Shot#
2170

If cut-scene, frame count:

Description:
Kyles fist punches right through the SMALL mirror. It's only mylar and tears easily as his fist moves through it and into a small chamber behind it. His fist stops when it hits a large button at the back of the chamber. The wall of numbers slides back and reveals a vault with shelves on the left and right. The back wall of the vault has a panel of colored buttons and matching windows just like the one behind the BIG mirror.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Corridor SMALL Mirror Close	/	/
Characters:	3D Studio	Alias
Kyle	/	/
	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Corridor SMALL Mirror Close	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

Notes:
Pivots are 2135.

Pivot:	X	On:	
Dialogue:		Action:	X
Static:		AV:	X
	Examine		
Talk	Fight	Bleed	
Linear	Button	Jigsaw	

Date:
7/13/95

Block# / Shot#
2171

If cut-scene, frame count:

Description:
Kyle can enter the Asylum vault.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Vault Facing BIG Panel Copy	/	/
Characters:	3D Studio	Alias
Kyle	/	/
	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Vault Facing BIG Panel Copy	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

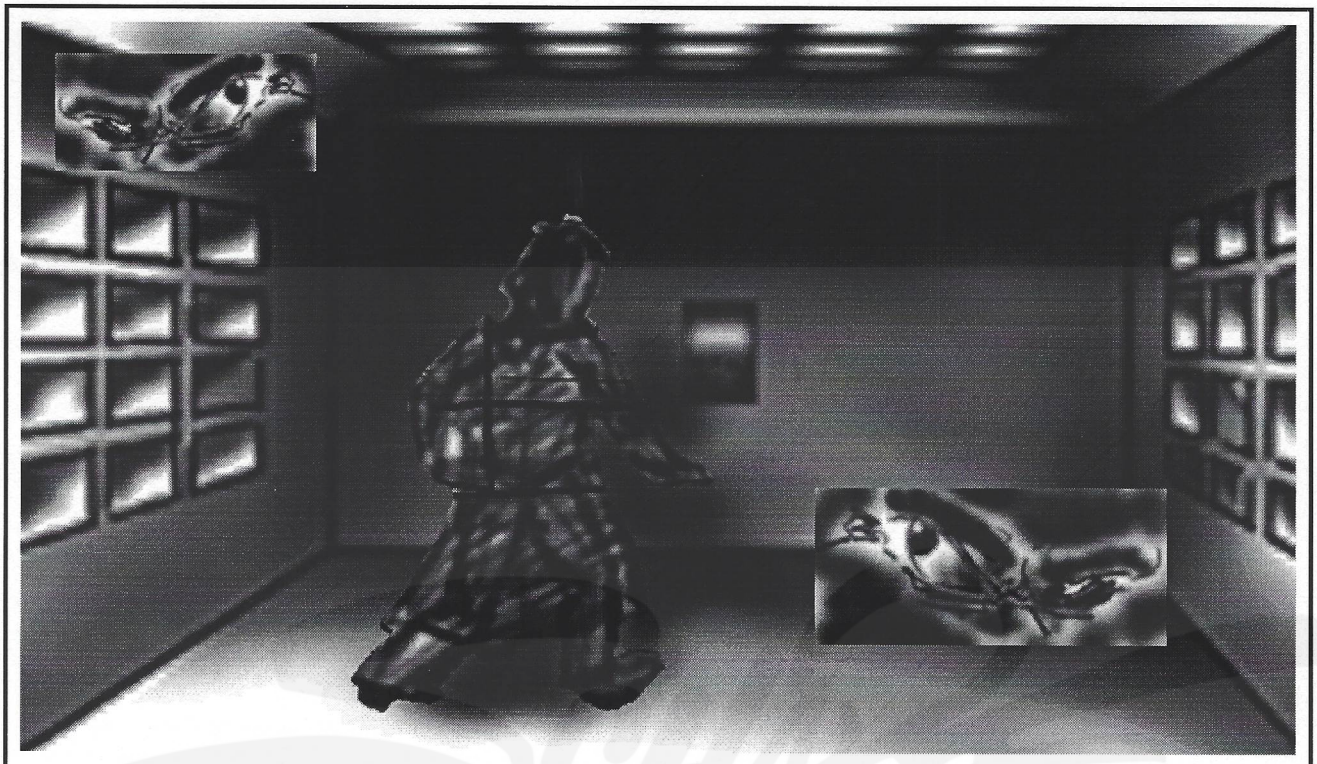
Notes:
Pivots are 2173.

Pivot:		On:	X
Dialogue:		Action:	X
Static:	X	AV:	
	Examine		
Talk	Fight	Bleed	
Linear	Button	Jigsaw	

Date:
7/13/95

Block# / Shot#
2172

If cut-scene, frame count:



Description:
Kyle is standing in the Asylum vault.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Vault Facing BIG Panel Copy	/	/
Characters:	3D Studio	Alias
Kyle	/	/
	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Vault Facing BIG Panel Copy	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

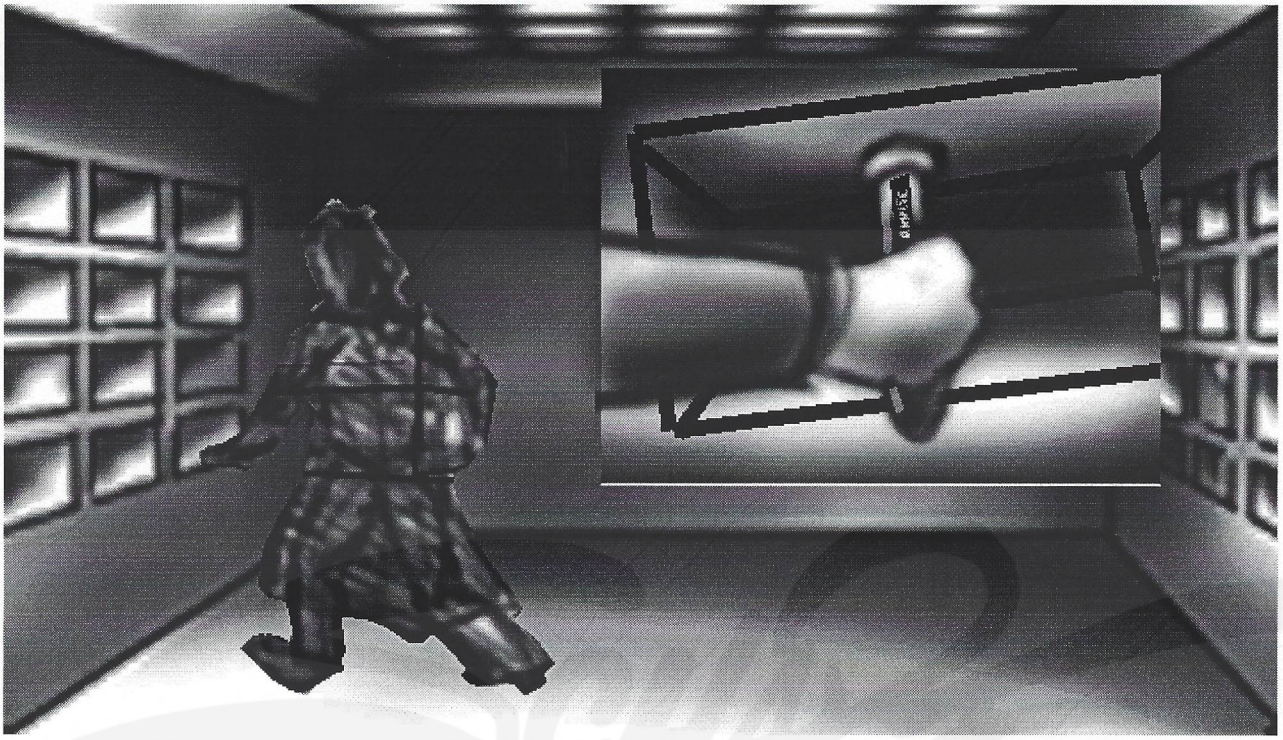
Notes:
Pivots are 2174, 2176, 2178, 2180, 2264, and 2186.

Pivot:	X	On:	
Dialogue:		Action:	X
Static:	X	AV:	
	Examine		
Talk	Fight	Bleed	
Linear	Button	Jigsaw	

Date:
7/13/95

Block# / Shot#
2173

If cut-scene, frame count:



Description:
Kyle can take a blood vile marked Annise.

Notes:
Pivots are 2175.

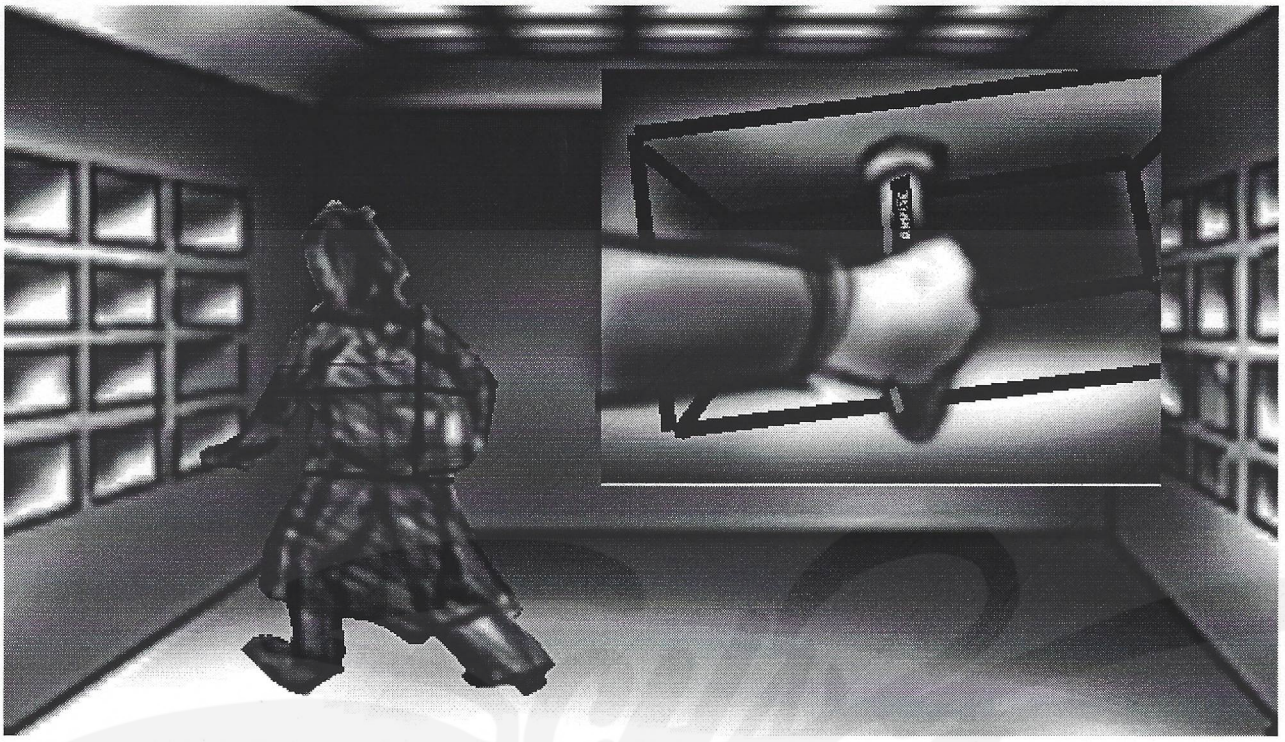
	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Vault Facing BIG Panel Copy	/	/
Characters:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
Viles	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Vault Facing BIG Panel Copy	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

Pivot:		On:	
Dialogue:		Action:	
Static:		AV:	
	Examine		
Talk	Fight	Bleed	
Linear	Button	Jigsaw	

Date:
7/13/95

Block# / Shot#
2174

If cut-scene, frame count:



Description:
Kyle puts the vile marked ANNISE into his inventory.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Vault Facing BIG Panel Copy	/	/
Characters:	3D Studio	Alias
Kyle	/	/
	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
Viles	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Vault Facing BIG Panel Copy	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

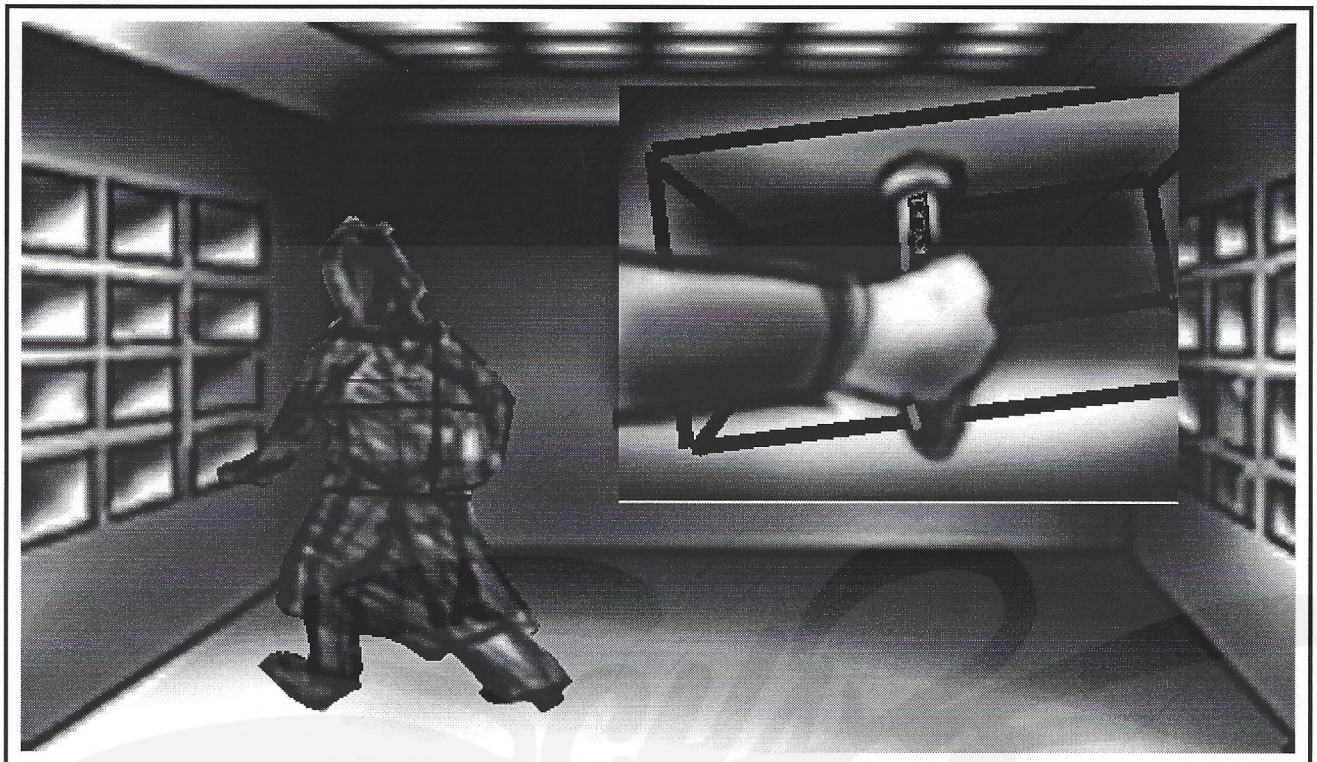
Notes:
Pivots are 2173.

Pivot:	X	On:	
Dialogue:		Action:	X
Static:		AV:	X
	Examine		
Talk	Fight	Bleed	
Linear	Button	Jigsaw	

Date:
7/13/95

Block# / Shot#
2175

If cut-scene, frame count:



Description:
Kyle can take the vile marked KYLE1.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Vault Facing BIG Panel Copy	/	/
Characters:	3D Studio	Alias
Kyle	/	/
	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
Viles	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Vault Facing BIG Panel Copy	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

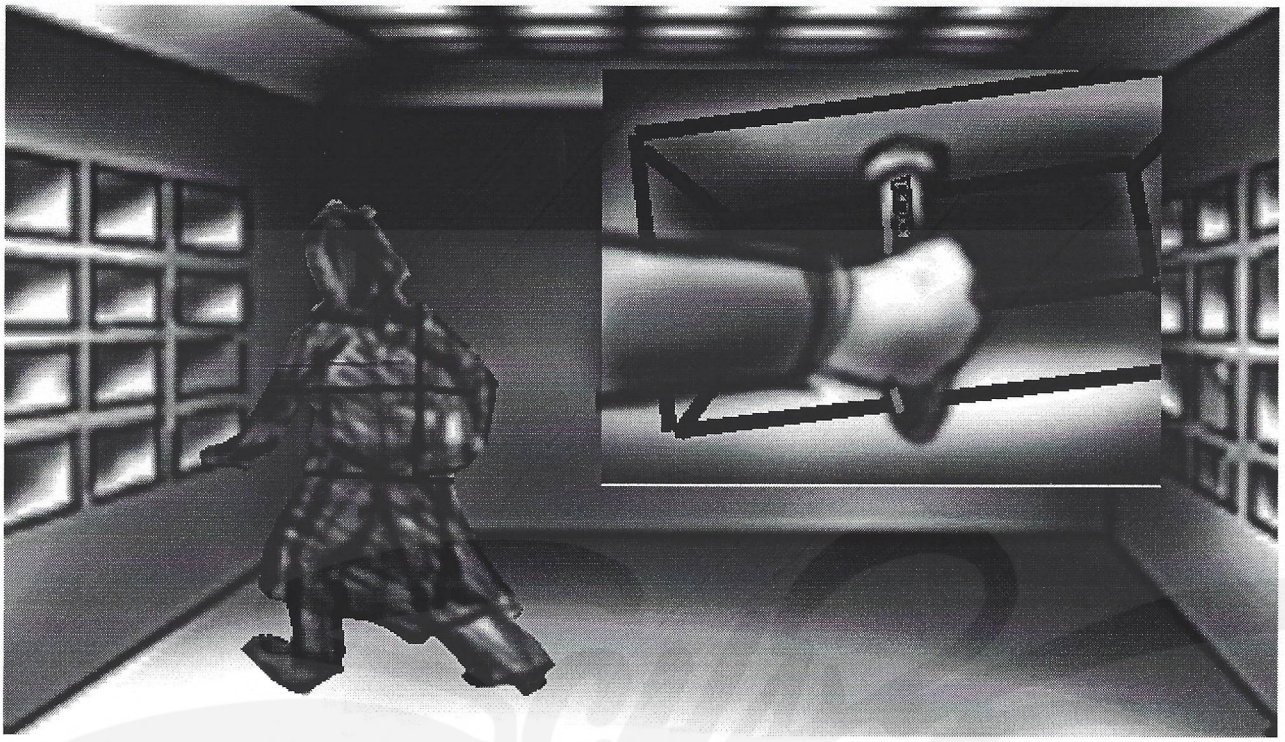
Notes:
Pivots are 2177.

Pivot:	X	On:	
Dialogue:		Action:	X
Static:		AV:	X
	Examine		
Talk	Fight	Bleed	
Linear	Button	Jigsaw	

Date:
7/13/95

Block# / Shot#
2176

If cut-scene, frame count:



Description:
Kyle puts the vile marked KYLE1 into his inventory.

Notes:
Pivots are 2173.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Vault Facing BIG Panel Copy	/	/
Characters:	3D Studio	Alias
Kyle	/	/
	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
Viles	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Vault Facing BIG Panel Copy	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

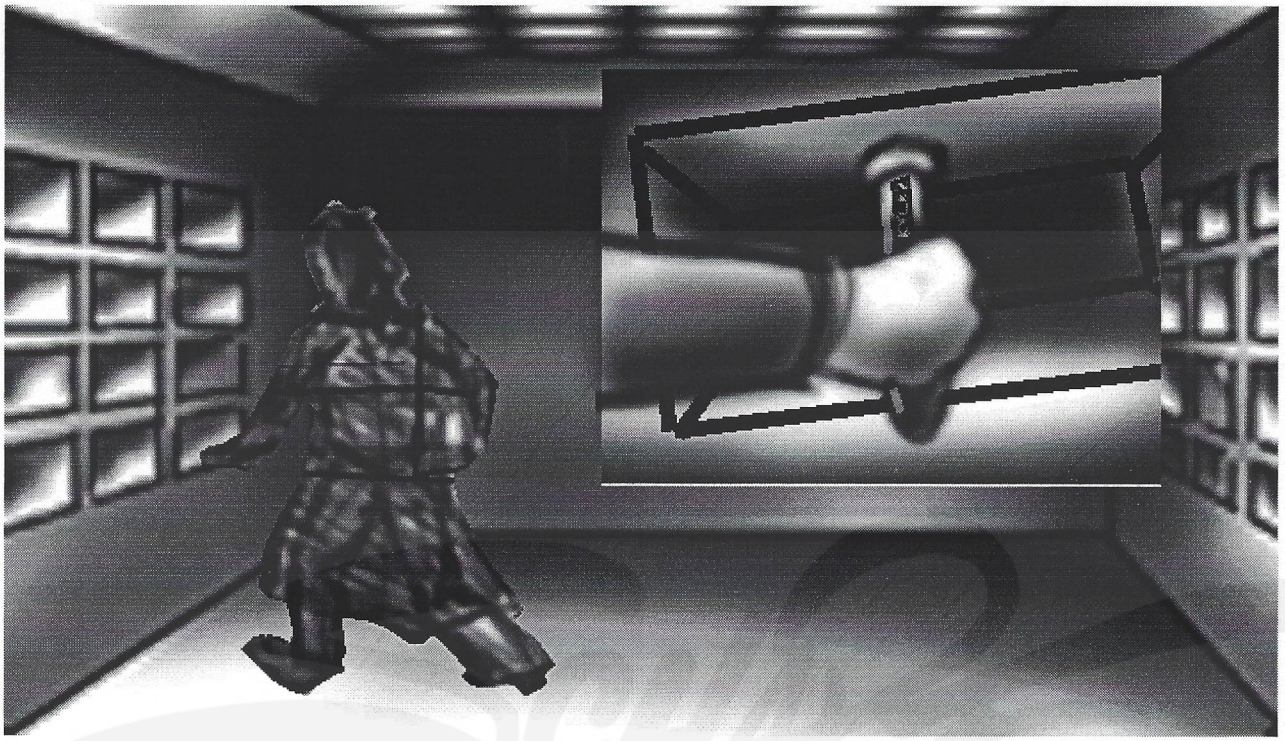
Pivot:		On:			
Dialogue:		Action:			
Static:		AV:			
	Examine				
Talk		Fight		Bleed	
Linear		Button		Jigsaw	

Date:
7/13/95

Block# / Shot#

2177

If cut-scene, frame count:



Description:
Kyle can take the vile marked KYLE2.

Notes:
Pivots are 2179.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Vault Facing BIG Panel Copy	/	/
Characters:	3D Studio	Alias
Kyle	/	/
	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
Viles	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Vault Facing BIG Panel Copy	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

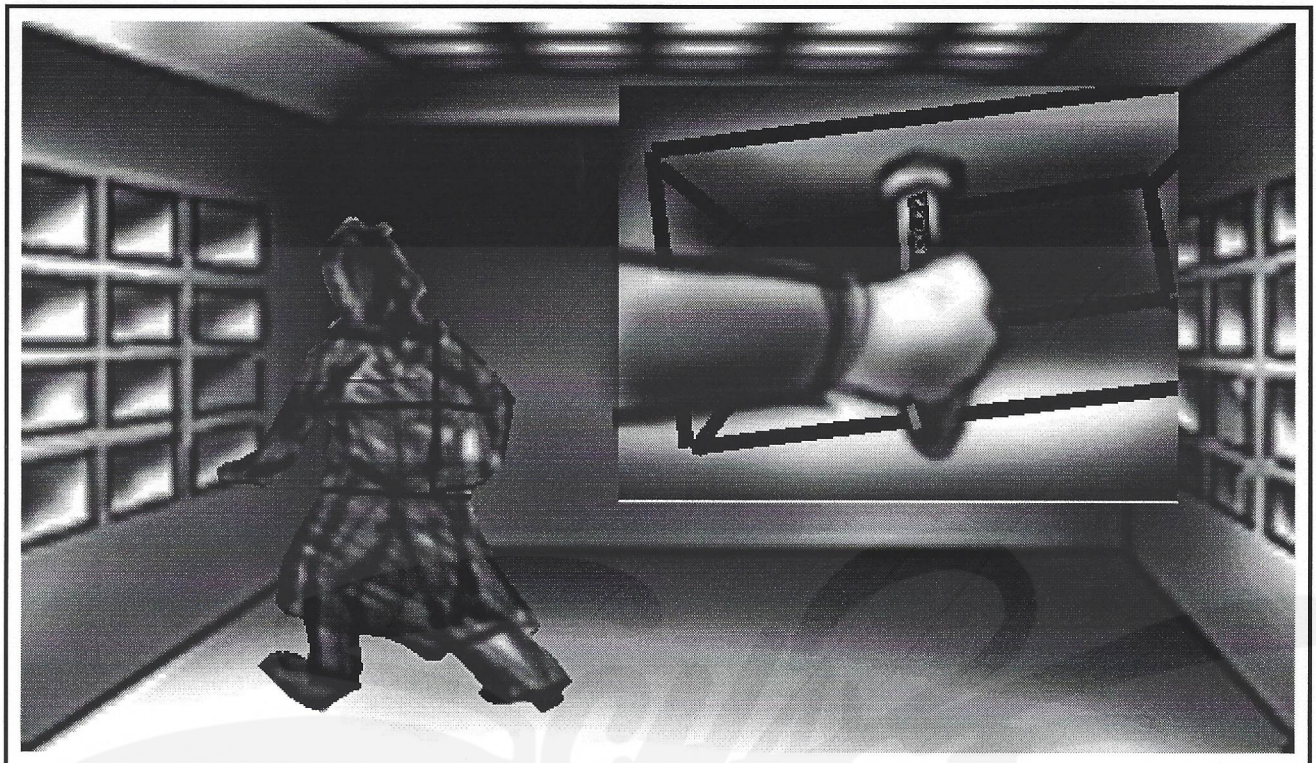
Pivot:		On:			
Dialogue:		Action:			
Static:		AV:			
	Examine				
Talk		Fight		Bleed	
Linear		Button		Jigsaw	

Date:
7/13/95

Block# / Shot#

2178

If cut-scene, frame count:



Description:
Kyle puts the vile marked KYLE2 into his inventory.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Vault Facing BIG Panel Copy	/	/
Characters:	3D Studio	Alias
Kyle	/	/
	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
Viles	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Vault Facing BIG Panel Copy	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

Notes:
Pivots are 2173.

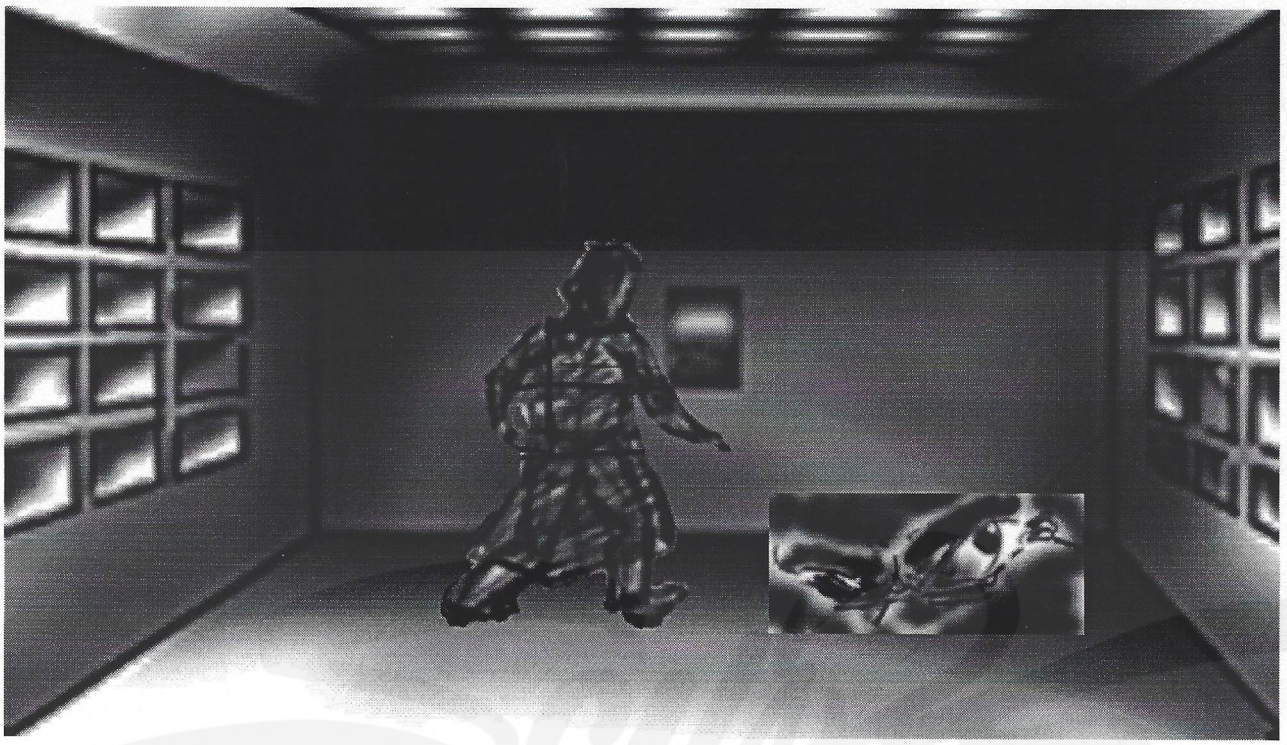
Pivot:	X	On:	
Dialogue:		Action:	X
Static:		AV:	X
	Examine		
Talk	Fight	Bleed	
Linear	Button	Jigsaw	

Date:
7/13/95

Block# / Shot#

2179

If cut-scene, frame count:



Description:
Kyle can examine the panel on the back wall.

	3D STUDIO	ALIAS
Background/Animation Filename:	**3D Studio**	**Alias**
Asylum Vault Facing BIG Panel Copy	/	/
Characters:	**3D Studio**	**Alias**
Kyle	/	/
	/	/
	/	/
	/	/
Objects:	**3D Studio**	**Alias**
	/	/
	/	/
	/	/
	/	/
Background Elements	**3d Studio**	**Alias**
Asylum Vault Facing BIG Panel Copy	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

Notes:
Pivots are 2181.

Pivot:		**On:**	X
Dialogue:		**Action:**	X
Static:	X	**AV:**	
	Examine		
Talk	**Fight**	**Bleed**	
Linear	**Button**	**Jigsaw**	

Date:
7/13/95

Block# / Shot#
2180

If cut-scene, frame count:

Description:
Kyle is examining the panel on the back wall of the Asylum vault.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Vault Panel Close	/	/
Characters:	3D Studio	Alias
Kyles	/	/
	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Vault Panel Close	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

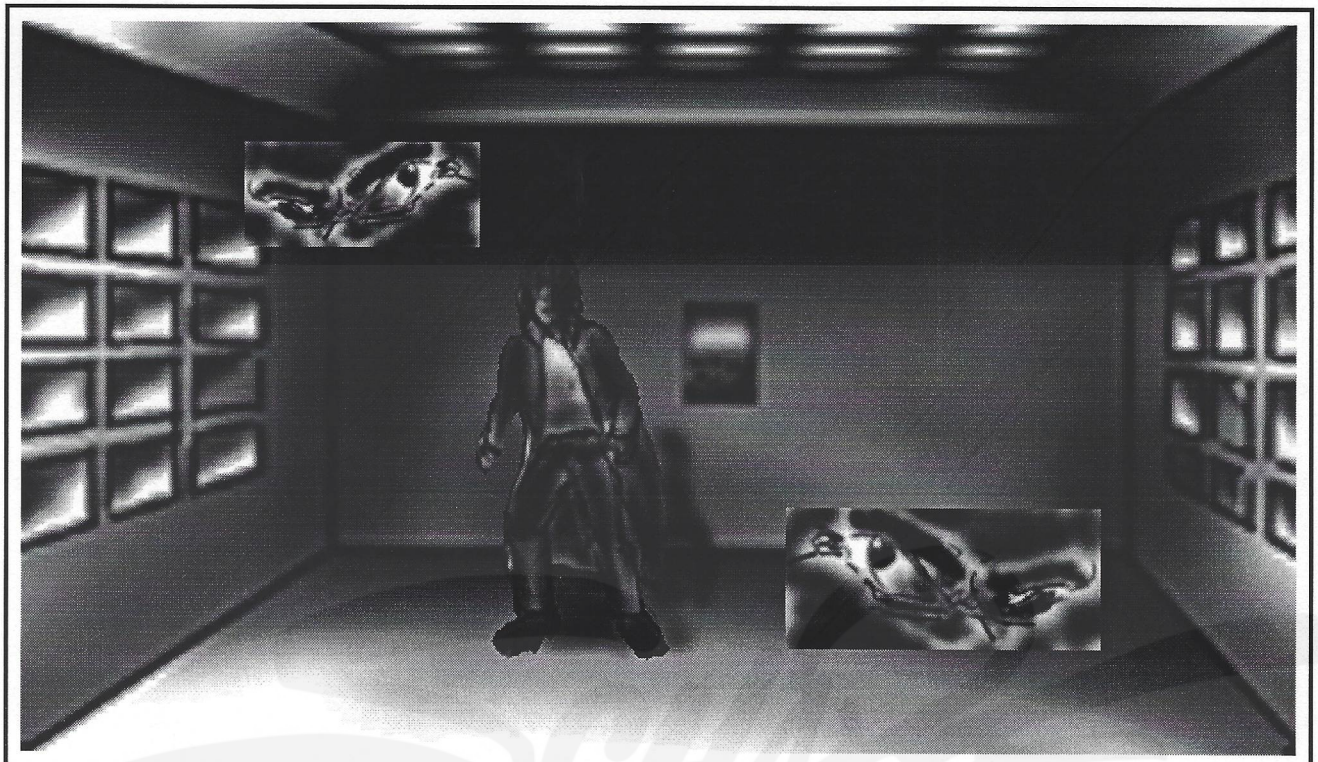
Notes:
Pivots are 2183, 2184, and 2182.

Pivot:	X	On:	
Dialogue:		Action:	X
Static:		AV:	
	Examine	X	
Talk	Fight		Bleed
Linear	Button	X	Jigsaw

Date:
7/13/95

Block# / Shot#
2181

If cut-scene, frame count:



Description:
Kyle can stop examining the panel on the back wall of the Asylum vault.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Vault Facing BIG Panel Copy	/	/
Characters:	3D Studio	Alias
Kyle	/	/
	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Vault Facing BIG Panel Copy	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

Notes:
Pivots are 2173.

Pivot:		On:	X
Dialogue:		Action:	X
Static:		AV:	
	Examine	X	
Talk	Fight		Bleed
Linear	Button	X	Jigsaw

Date:
7/13/95

Block# / Shot#
2182

If cut-scene, frame count:

Description:
Kyle can enter the wrong numbers into the panel on the back wall of the Asylum vault and press ENTER.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Vault Panel Close	/	/
Characters:	3D Studio	Alias
Kyle	/	/
	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Vault Panel Close	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

Notes:
Pivots are 2118.

Pivot:		On:	X
Dialogue:		Action:	X
Static:		AV:	
	Examine	X	
Talk	Fight		Bleed
Linear	Button	X	Jigsaw

Date:
7/13/95

Block# / Shot#
2183

If cut-scene, frame count:

Description:
Kyle can enter the right numbers into the panel on the back wall of the Asylum vault and press ENTER.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Vault Facing Panel Close	/	/
Characters:	3D Studio	Alias
Kyle	/	/
	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Vault Facing Panel Close	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

Notes:
Pivots are 2191.

Pivot:		On:	X
Dialogue:		Action:	X
Static:		AV:	
	Examine	X	
Talk	Fight		Bleed
Linear	Button	X	Jigsaw

Date:
7/13/95

Block# / Shot#
2184

If cut-scene, frame count:

Description:
Kyle is standing in the Asylum Lab.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Lab Facing Exit Doors	/	/
Characters:	3D Studio	Alias
Kyle	/	/
4 NPCs strapped to beds	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Lab Facing Exit Doors	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

Notes:
Pivots are 2192, 2189, 2194, 2263, 2261, 2239, 2240, 2241, 2243, 2121.

Pivot:	X	On:	
Dialogue:		Action:	X
Static:	X	AV:	
	Examine		
Talk	Fight	Bleed	
Linear	Button	Jigsaw	

Date:
7/13/95

Block# / Shot#
2185

If cut-scene, frame count:

Description:
Kyle can enter the hallway from the vault.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Vault Facing Corridor	/	/
Characters:	3D Studio	Alias
Kyle	/	/
	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Vault Facing Corridor	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

Notes:
Pivots are 2135 and 2187.

Pivot:		On:	X
Dialogue:		Action:	X
Static:	X	AV:	
	Examine		
Talk	Fight	Bleed	
Linear	Button	Jigsaw	

Date:
7/13/95

Block# / Shot#
2186

If cut-scene, frame count:

Description:
Kyle hears a chorus of Thank-you's as several Nurses come pouring around the corner and acost him. He blacks out.

Notes:
Pivots are 2116.

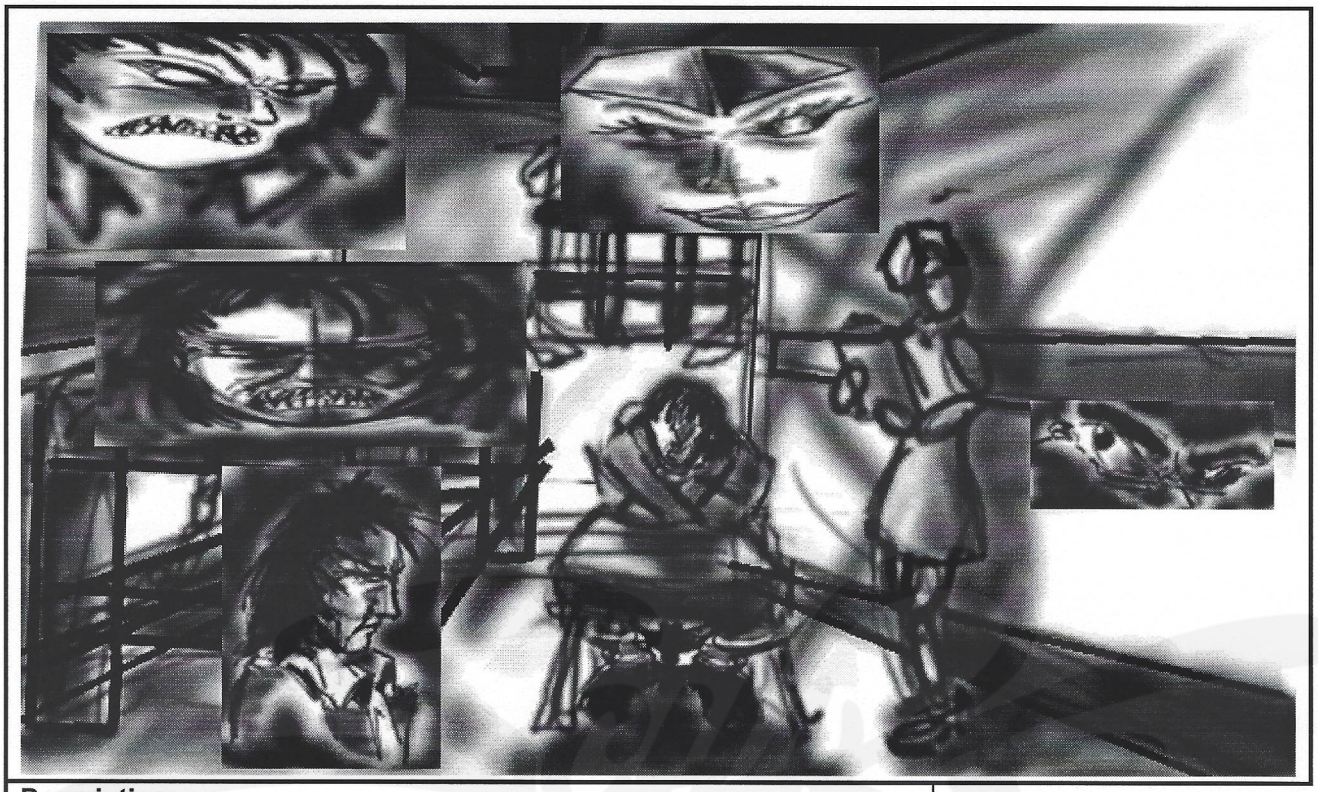
	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Corridor Opposite Vault Entry	/	/
Characters:	3D Studio	Alias
Kyle	/	/
Transexual Nurses	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Corridor Opposite Vault Entry	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

Pivot:	X	**On:**			
Dialogue:		**Action:**	X		
Static:		**AV:**	X		
	Examine				
Talk		**Fight**		**Bleed**	
Linear		**Button**		**Jigsaw**	

Date:
7/13/95

Block# / Shot#
2187

If cut-scene, frame count:



Description:
The Nurse repremands Kyle for being "naughty" and says that Rx is disappointed in him. She tells him he should stay put and speak to Rx the next evening after a good night's rest. The Nurse leaves the cell.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Cell Facing Window	/	/
Characters:	3D Studio	Alias
Kyle	/	/
Transexual Nurse	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Cell Facing Window	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

Notes:
Pivots are 2128.

Pivot:	X	**On:**	
Dialogue:		**Action:**	X
Static:		**AV:**	X
	Examine		
Talk	**Fight**	**Bleed**	
Linear	**Button**	**Jigsaw**	

Date:
7/13/95

Block# / Shot#
2188

If cut-scene, frame count:

Description:
Kyle can exit through the door marked Emergency Exit.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Corridor Exit Doors	/	/
Characters:	3D Studio	Alias
Kyle	/	/
	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Corridor Exit Doors	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

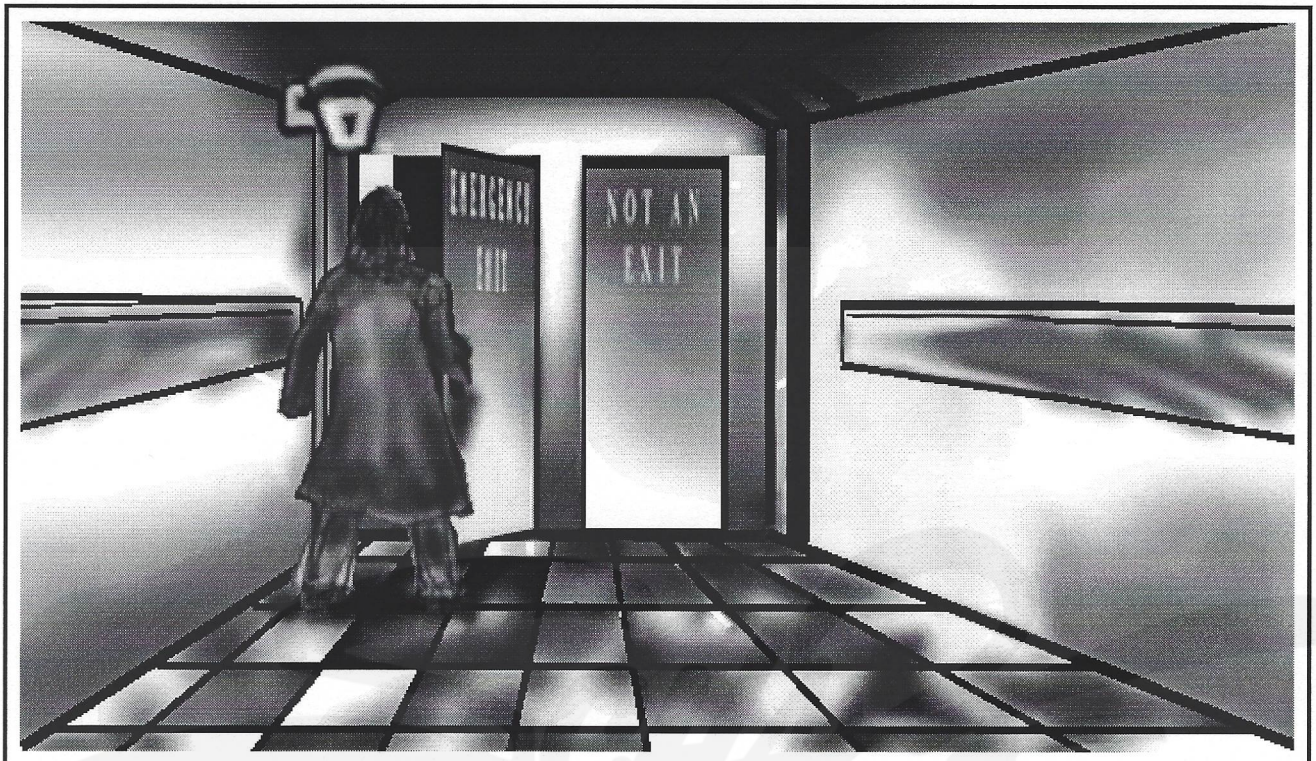
Notes:
Pivots are 2190.

Pivot:		On:	X
Dialogue:		Action:	X
Static:	X	AV:	
	Examine		
Talk	Fight	Bleed	
Linear	Button	Jigsaw	

Date:
7/13/95

Block# / Shot#
2189

If cut-scene, frame count:



Description:
Kyle opens the Emergency Exit door.

Notes:
Pivots are 2118.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Corridor Exit Doors	/	/
Characters:	3D Studio	Alias
Kyle	/	/
	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Corridor Exit Doors	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

Pivot:	X	**On:**			
Dialogue:		**Action:**	X		
Static:		**AV:**	X		
	Examine				
Talk		**Fight**		**Bleed**	
Linear		**Button**		**Jigsaw**	

Date:
7/13/95

Block# / Shot#
2190

If cut-scene, frame count:

Description:
The back wall of the Asylum vault slides open and reveals Rx's blood lab. A burgalar alarm sounds. Inside the long, thin room of the lab are two rows of upright tables, one row along each wall, with restraints for humanoids on each side of each table. . . .Restrained to the tables are various vampires and humans. One of them, Smudge, looks up at Kyle and says "the switch. . . pull down. . .please. . ." There are two doors at the opposite end of the lab. . . .The front of the vault still opens into the hallway.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Lab Facing Exit Doors	/	/
Characters:	3D Studio	Alias
Kyle	/	/
Smudge	/	/
Various Vampires and Humans	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Lab Facing Exit Doors	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

Notes:
Pivots are 2185.

Pivot:	X	On:	
Dialogue:		Action:	X
Static:		AV:	X
	Examine		
Talk	Fight	Bleed	
Linear	Button	Jigsaw	

Date:
7/13/95

Block# / Shot#
2191

If cut-scene, frame count:

Description:
Kyle can USE the switch handle.

	3D STUDIO	ALIAS
Background/Animation Filename:	**3D Studio**	**Alias**
Asylum Lab Facing Exit Doors	/	/
Characters:	**3D Studio**	**Alias**
Kyle	/	/
Smudge	/	/
Various Vampires and Humans	/	/
	/	/
Objects:	**3D Studio**	**Alias**
	/	/
	/	/
	/	/
	/	/
Background Elements	**3d Studio**	**Alias**
Asylum Lab Facing Exit Doors	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

Notes:
Pivots are 2193 and 2262.

Pivot:		**On:**	X
Dialogue:		**Action:**	X
Static:	X	**AV:**	
	Examine		
Talk	**Fight**		**Bleed**
Linear	**Button**		**Jigsaw**

Date:
7/13/95

Block# / Shot#
2192

If cut-scene, frame count:

Description:
Smudge awakens from his stupor to see the restraints on the prisoners in the Asylum Lab uncouple themselves from the prisoners. As they do, trap doors open below the tables they laid against. Each prisoner falls into their trap door. As Smudge is falling into his, he can be heard to yell "Thanks dude!. . ." as he decends through the tubes below. Then, the trap doors all close.

	3D STUDIO	ALIAS
Background/Animation Filename:	**3D Studio**	**Alias**
Asylum Lab Facing Exit Doors	/	/
Characters:	**3D Studio**	**Alias**
Kyle	/	/
Smudge	/	/
Various Vampires and Humans	/	/
	/	/
Objects:	**3D Studio**	**Alias**
	/	/
	/	/
	/	/
	/	/
Background Elements	**3d Studio**	**Alias**
Asylum Lab Facing Exit Doors	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

Notes:
Pivots are 2185.

Pivot:	X	On:	
Dialogue:		Action:	X
Static:		AV:	X
	Examine		
Talk	Fight	Bleed	
Linear	Button	Jigsaw	

Date:
7/13/95

Block# / Shot#
2193

If cut-scene, frame count:

Description:
Kyle can exit via the door marked "Not An Exit".

	3D STUDIO	ALIAS
Background/Animation Filename:	**3D Studio**	**Alias**
Asylum Lab Facing Exit Doors	/	/
Characters:	**3D Studio**	**Alias**
Kyle	/	/
Smudge	/	/
Various Vampires and Humans	/	/
	/	/
Objects:	**3D Studio**	**Alias**
	/	/
	/	/
	/	/
	/	/
Background Elements	**3d Studio**	**Alias**
Asylum Lab Facing Exit Doors	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

Notes:
Pivots are 2195.

Pivot:		**On:**	X
Dialogue:		**Action:**	X
Static:	X	**AV:**	
	Examine		
Talk	**Fight**	**Bleed**	
Linear	**Button**	**Jigsaw**	

Date:
7/13/95

Block# / Shot#
2194

If cut-scene, frame count:

Description:
Kyle opens the door marked "Not An Exit". He walks through it and it closes behind him.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Lab Facing Exit Doors	/	/
Characters:	3D Studio	Alias
Kyle	/	/
Smudge	/	/
Various Vampires and Humans	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Lab Facing Exit Doors	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

Notes:
Pivots are 2004.

Pivot:	X	On:	
Dialogue:		Action:	X
Static:		AV:	X
	Examine		
Talk	Fight	Bleed	
Linear	Button	Jigsaw	

Date:
7/13/95

Block# / Shot#
2195

If cut-scene, frame count:

Description:
Kyle can go back down the hall and around corner - toward his cell and away from Rx's mirrors.

Notes:
Pivots are 2132.

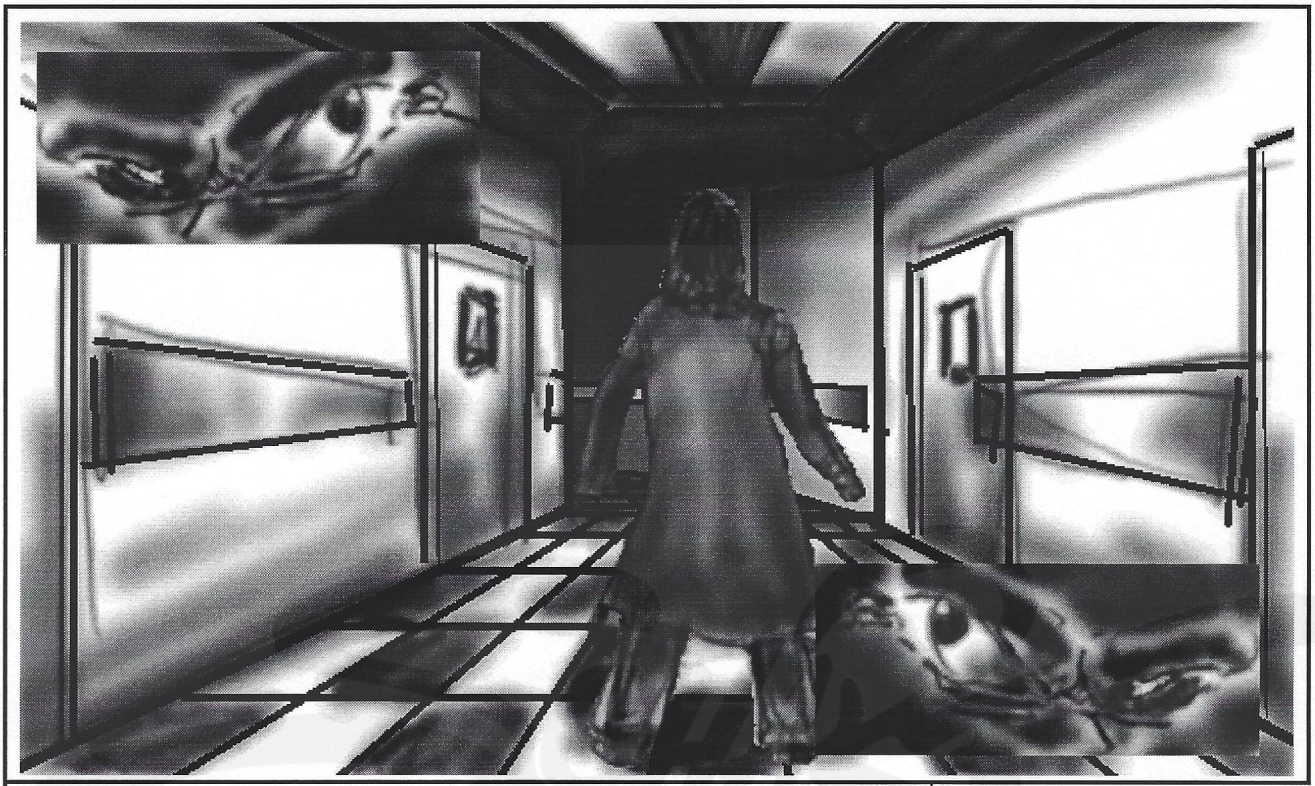
	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Corridor w/ Turn Ahead	/	/
Characters:	3D Studio	Alias
Kyle	/	/
	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Corridor w/ Turn Ahead	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

Pivot:		On:	X		
Dialogue:		Action:	X		
Static:	X	AV:			
	Examine				
Talk		Fight		Bleed	
Linear		Button		Jigsaw	

Date:
7/13/95

Block# / Shot#
2196

If cut-scene, frame count:



Description:
Kyle can walk away from the mirrors and his cell and continue down corridor.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Corridor w/ Turn Ahead	/	/
Characters:	3D Studio	Alias
Kyle	/	/
	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Corridor w/ Turn Ahead	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

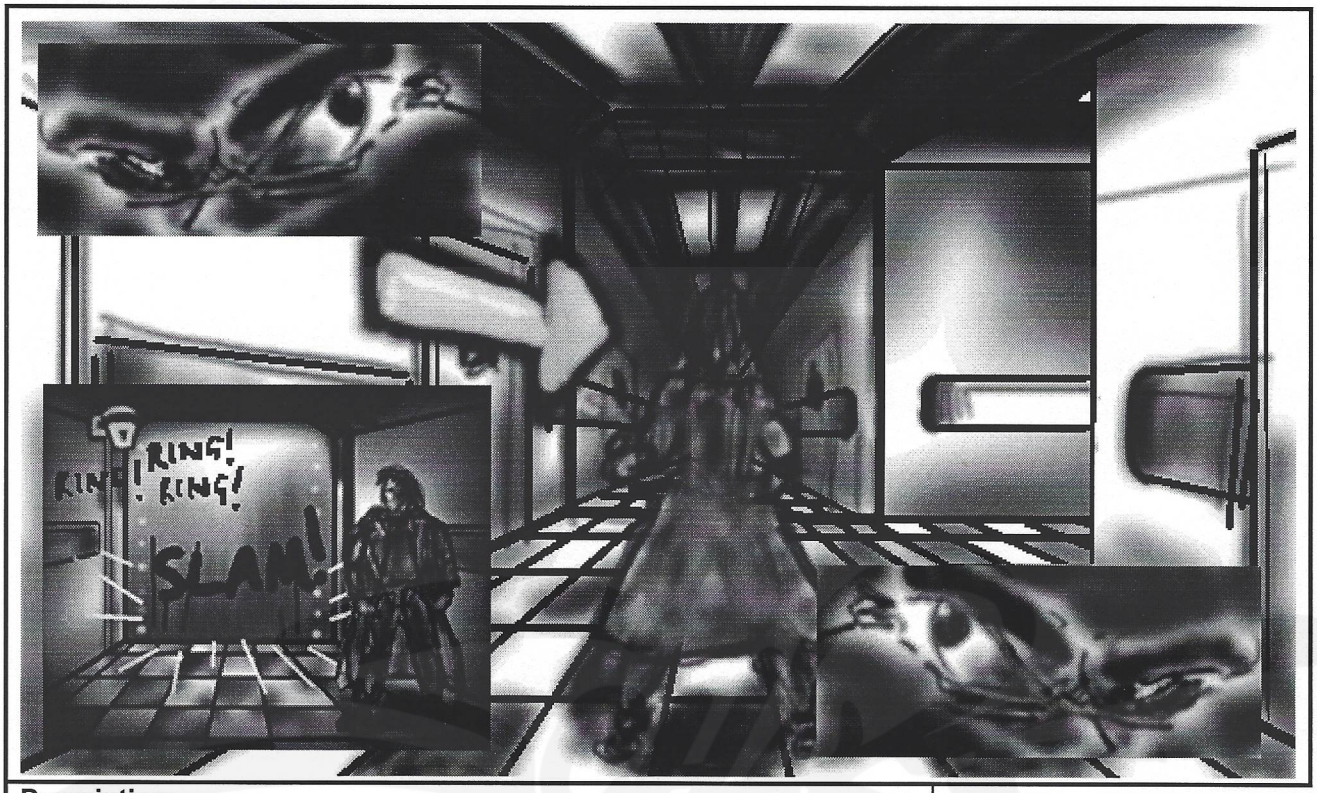
Notes:
Pivots are 2198.

Pivot:		On:	X
Dialogue:		Action:	X
Static:	X	AV:	
	Examine		
Talk	Fight	Bleed	
Linear	Button	Jigsaw	

Date:
7/13/95

Block# / Shot#
2197

If cut-scene, frame count:



Description:
Kyle steps into corridor past mirrors hallway. A loud metallic THUD! is heard. Sirens begin to peel. Kyle swings around to see that a wall has been lowered into place behind him, preventing him from going back toward the mirrors and the cell. (An NPC can be with him: Annise, Gorgon, Laura, Vincent, or, the Justicar).

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Corridor Start of Maze	/	/
Characters:	3D Studio	Alias
Kyle	/	/
	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Corridor Start of Maze	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

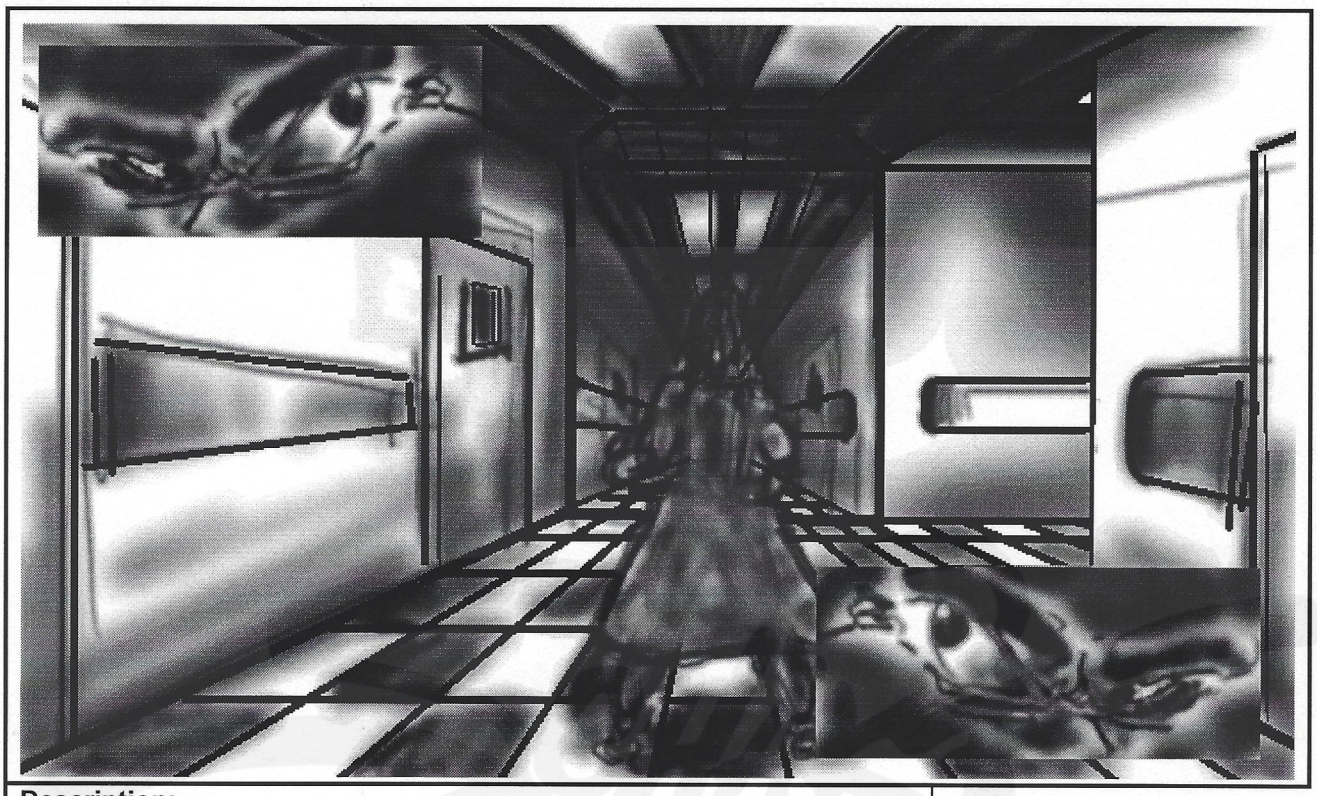
Notes:
Pivots are 2199.

Pivot:	X	On:	
Dialogue:		Action:	X
Static:		AV:	X
	Examine		
Talk	Fight	Bleed	
Linear	Button	Jigsaw	

Date:
7/13/95

Block# / Shot#
2198

If cut-scene, frame count:



Description:
Kyle is standing at the beginning of the maze of Asylum hallways.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Corridor Start of Maze	/	/
Characters:	3D Studio	Alias
Kyle	/	/
	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Corridor Start of Maze	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

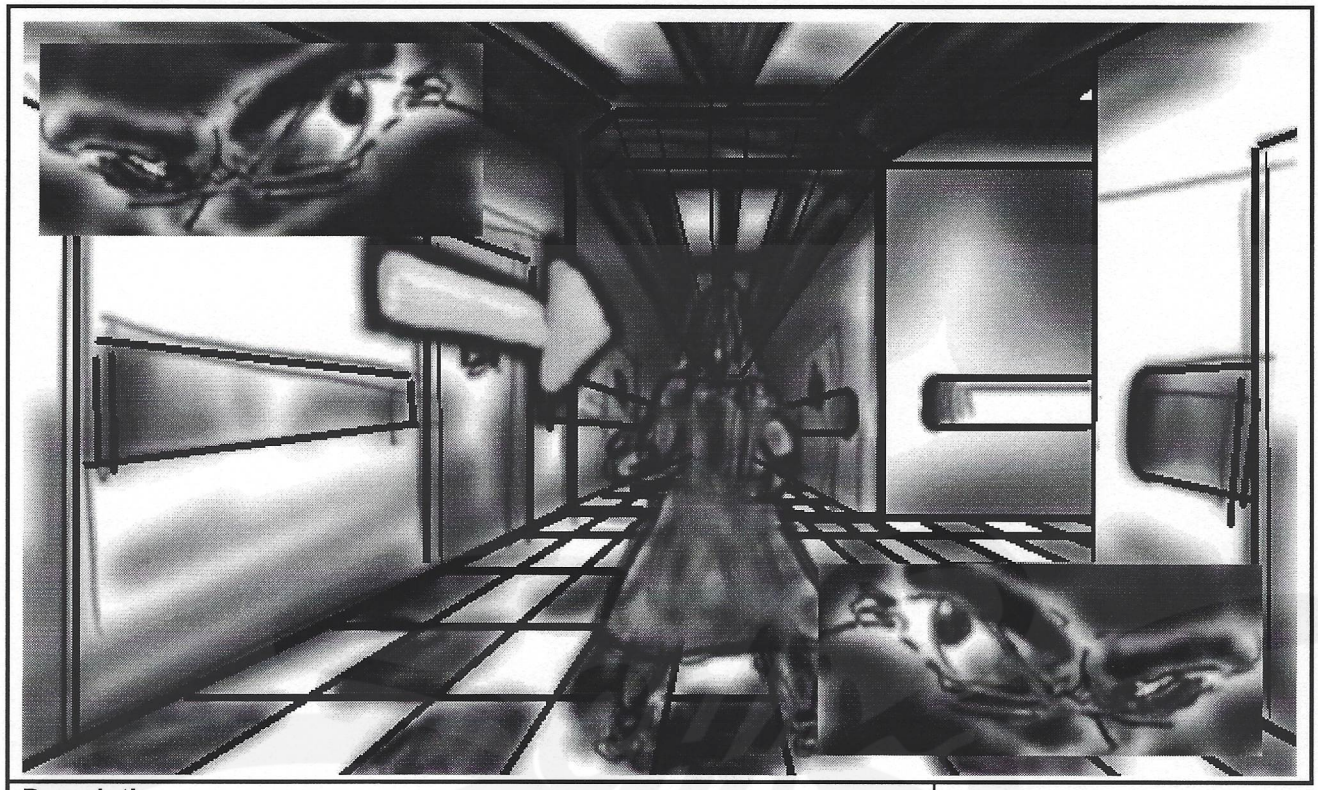
Notes:
Pivots are 2200.

Pivot:		On:	
Dialogue:		Action:	
Static:		AV:	
	Examine		
Talk	Fight	Bleed	
Linear	Button	Jigsaw	

Date:
7/13/95

Block# / Shot#
2199

If cut-scene, frame count:



Description:
Kyle can go down hallway, away from maze entrance.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Corridor Start of Maze	/	/
Characters:	3D Studio	Alias
Kyle	/	/
	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Corridor Start of Maze	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

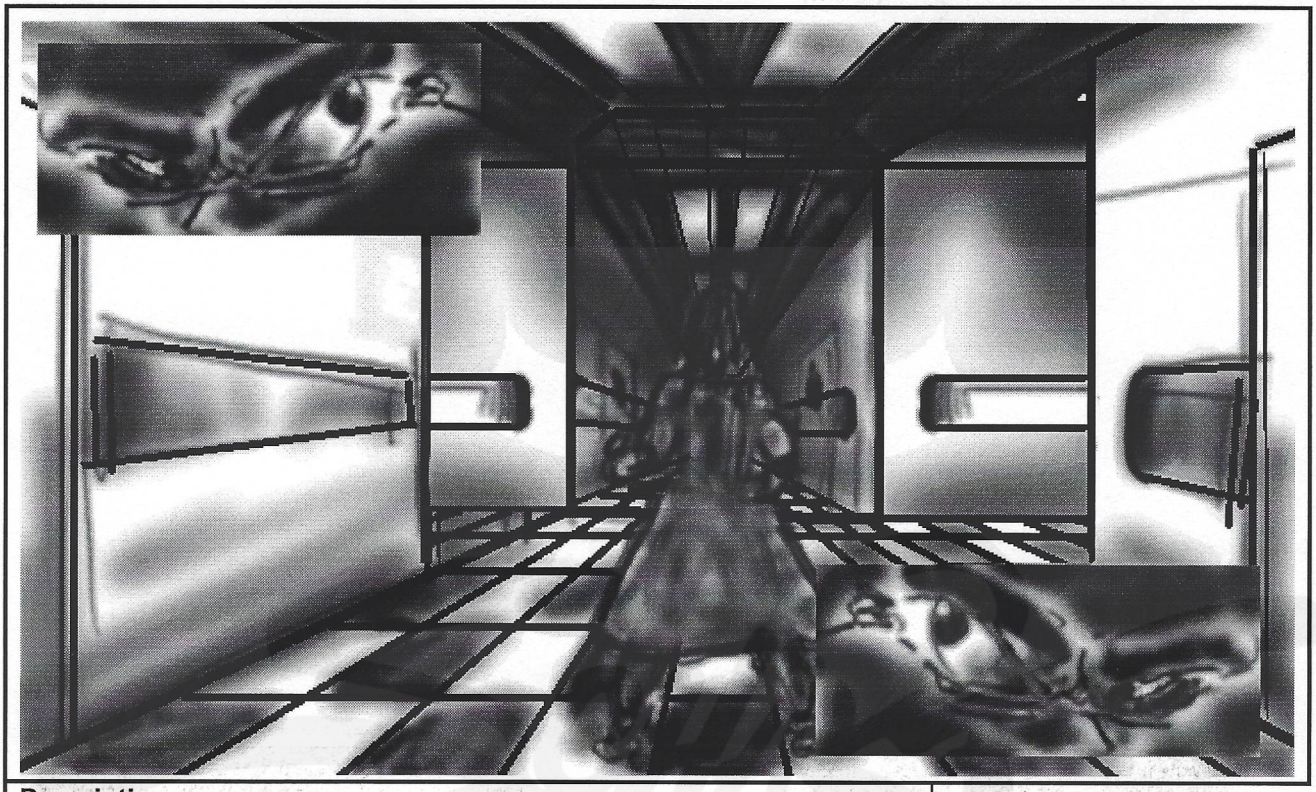
Notes:
Pivots are 2201.

Pivot:	X	On:	
Dialogue:		Action:	X
Static:	X	AV:	
	Examine		
Talk	Fight	Bleed	
Linear	Button	Jigsaw	

Date:
7/13/95

Block# / Shot#
2200

If cut-scene, frame count:



Description:
Kyle is at a maze Pivot.
A. He can turn around and go back the way he came.
B. He can go forward.
C. He can go left.
D. He can go right.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum 4-way Maze Corridor	/	/
Characters:	3D Studio	Alias
Kyle	/	/
	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum 4-way Maze Corridor	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

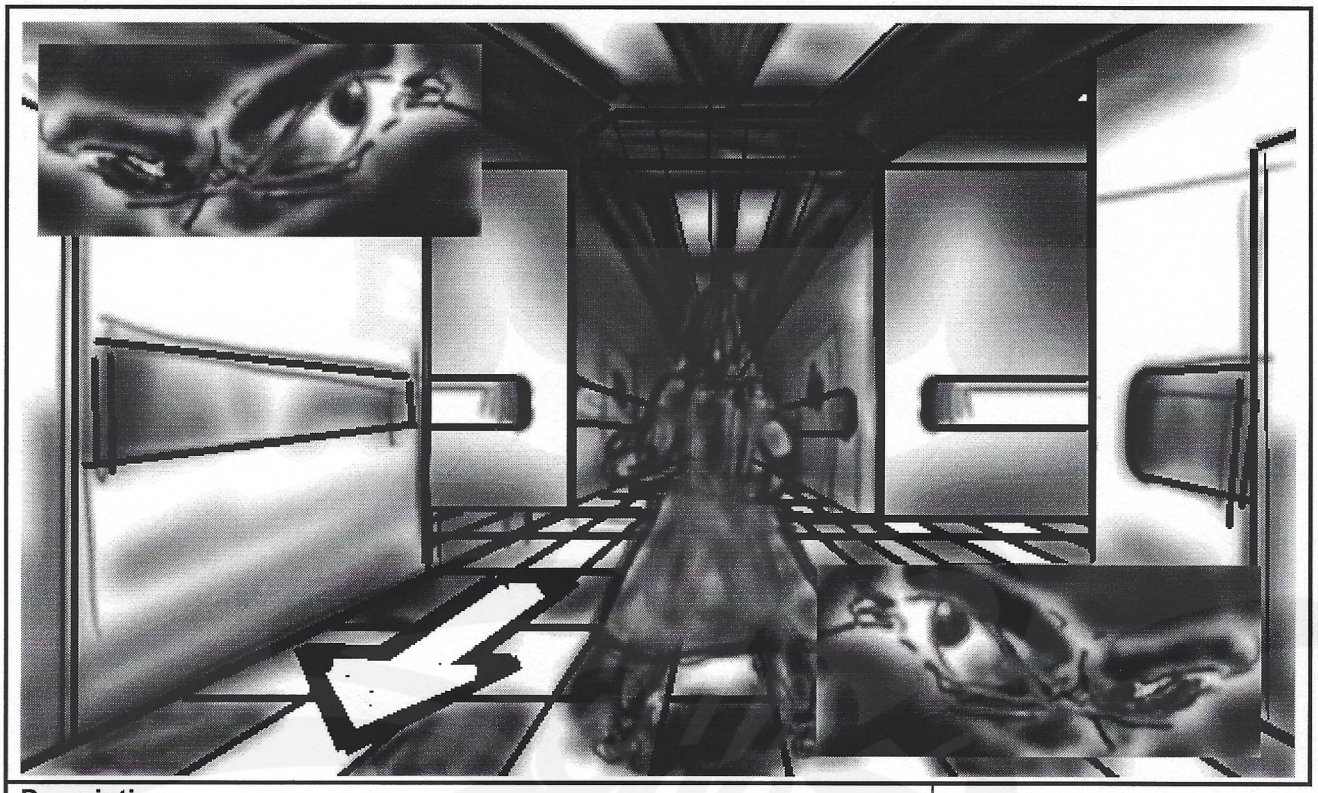
Notes:
Pivots are 2202, 2203, 2204, and 2205.

Pivot:	X	On:	
Dialogue:		Action:	X
Static:	X	AV:	
	Examine		
Talk	Fight	Bleed	
Linear	Button	Jigsaw	

Date:
7/13/95

Block# / Shot#
2201

If cut-scene, frame count:



Description:
Kyle can go back the way he just came.

Notes:
Pivots are 2201.

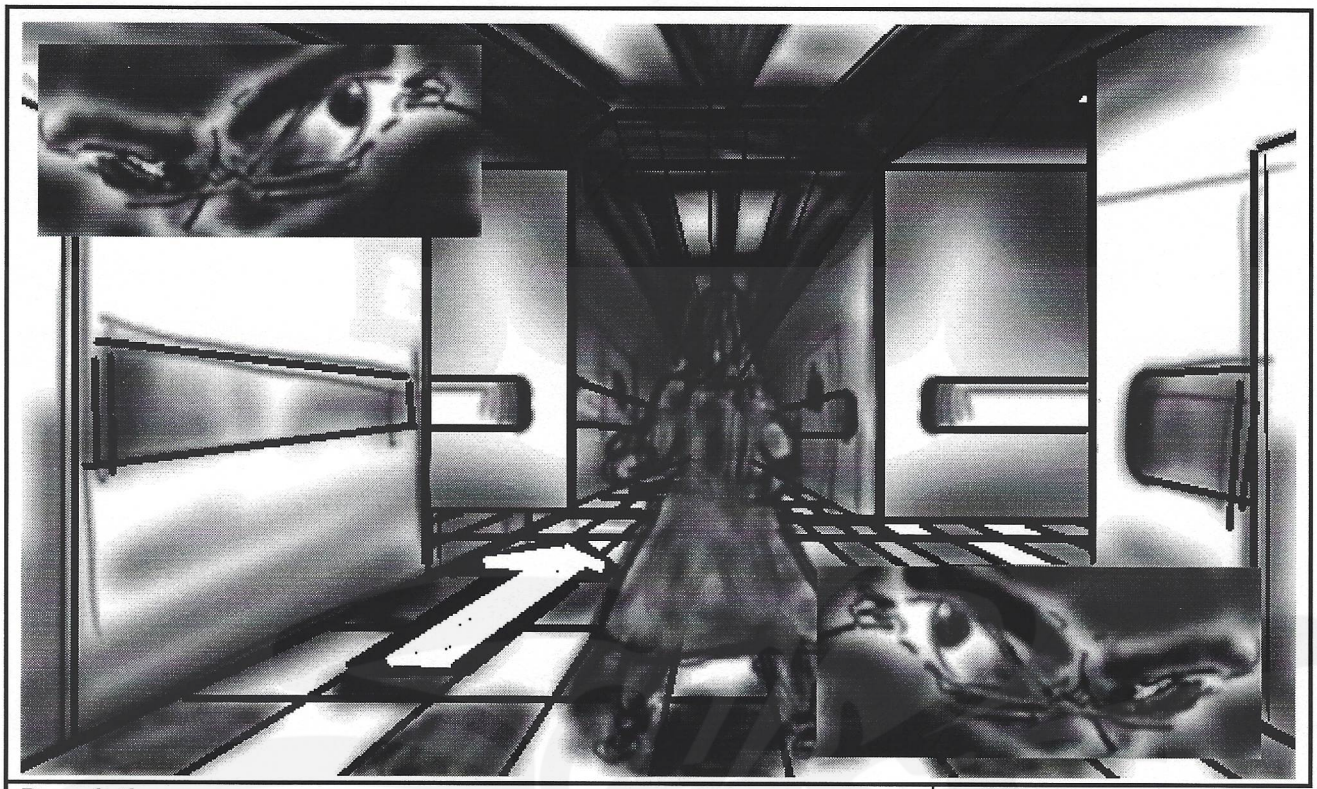
	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum 4-way Maze Corridor	/	/
Characters:	3D Studio	Alias
Kyle	/	/
	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum 4-way Maze Corridor	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

Pivot:		On:	X		
Dialogue:		Action:	X		
Static:	X	AV:			
	Examine				
Talk		Fight		Bleed	
Linear		Button		Jigsaw	

Date:
7/13/95

Block# / Shot#
2202

If cut-scene, frame count:



Description:
Kyle can go forward to the next pivot.

	3D STUDIO	ALIAS
Background/Animation Filename:	**3D Studio**	**Alias**
Asylum 4-way Maze Corridor	/	/
Characters:	**3D Studio**	**Alias**
Kyle	/	/
	/	/
	/	/
	/	/
Objects:	**3D Studio**	**Alias**
	/	/
	/	/
	/	/
	/	/
Background Elements	**3d Studio**	**Alias**
Asylum 4-way Maze Corridor	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

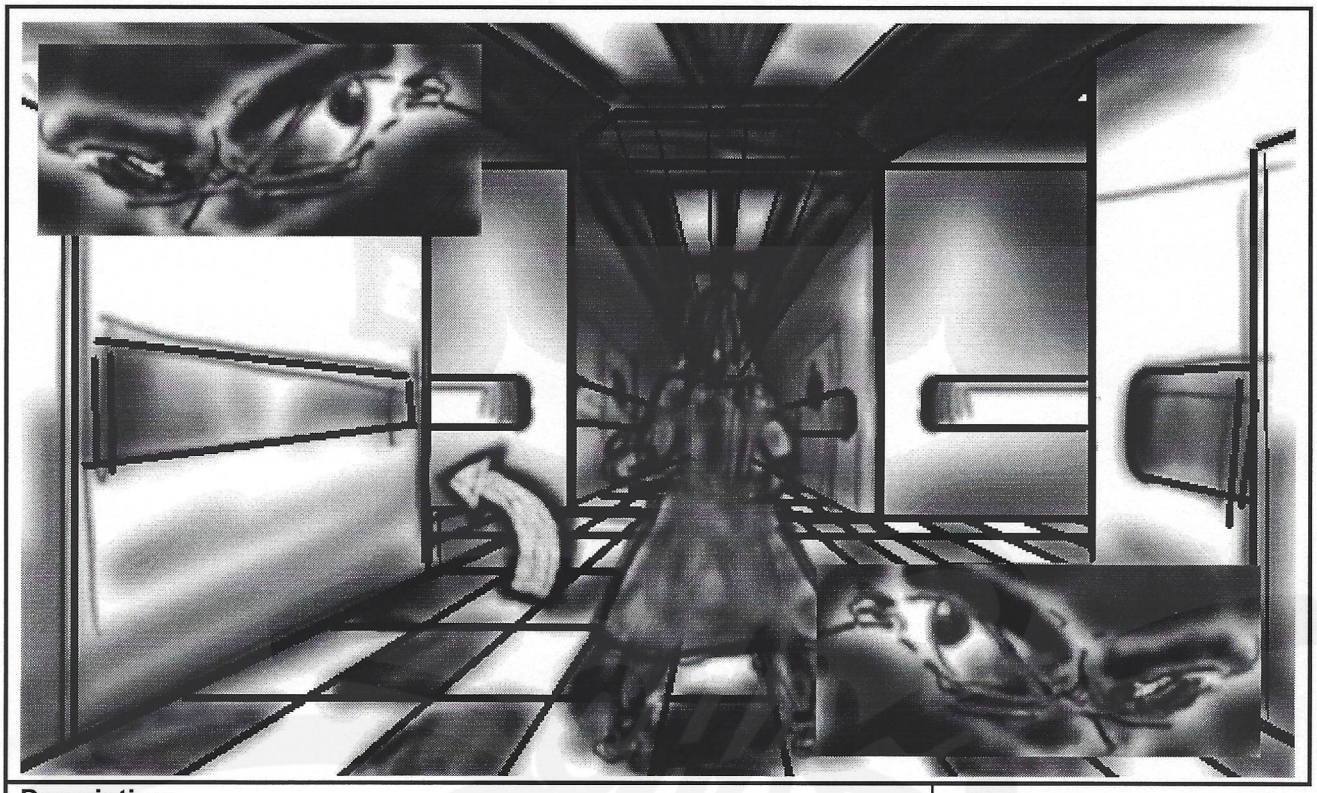
Notes:
Pivots are 2201 and 2206.

Pivot:		**On:**	X
Dialogue:		**Action:**	X
Static:	X	**AV:**	
	Examine		
Talk	**Fight**	**Bleed**	
Linear	**Button**	**Jigsaw**	

Date:
7/13/95

Block# / Shot#
2203

If cut-scene, frame count:



Description:
Kyle can go left.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum 4-way Maze Corridor	/	/
Characters:	3D Studio	Alias
Kyle	/	/
	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum 4-way Maze Corridor	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

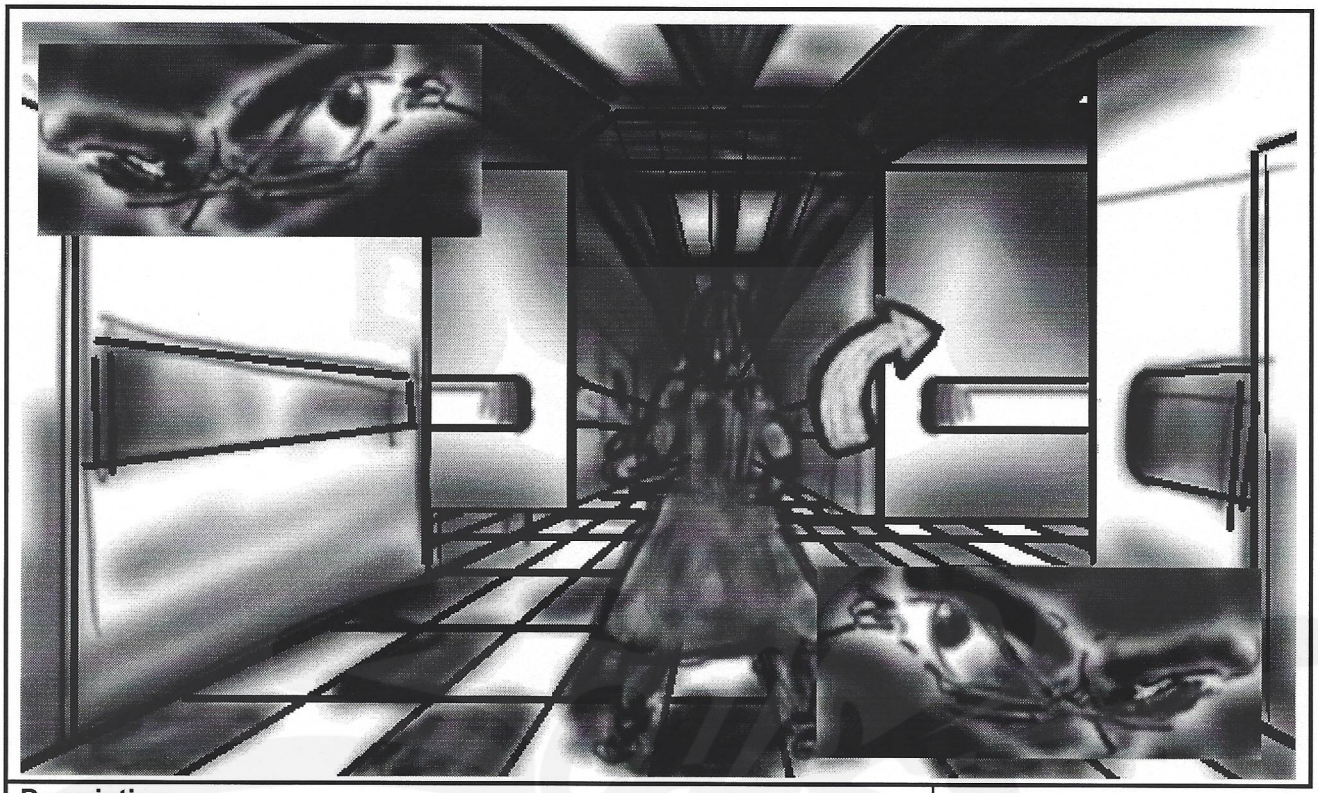
Notes:
Pivots are 2201 and 2206.

Pivot:		On:	X
Dialogue:		Action:	X
Static:	X	AV:	
	Examine		
Talk	Fight	Bleed	
Linear	Button	Jigsaw	

Date:
7/13/95

Block# / Shot#
2204

If cut-scene, frame count:



Description:
Kyle can go right.

	3D STUDIO	ALIAS
Background/Animation Filename:	**3D Studio**	**Alias**
Asylum 4-way Maze Corridor	/	/
Characters:	**3D Studio**	**Alias**
Kyle	/	/
	/	/
	/	/
	/	/
Objects:	**3D Studio**	**Alias**
	/	/
	/	/
	/	/
	/	/
Background Elements	**3d Studio**	**Alias**
Asylum 4-way Maze Corridor	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

Notes:
Pivots are 2201 and 2206.

Pivot:		**On:**	X
Dialogue:		**Action:**	X
Static:	X	**AV:**	
	Examine		
Talk	**Fight**	**Bleed**	
Linear	**Button**	**Jigsaw**	

Date:
7/13/95

Block# / Shot#
2205

If cut-scene, frame count:

Description:
Kyle walks up to two doors at the dead end of the hallway. They read: "Emergency Exit" and "Not An Exit".

	3D STUDIO	ALIAS
Background/Animation Filename:	**3D Studio**	**Alias**
Asylum Maze Corridor Facing Exits	/	/
Characters:	**3D Studio**	**Alias**
Kyle	/	/
	/	/
	/	/
	/	/
Objects:	**3D Studio**	**Alias**
	/	/
	/	/
	/	/
	/	/
Background Elements	**3d Studio**	**Alias**
Asylum Maze Corridor Facing Exits	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

Notes:
Pivots are 2202, 2189, 2194, 2207, and 2209.

Pivot:	X	**On:**	
Dialogue:		**Action:**	X
Static:	X	**AV:**	
	Examine		
Talk	**Fight**	**Bleed**	
Linear	**Button**	**Jigsaw**	

Date:
7/13/95

Block# / Shot#
2206

If cut-scene, frame count:

Description:
Kyle can open the "Emergency Exit" when an NPC is with him.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Maze Corridor Facing Exits	/	/
Characters:	3D Studio	Alias
Kyle	/	/
A NPC	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Maze Corridor Facing Exits	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

Notes:
Pivots are 2208.

Pivot:	X	On:	
Dialogue:		Action:	X
Static:		AV:	X
	Examine		
Talk	Fight	Bleed	
Linear	Button	Jigsaw	

Date:
7/13/95

Block# / Shot#
2207

If cut-scene, frame count:

Description:
A trap door opens up at the NPC's feet and he/she falls through it. Then, a trap door opens up at Kyle's feet, and he falls through a large tube, sliding along it's various twists and turns. He emits startled yells, screams and violent curses. These sounds fade away as everything goes black.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Maze Corridor Facing Exits	/	/
Characters:	3D Studio	Alias
Kyle	/	/
A NPC	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Maze Corridor Facing Exits	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

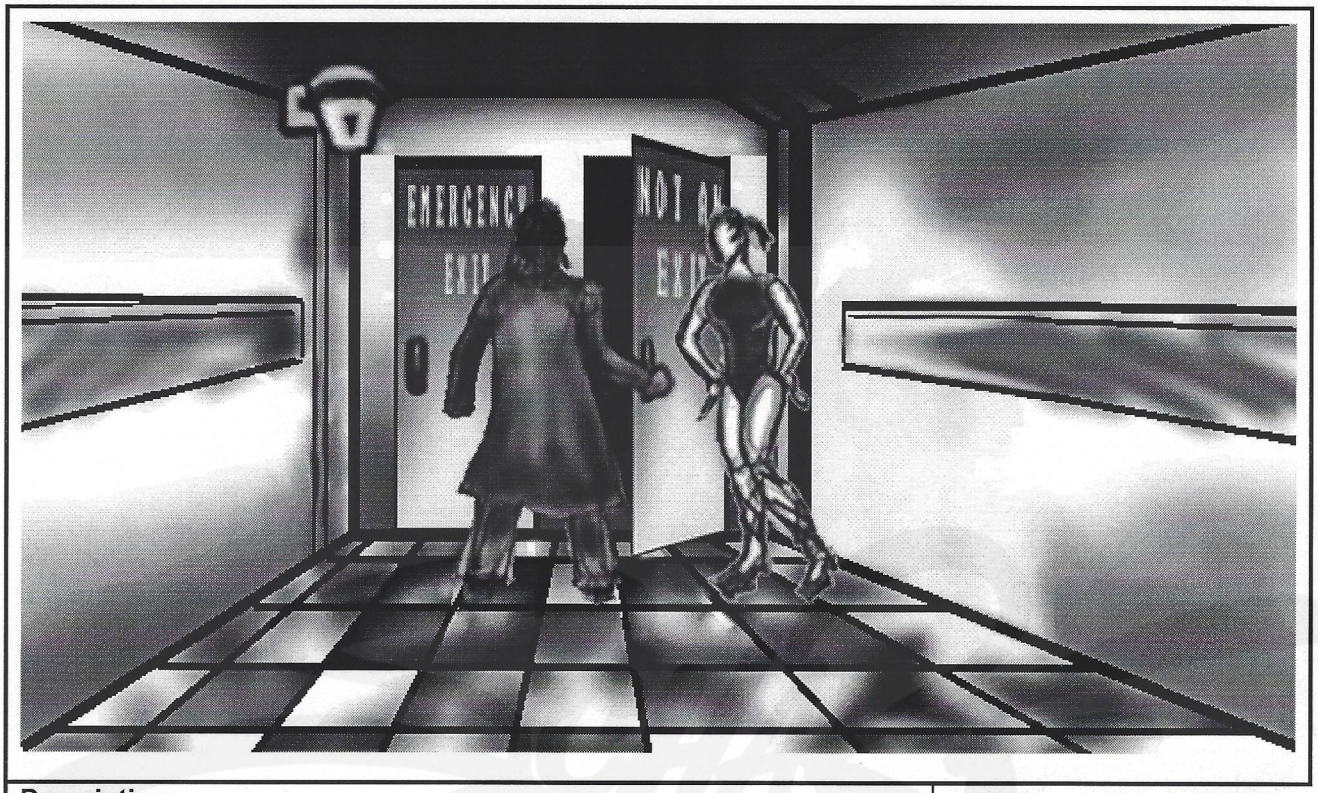
Notes:
Pivots are 2116.

Pivot:	X	On:	
Dialogue:		Action:	X
Static:		AV:	X
	Examine		
Talk	Fight	Bleed	
Linear	Button	Jigsaw	

Date:
7/13/95

Block# / Shot#
2208

If cut-scene, frame count:



Description:
Kyle can open the "Not An Exit" door when an NPC is with him.

	3D STUDIO	ALIAS
Background/Animation Filename:	**3D Studio**	**Alias**
Asylum Maze Corridor Facing Exits	/	/
Characters:	**3D Studio**	**Alias**
Kyle	/	/
A NPC	/	/
	/	/
	/	/
Objects:	**3D Studio**	**Alias**
	/	/
	/	/
	/	/
	/	/
Background Elements	**3d Studio**	**Alias**
Asylum Maze Corridor Facing Exits	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

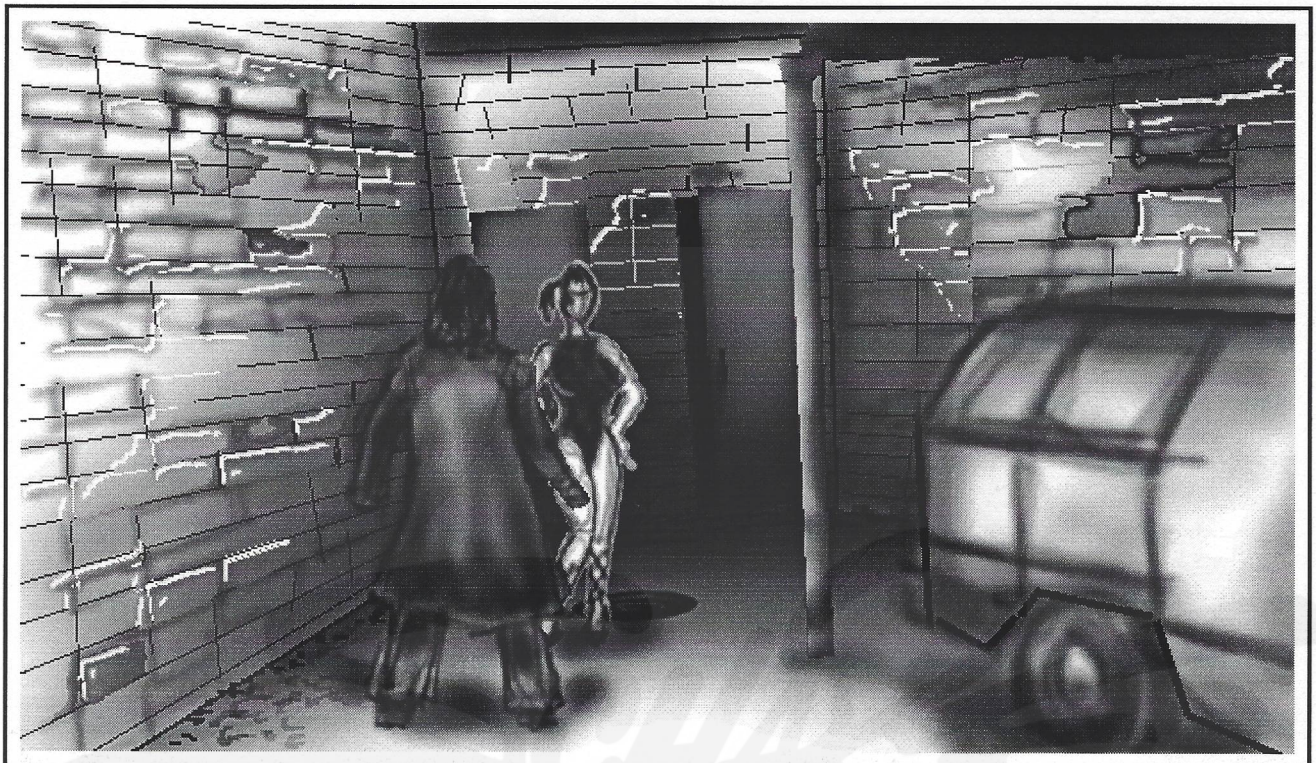
Notes:
Pivots are 2210.

Pivot:		**On:**	X
Dialogue:		**Action:**	X
Static:	X	**AV:**	
	Examine		
Talk	**Fight**		**Bleed**
Linear	**Button**		**Jigsaw**

Date:
7/13/95

Block# / Shot#
2209

If cut-scene, frame count:



Description:
Kyle walks out into the Alley. Annise passes through the closing door and rushes past Kyle, and saying that she will never forget Kyle's help and that they owe him a big favor. Annise leaves Kyle alone in the Alley. (Trust goes way up).

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Alley Facing Exit Doors	/	/
Characters:	3D Studio	Alias
Kyle	/	/
A NPC	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Alley Facing Exit Doors	/	/
Broken down Asylum ambulance	/	/
Exit Doors	/	/
	/	/
	/	/
	/	/

Notes:
Pivots are 2004.

Pivot:	X	On:	
Dialogue:		Action:	X
Static:		AV:	X
	Examine		
Talk	Fight	Bleed	
Linear	Button	Jigsaw	

Date:
7/13/95

Block# / Shot#
2210

If cut-scene, frame count:

Description:
Rx comes into cell and talks to Kyle for the last time. He tells Kyle that all is in readyness and that he's thankful for all his help. . . . and despite the problems that have occured and the various delays Rx is ready to receive his destiny. Rx then pulls out a remote control, presses one of it's buttons and then Kyle and his school chair fall through a trap door as Kyle yells as he falls.

	3D STUDIO	ALIAS
Background/Animation Filename:	**3D Studio**	**Alias**
Asylum Cell Facing Window	/	/
Characters:	**3D Studio**	**Alias**
Kyle	/	/
Dr. Rx	/	/
	/	/
	/	/
Objects:	**3D Studio**	**Alias**
	/	/
	/	/
	/	/
	/	/
Background Elements	**3d Studio**	**Alias**
Asylum Cell Facing Window	/	/
Bed	/	/
Desk/chair	/	/
	/	/
	/	/
	/	/

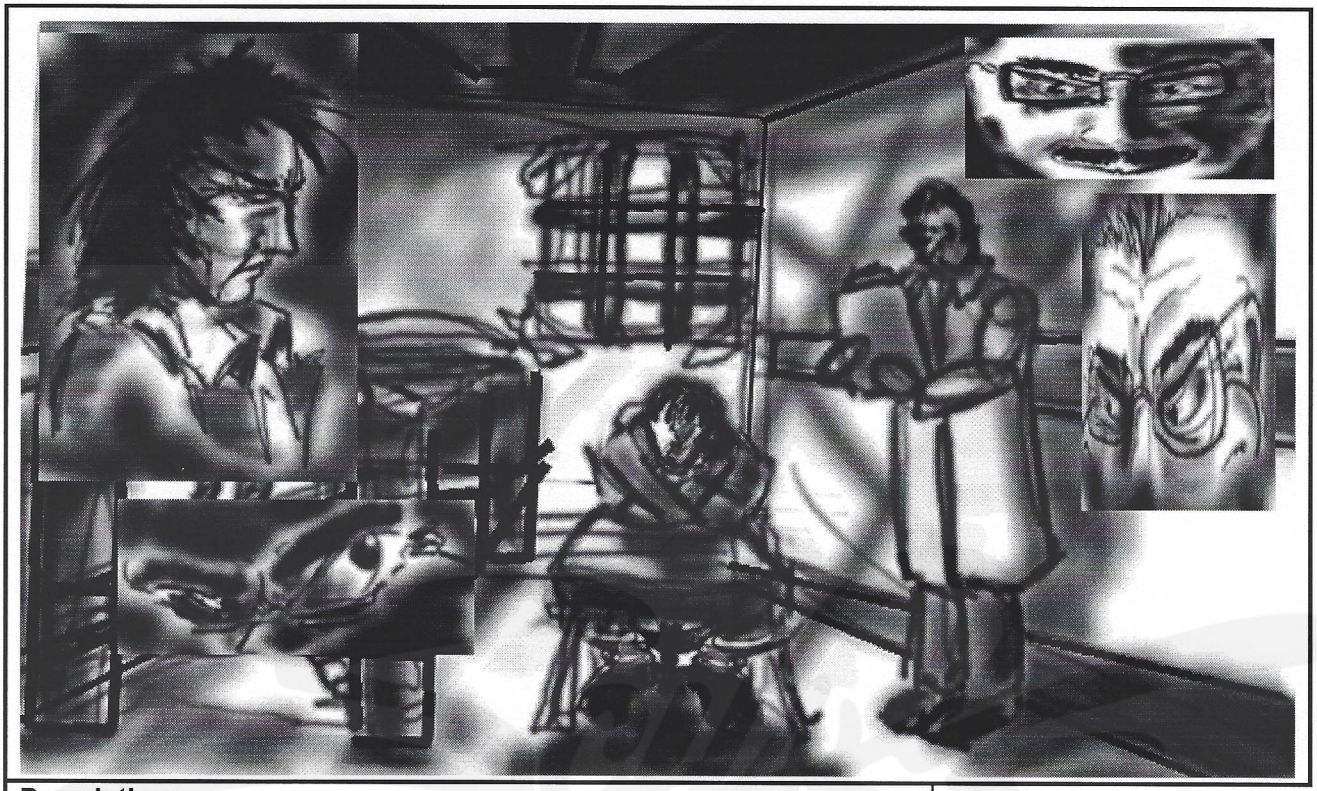
Notes:
Pivots are 2238.

Pivot:	X	On:	
Dialogue:	X	Action:	
Static:		AV:	
	Examine		
Talk	Fight	Bleed	
Linear	Button	Jigsaw	

Date:
7/13/95

Block# / Shot#
2211

If cut-scene, frame count:



Description:
Rx comes into cell and repremands Kyle. He's furious that Kyle disobeyed him. But he's willing to give him another chance to redeem himself by helping kill someone else. . . . but that discussion can wait till morning. . . he reminds Kyle that if he needs anything that all he has to do is knock. Rx then leaves the cell.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Cell Facing Window	/	/
Characters:	3D Studio	Alias
Kyle	/	/
Dr. Rx	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Cell Facing Window	/	/
Bed	/	/
Desk/chair	/	/
	/	/
	/	/
	/	/

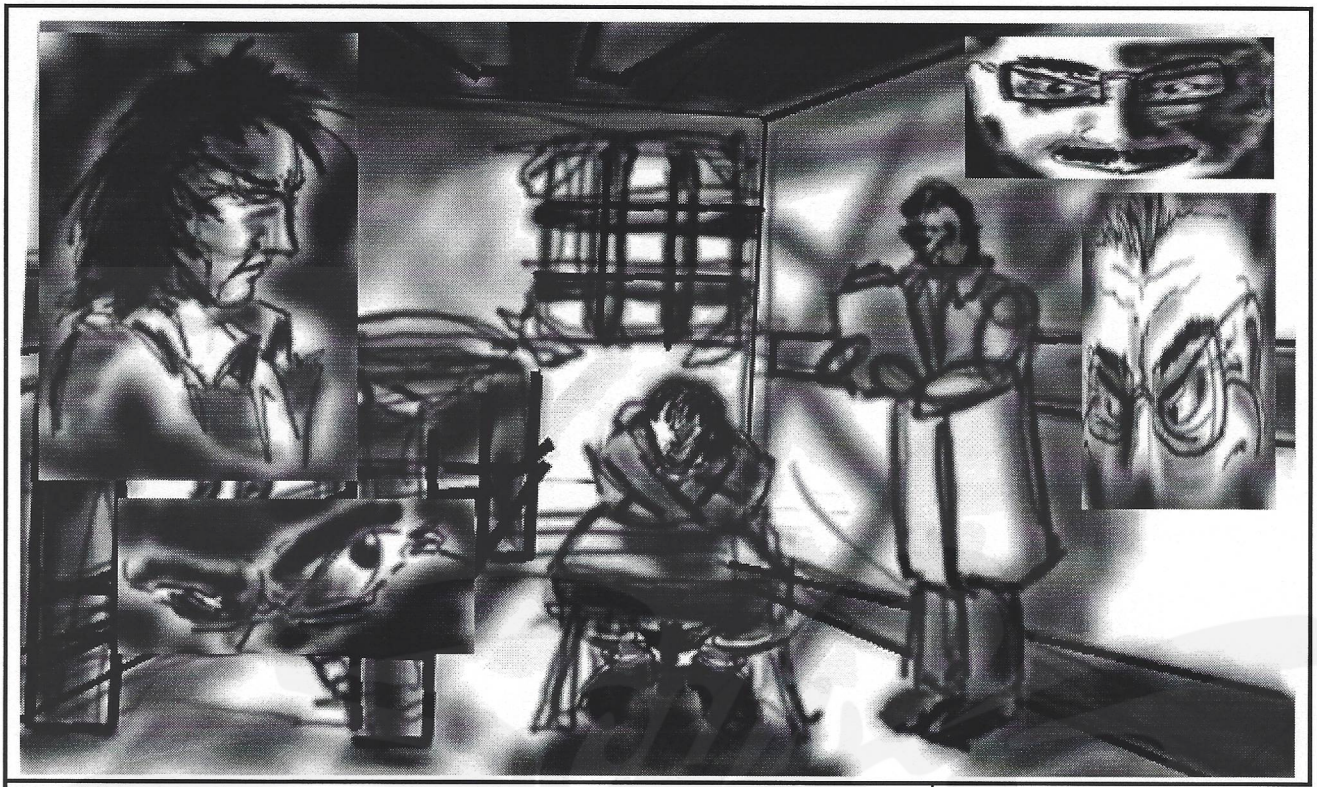
Notes:
Pivots are 2128.

Pivot:	X	On:	
Dialogue:	X	Action:	
Static:		AV:	
	Examine		
Talk	Fight	Bleed	
Linear	Button	Jigsaw	

Date:
7/13/95

Block# / Shot#
2212

If cut-scene, frame count:



Description:
Rx comes into cell and talks to Kyle about getting the Gangrel's Blood from Annise's.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Cell Facing Window	/	/
Characters:	3D Studio	Alias
Kyle	/	/
Dr. Rx	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Cell Facing Window	/	/
Bed	/	/
Desk/chair	/	/
	/	/
	/	/
	/	/

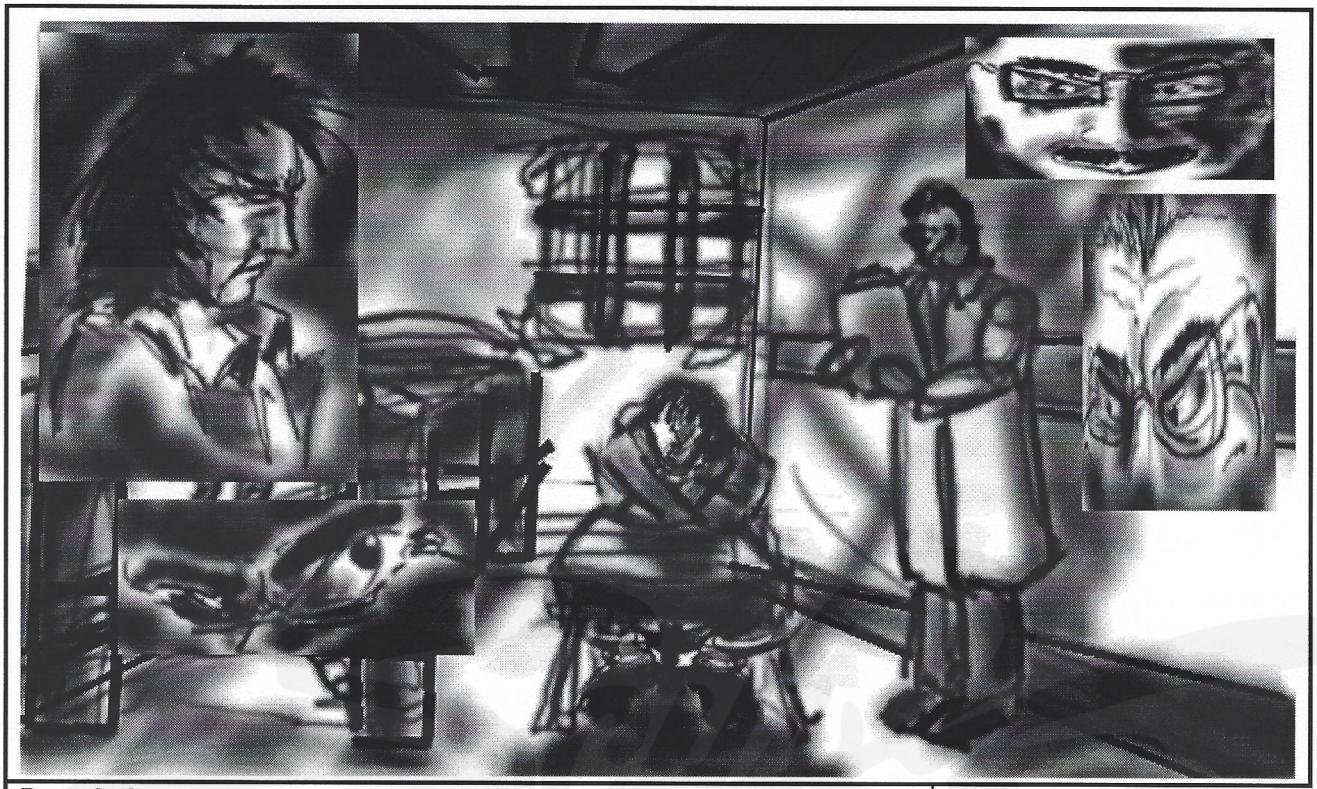
Notes:
Pivots are none.

Pivot:	X	On:	
Dialogue:	X	Action:	
Static:		AV:	
	Examine		
Talk	Fight	Bleed	
Linear	Button	Jigsaw	

Date:
7/13/95

Block# / Shot#
2213

If cut-scene, frame count:



Description:
Kyle can refuse.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Cell Facing Window	/	/
Characters:	3D Studio	Alias
Kyle	/	/
Dr. Rx	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Cell Facing Window	/	/
Bed	/	/
Desk/chair	/	/
	/	/
	/	/
	/	/

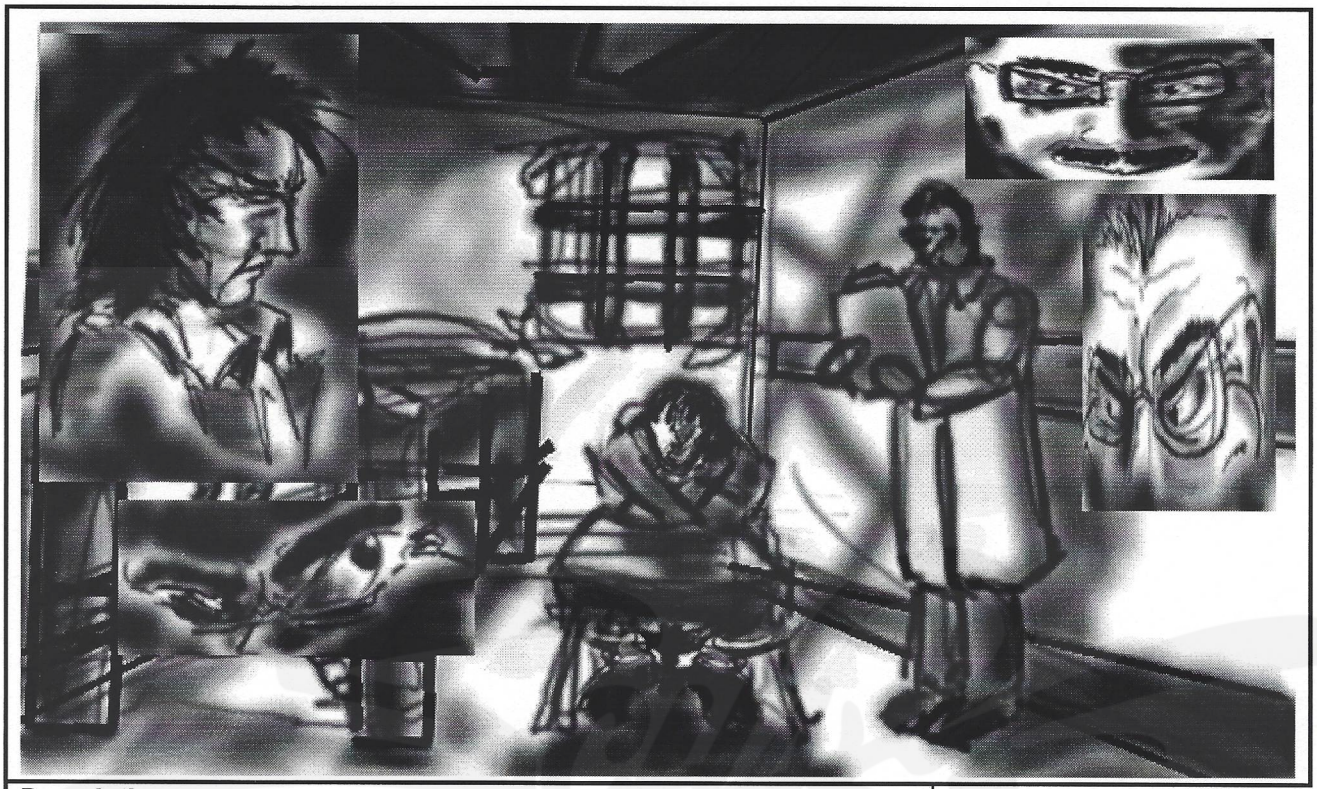
Notes:
Pivots are 2215.

Pivot:		On:	X
Dialogue:	X	Action:	
Static:		AV:	
	Examine		
Talk		Fight	Bleed
Linear		Button	Jigsaw

Date:
7/13/95

Block# / Shot#
2214

If cut-scene, frame count:



Description:
Rx thinks Kyle's descision is ill considered and says that even though time is short, he'll give Kyle some quiet time to relax and destress after his harrowing experience last evening. He bids Kyle good evening and reminds him that if he needs anything. . . just knock. Rx then leaves.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Cell Facing Window	/	/
Characters:	3D Studio	Alias
Kyle	/	/
Dr. Rx	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Cell Facing Window	/	/
Bed	/	/
Desk/chair	/	/
	/	/
	/	/
	/	/

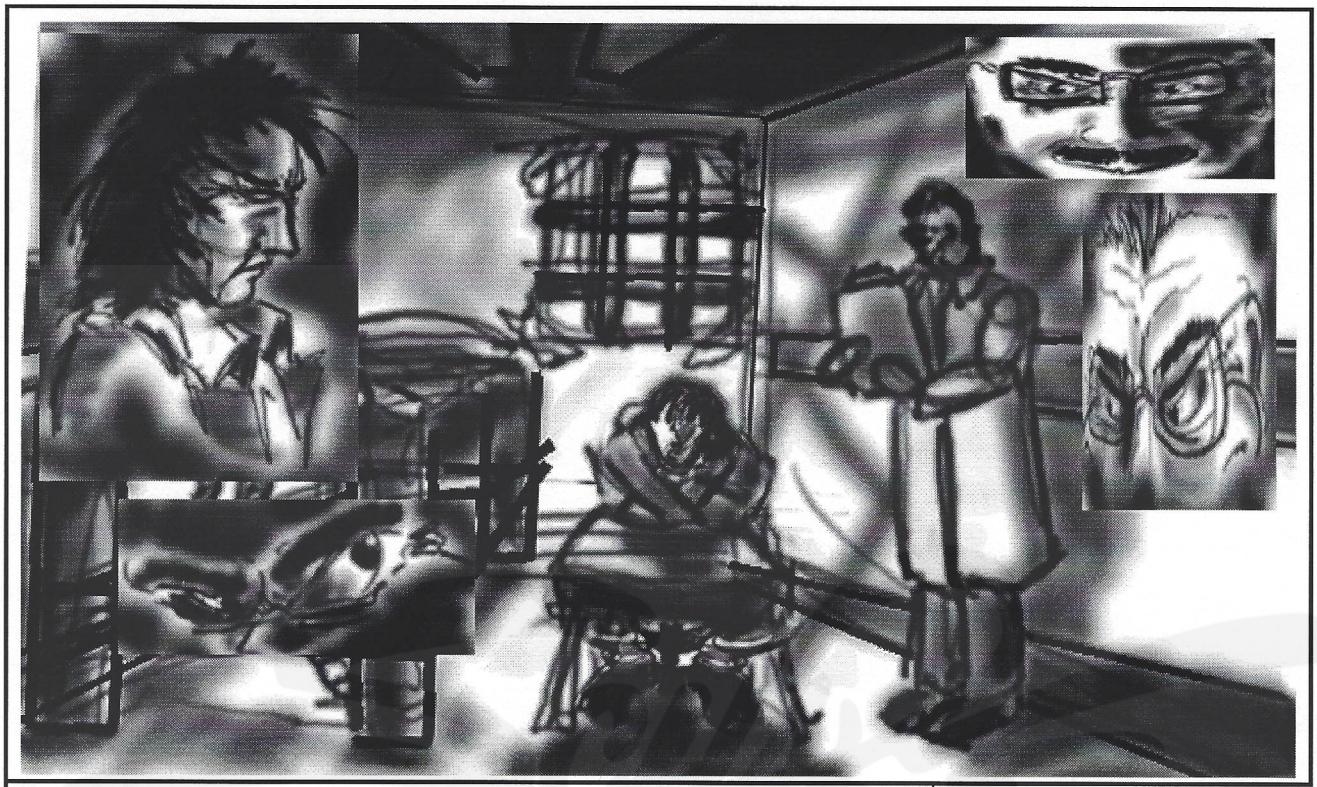
Notes:
Pivots are 2128.

Pivot:	X	On:	
Dialogue:	X	Action:	
Static:		AV:	
	Examine		
Talk	Fight	Bleed	
Linear	Button	Jigsaw	

Date:
7/13/95

Block# / Shot#
2215

If cut-scene, frame count:



Description:
Kyle can accept Rx's offer.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Cell Facing Window	/	/
Characters:	3D Studio	Alias
Kyle	/	/
Dr. Rx	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Cell Facing Window	/	/
Bed	/	/
Desk/chair	/	/
	/	/
	/	/
	/	/

Notes:
Pivots are 2217.

Pivot:		On:	X
Dialogue:	X	Action:	
Static:		AV:	
	Examine		
Talk	X	Fight	Bleed
Linear		Button	Jigsaw

Date:
7/13/95

Block# / Shot#
2216

If cut-scene, frame count:

Description:
Rx explains: "I will call'em and disguise my voice to sound like you. I will tell them I, you, are in terrible trouble and that I, you, need their help. When they get here and enter the building, I'll open your cell door to let you know they're here. You come out of your cell and tell them that you were caught by me and that I have a terrible plan and that their life is in danger. . . isn't the truth perfect?? . . . then you tell them you've found a way out. . .lead them through exit doors. Use emergency exit. Rx leaves cell.

	3D STUDIO	ALIAS
Background/Animation Filename:	**3D Studio**	**Alias**
Asylum Cell Facing Window	/	/
Characters:	**3D Studio**	**Alias**
Kyle	/	/
Dr. Rx	/	/
	/	/
	/	/
Objects:	**3D Studio**	**Alias**
	/	/
	/	/
	/	/
	/	/
Background Elements	**3d Studio**	**Alias**
Asylum Cell Facing Window	/	/
Bed	/	/
Desk/chair	/	/
	/	/
	/	/
	/	/

Notes:
Pivots are 2128.

Pivot:	X	On:	
Dialogue:	X	Action:	
Static:		AV:	
	Examine		
Talk	Fight	Bleed	
Linear	Button	Jigsaw	

Date:
7/13/95

Block# / Shot#
2217

If cut-scene, frame count:

Description:
CUT TO: B&W monitor of Annise approaching and entering the Asylum.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Cell Facing Window	/	/
Characters:	3D Studio	Alias
Kyle	/	/
	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Cell Facing Window	/	/
Bed	/	/
Desk/chair	/	/
	/	/
	/	/
	/	/

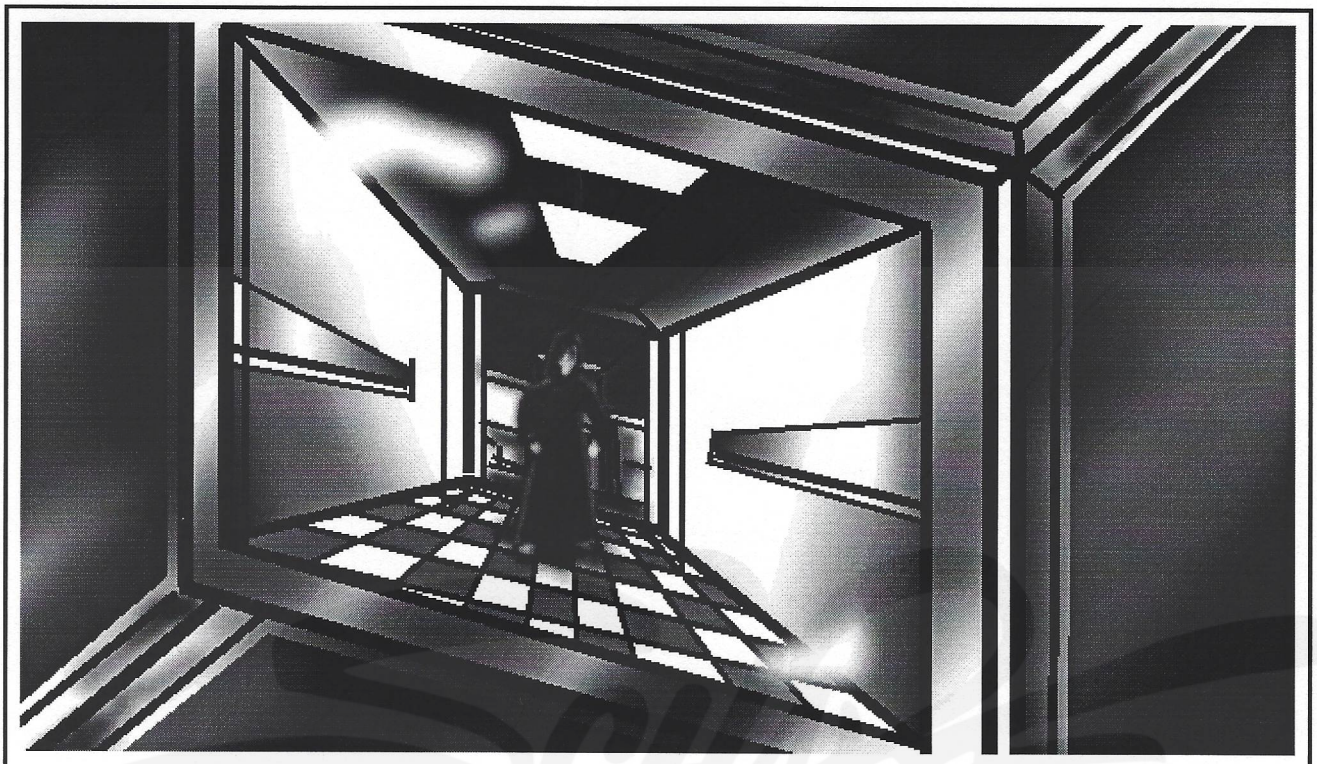
Notes:
Pivots are 2122.

Pivot:	X	**On:**	
Dialogue:		**Action:**	X
Static:		**AV:**	X
	Examine		
Talk	**Fight**	**Bleed**	
Linear	**Button**	**Jigsaw**	

Date:
7/13/95

Block# / Shot#
2218

If cut-scene, frame count:



Description:
CUT TO: B&W monitor of Gorgon approaching and entering the Asylum.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Cell Facing Window	/	/
Characters:	3D Studio	Alias
Kyle	/	/
	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Cell Facing Window	/	/
Bed	/	/
Desk/chair	/	/
	/	/
	/	/
	/	/

Notes:
Pivots are 2122.

Pivot:	X	On:	
Dialogue:		Action:	X
Static:		AV:	X
	Examine		
Talk	Fight	Bleed	
Linear	Button	Jigsaw	

Date:
7/13/95

Block# / Shot#
2219

If cut-scene, frame count:

Description:
CUT TO: B&W monitor of Laura approaching and entering the Asylum.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Cell Facing Window	/	/
Characters:	3D Studio	Alias
Kyle	/	/
	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Cell Facing Window	/	/
Bed	/	/
Desk/chair	/	/
	/	/
	/	/
	/	/

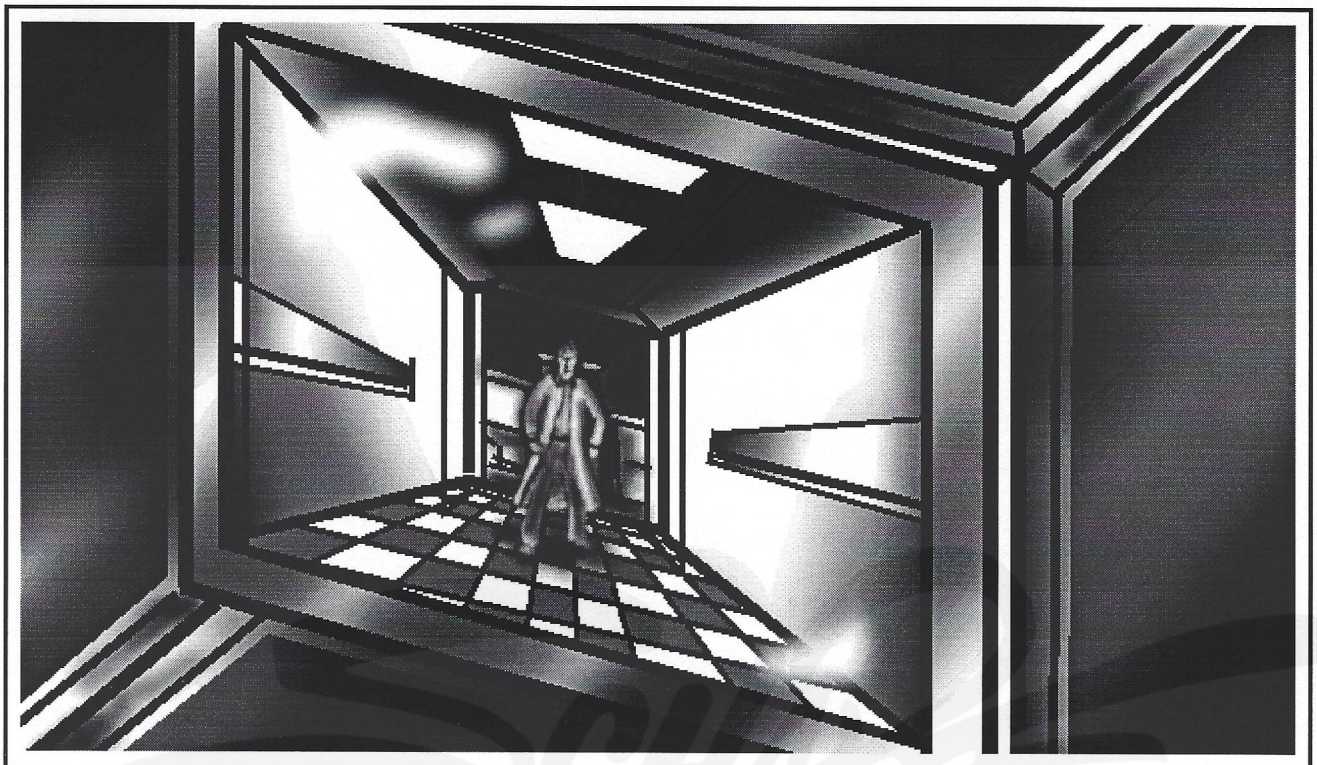
Notes:
Pivots are 2122.

Pivot:	X	On:	
Dialogue:		Action:	X
Static:		AV:	X
	Examine		
Talk	Fight	Bleed	
Linear	Button	Jigsaw	

Date:
7/13/95

Block# / Shot#
2220

If cut-scene, frame count:



Description:
CUT TO: B&W monitor of Laura approaching and entering the Asylum.

	3D STUDIO	ALIAS
Background/Animation Filename:	**3D Studio**	**Alias**
Asylum Cell Facing Window	/	/
Characters:	**3D Studio**	**Alias**
Kyle	/	/
	/	/
	/	/
	/	/
Objects:	**3D Studio**	**Alias**
	/	/
	/	/
	/	/
	/	/
Background Elements	**3d Studio**	**Alias**
Asylum Cell Facing Window	/	/
Bed	/	/
Desk/chair	/	/
	/	/
	/	/
	/	/

Notes:
Pivots are 2122.

Pivot:	X	**On:**	
Dialogue:		**Action:**	X
Static:		**AV:**	X
	Examine		
Talk	**Fight**		**Bleed**
Linear	**Button**		**Jigsaw**

Date:
7/13/95

Block# / Shot#
2221

If cut-scene, frame count:

Description:
CUT TO: B&W monitor of the Justicar approaching and entering the Asylum.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Cell Facing Window	/	/
Characters:	3D Studio	Alias
Kyle	/	/
	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Cell Facing Window	/	/
Bed	/	/
Desk/chair	/	/
	/	/
	/	/
	/	/

Notes:
Pivots are 2122.

Pivot:	X	**On:**	
Dialogue:		**Action:**	X
Static:		**AV:**	X
	Examine		
Talk	**Fight**	**Bleed**	
Linear	**Button**	**Jigsaw**	

Date:
7/13/95

Block# / Shot#
2222

If cut-scene, frame count:

Description:
The cell door opens by itself.

Notes:
Pivots are 2122.

	3D STUDIO	ALIAS
Background/Animation Filename:	**3D Studio**	**Alias**
Asylum Cell Facing Window	/	/
Characters:	**3D Studio**	**Alias**
Kyle	/	/
	/	/
	/	/
	/	/
Objects:	**3D Studio**	**Alias**
Straight Jacket	/	/
	/	/
	/	/
	/	/
Background Elements	**3d Studio**	**Alias**
Asylum Cell Facing Window	/	/
Bed	/	/
Desk/chair	/	/
Straight Jacket	/	/
	/	/
	/	/

Pivot:	X	**On:**			
Dialogue:		**Action:**	X		
Static:		**AV:**	X		
	Examine				
Talk		**Fight**		**Bleed**	
Linear		**Button**		**Jigsaw**	

Date:
7/13/95

Block# / Shot#
2223

If cut-scene, frame count:

Description:
Kyle can approach the open cell door.

	3D STUDIO	ALIAS
Background/Animation Filename:	**3D Studio**	**Alias**
Asylum Cell Facing Window	/	/
Characters:	**3D Studio**	**Alias**
Kyle	/	/
	/	/
	/	/
	/	/
Objects:	**3D Studio**	**Alias**
Straight Jacket	/	/
	/	/
	/	/
	/	/
Background Elements	**3d Studio**	**Alias**
Asylum Cell Facing Window	/	/
Bed	/	/
Desk/chair	/	/
Straight Jacket	/	/
	/	/
	/	/

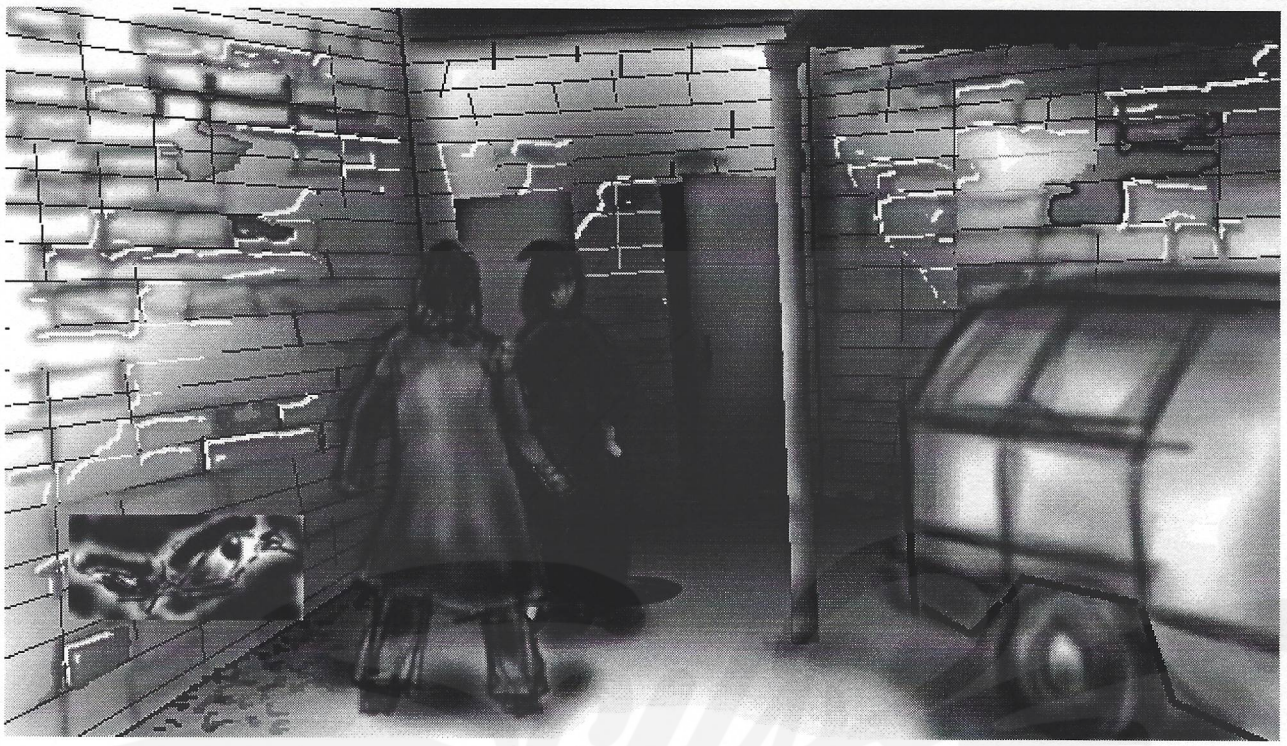
Notes:
Pivots are 2132.

Pivot:		**On:**	X
Dialogue:		**Action:**	X
Static:	X	**AV:**	
	Examine		
Talk	**Fight**	**Bleed**	
Linear	**Button**	**Jigsaw**	

Date:
7/13/95

Block# / Shot#
2224

If cut-scene, frame count:



Description:
Kyle walks out into the Alley. Gorgon passes through the closing door and rushes past Kyle, and saying that she will never forget Kyle's help and that they owe him a big favor. The NPC leaves Kyle alone in the Alley. (trust goes way up).

	3D STUDIO	ALIAS
Background/Animation Filename:	**3D Studio**	**Alias**
Asylum Alley Facing Exit	/	/
Characters:	**3D Studio**	**Alias**
Kyle	/	/
Gorgon	/	/
	/	/
	/	/
Objects:	**3D Studio**	**Alias**
	/	/
	/	/
	/	/
	/	/
Background Elements	**3d Studio**	**Alias**
Asylum Alley Facing Exit Doors	/	/
Broken down Asylum ambulance	/	/
Exit Doors	/	/
	/	/
	/	/
	/	/

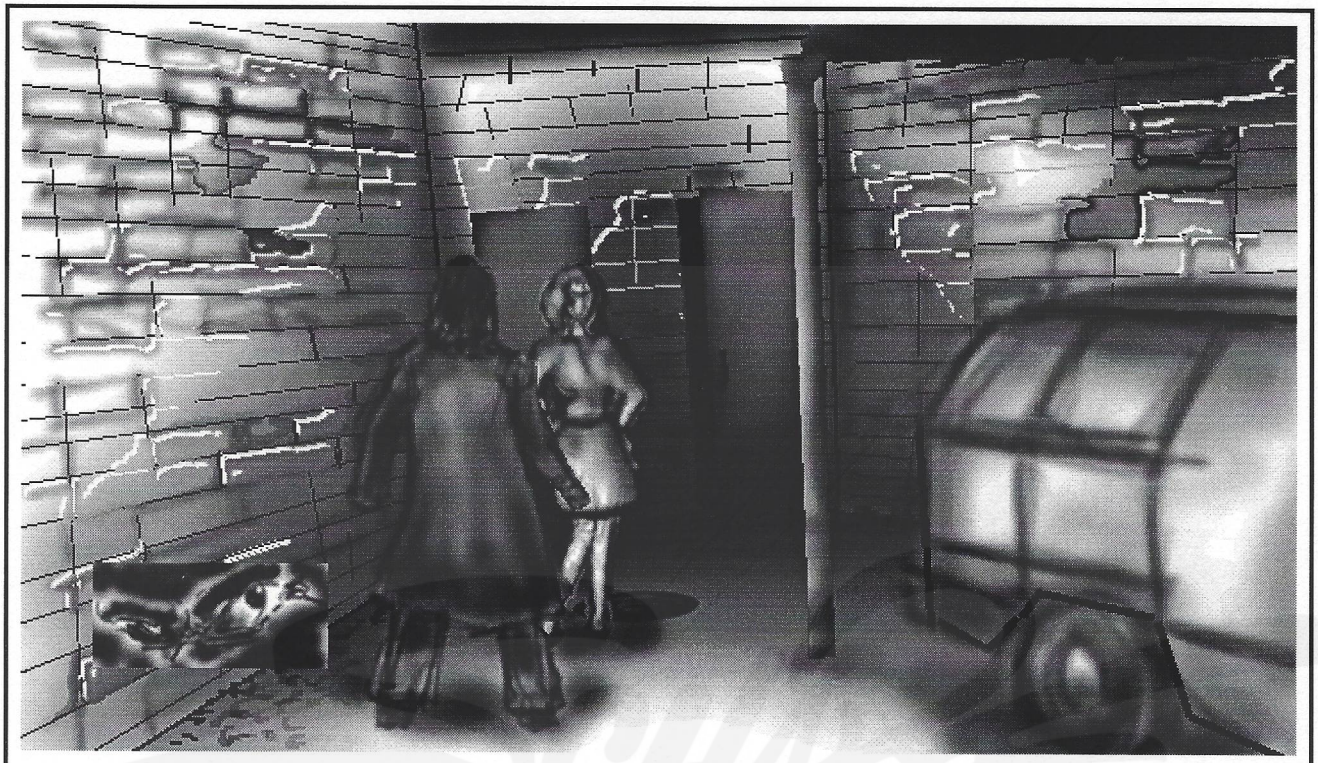
Notes:
Pivots are 2004.

Pivot:	X	**On:**	
Dialogue:		**Action:**	X
Static:		**AV:**	X
	Examine		
Talk		**Fight**	**Bleed**
Linear		**Button**	**Jigsaw**

Date:
7/13/95

Block# / Shot#
2225

If cut-scene, frame count:



Description:
Kyle walks out into the Alley. Laura passes through the closing door and rushes past Kyle, and saying that she will never forget Kyle's help and that they owe him a big favor. The NPC leaves Kyle alone in the Alley. (trust goes way up).

	3D STUDIO	ALIAS
Background/Animation Filename:	**3D Studio**	**Alias**
Asylum Alley Facing Exit	/	/
Characters:	**3D Studio**	**Alias**
Kyle	/	/
Laura	/	/
	/	/
	/	/
Objects:	**3D Studio**	**Alias**
	/	/
	/	/
	/	/
	/	/
Background Elements	**3d Studio**	**Alias**
Asylum Alley Facing Exit Doors	/	/
Broken down Asylum ambulance	/	/
Exit Doors	/	/
	/	/
	/	/
	/	/

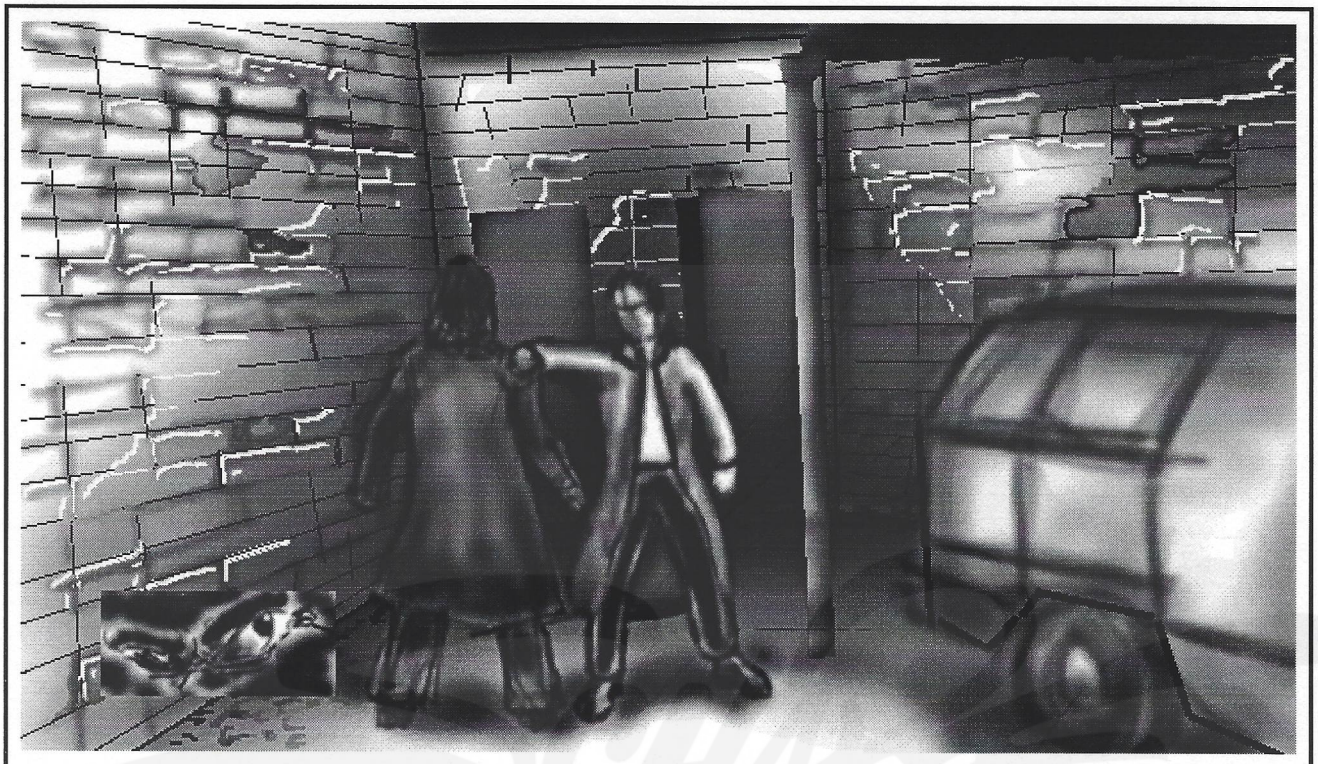
Notes:
Pivots are 2004.

Pivot:	X	**On:**	
Dialogue:		**Action:**	X
Static:		**AV:**	X
	Examine		
Talk		**Fight**	**Bleed**
Linear		**Button**	**Jigsaw**

Date:
7/13/95

Block# / Shot#
2226

If cut-scene, frame count:



Description:
Kyle walks out into the Alley. Vincent passes through the closing door and rushes past Kyle, and saying that she will never forget Kyle's help and that they owe him a big favor. The NPC leaves Kyle alone in the Alley. (trust goes way up).

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Alley Facing Exit	/	/
Characters:	3D Studio	Alias
Kyle	/	/
Vincent	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Alley Facing Exit Doors	/	/
Broken down Asylum ambulance	/	/
Exit Doors	/	/
	/	/
	/	/
	/	/

Notes:
Pivots are 2004.

Pivot:	X	On:	
Dialogue:		Action:	X
Static:		AV:	X
	Examine		
Talk	Fight	Bleed	
Linear	Button	Jigsaw	

Date:
7/13/95

Block# / Shot#
2227

If cut-scene, frame count:

Description:
Kyle talks with Gorgon in the hallway. They talk about Kyle's situation quickly. Gorgon says that she was afraid for Kyle. . .that Rx had broken Elysium and killed Kyle all ready. She's glad he's still alive and suggests they escape immediately.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Corridor Outside Kyle's Cell	/	/
Characters:	3D Studio	Alias
Kyle	/	/
Gorgon	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Corridor Outside Kyle's Cell	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

Notes:
Pivots are 2132.

Pivot:	X	On:	
Dialogue:	X	Action:	
Static:		AV:	
	Examine		
Talk	X	Fight	Bleed
Linear		Button	Jigsaw

Date:
7/13/95

Block# / Shot#
2228

If cut-scene, frame count:

Description:
Kyle talks with Laura in the hallway. They talk about Kyle's situation quickly. Laura says that she was afraid for Kyle. . .that Rx had broken Elysium and killed Kyle all ready. She's glad he's still alive and suggests they escape immediately.

	3D STUDIO	ALIAS
Background/Animation Filename:	**3D Studio**	**Alias**
Asylum Corridor Outside Kyle's Cell	/	/
Characters:	**3D Studio**	**Alias**
Kyle	/	/
Laura	/	/
	/	/
	/	/
Objects:	**3D Studio**	**Alias**
	/	/
	/	/
	/	/
	/	/
Background Elements	**3d Studio**	**Alias**
Asylum Corridor Outside Kyle's Cell	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

Notes:
Pivots are 2132.

Pivot:	X	**On:**	
Dialogue:	X	**Action:**	
Static:		**AV:**	
	Examine		
Talk	X	**Fight**	**Bleed**
Linear		**Button**	**Jigsaw**

Date:
7/13/95

Block# / Shot#
2229

If cut-scene, frame count:

Description:
Kyle talks with Vincent in the hallway. They talk about Kyle's situation quickly. Vincent says that he has big plans for Kyle. . .if he stays "alive" long enough. Vincent says that Kyle's done good work so far, but that he and Kyle should leave now for their own safety.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Corridor Outside Kyle's Cell	/	/
Characters:	3D Studio	Alias
Kyle	/	/
Vincent	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Corridor Outside Kyle's Cell	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

Notes:
Pivots are 2132.

Pivot:	X	**On:**			
Dialogue:	X	**Action:**			
Static:		**AV:**			
	Examine				
Talk	X	**Fight**		**Bleed**	
Linear		**Button**		**Jigsaw**	

Date:
7/13/95

Block# / Shot#
2230

If cut-scene, frame count:

Description:
Kyle talks with Vincent in the hallway. They talk about Kyle's situation quickly. The Justicar is furious about Rx and suspected he'd try something. . .but nothing so outrageous. He says Rx needs to be made an example of, but only after the Justicar gets Kyle out of harm's way first and that, therefore, the two of them should leave the Asylum now.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Corridor Outside Kyle's Cell	/	/
Characters:	3D Studio	Alias
Kyle	/	/
The Justicar	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Corridor Outside Kyle's Cell	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

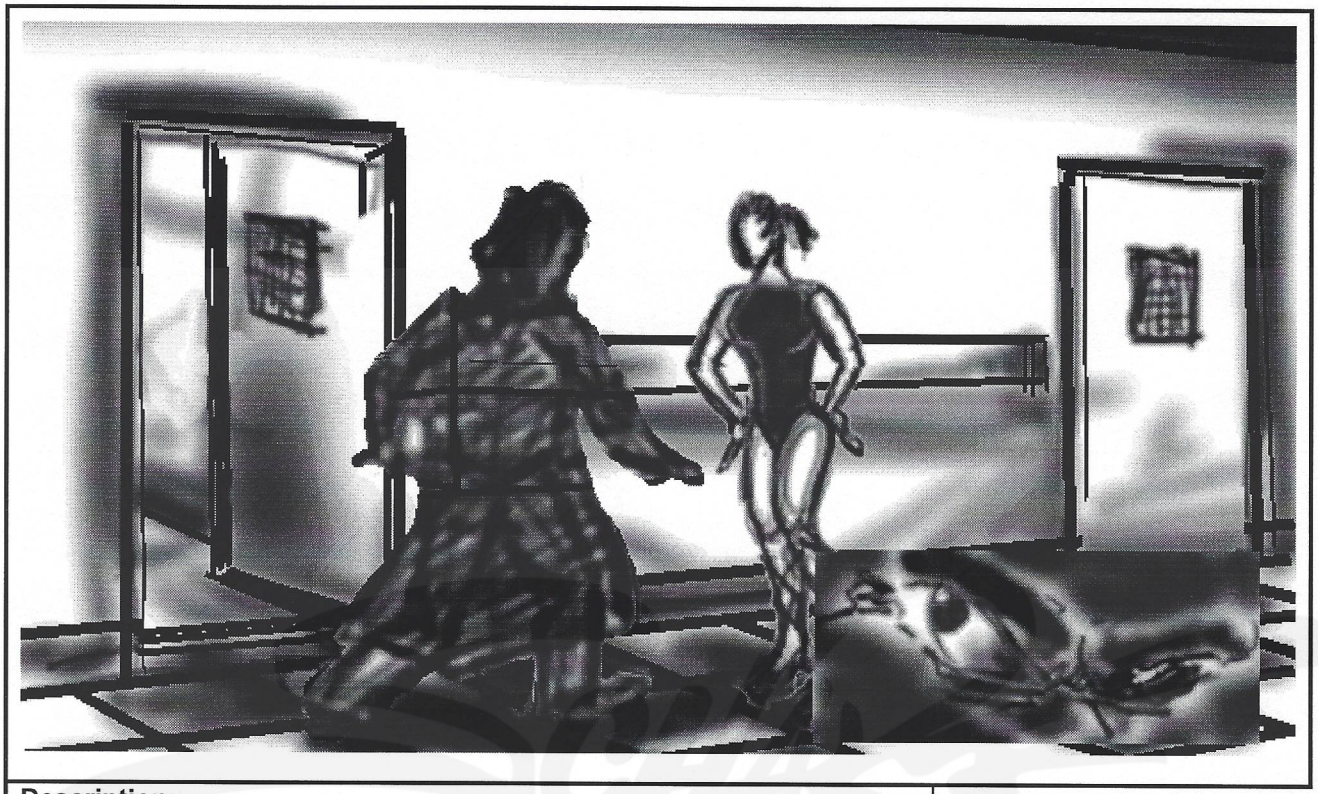
Notes:
Pivots are 2132.

Pivot:	X	On:			
Dialogue:	X	Action:			
Static:		AV:			
	Examine				
Talk	X	Fight		Bleed	
Linear		Button		Jigsaw	

Date:
7/13/95

Block# / Shot#
2231

If cut-scene, frame count:



Description:
Annise responds to Kyle's attempt by saying that neither of them "have time for this".

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Corridor Outside Kyle's Cell	/	/
Characters:	3D Studio	Alias
Kyle	/	/
Annise	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Corridor Outside Kyle's Cell	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

Notes:
Pivots are 2132 and 2135.

Pivot:	X	On:	
Dialogue:		Action:	X
Static:		AV:	X
	Examine		
Talk	Fight	Bleed	
Linear	Button	Jigsaw	

Date:
7/13/95

Block# / Shot#
2232

If cut-scene, frame count:

Description:
Gorgon responds to Kyle's attempt by saying that neither of them "have time for this".

	3D STUDIO	ALIAS
Background/Animation Filename:	**3D Studio**	**Alias**
Asylum Corridor Outside Kyle's Cell	/	/
Characters:	**3D Studio**	**Alias**
Kyle	/	/
Gorgon	/	/
	/	/
	/	/
Objects:	**3D Studio**	**Alias**
	/	/
	/	/
	/	/
	/	/
Background Elements	**3d Studio**	**Alias**
Asylum Corridor Outside Kyle's Cell	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

Notes:
Pivots are 2132 and 2135.

Pivot:	X	**On:**	
Dialogue:		**Action:**	X
Static:		**AV:**	X
	Examine		
Talk	**Fight**	**Bleed**	
Linear	**Button**	**Jigsaw**	

Date:
7/13/95

Block# / Shot#
2233

If cut-scene, frame count:

Description:
Laura responds to Kyle's attempt by saying that neither of them "have time for this".

	3D STUDIO	ALIAS
Background/Animation Filename:	**3D Studio**	**Alias**
Asylum Corridor Outside Kyle's Cell	/	/
Characters:	**3D Studio**	**Alias**
Kyle	/	/
Laura	/	/
	/	/
	/	/
Objects:	**3D Studio**	**Alias**
	/	/
	/	/
	/	/
	/	/
Background Elements	**3d Studio**	**Alias**
Asylum Corridor Outside Kyle's Cell	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

Notes:
Pivots are 2132 and 2135.

Pivot:	X	**On:**	
Dialogue:		**Action:**	X
Static:		**AV:**	X
	Examine		
Talk	**Fight**		**Bleed**
Linear	**Button**		**Jigsaw**

Date:
7/13/95

Block# / Shot#
2234

If cut-scene, frame count:

Description:
Vincent responds to Kyle's attempt by saying that neither of them "have time for this".

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Corridor Outside Kyle's Cell	/	/
Characters:	3D Studio	Alias
Kyle	/	/
Vincent	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Corridor Outside Kyle's Cell	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

Notes:
Pivots are 2132 and 2135.

Pivot:	X	**On:**	
Dialogue:		**Action:**	X
Static:		**AV:**	X
	Examine		
Talk	**Fight**	**Bleed**	
Linear	**Button**	**Jigsaw**	

Date:
7/13/95

Block# / Shot#
2235

If cut-scene, frame count:

Description:
The Justicar responds to Kyle's attempt by saying that neither of them "have time for this".

	3D STUDIO	ALIAS
Background/Animation Filename:	**3D Studio**	**Alias**
Asylum Corridor Outside Kyle's Cell	/	/
Characters:	**3D Studio**	**Alias**
Kyle	/	/
The Justicar	/	/
	/	/
	/	/
Objects:	**3D Studio**	**Alias**
	/	/
	/	/
	/	/
	/	/
Background Elements	**3d Studio**	**Alias**
Asylum Corridor Outside Kyle's Cell	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

Notes:
Pivots are 2132 and 2135.

Pivot:	X	**On:**	
Dialogue:		**Action:**	X
Static:		**AV:**	X
	Examine		
Talk	**Fight**		**Bleed**
Linear	**Button**		**Jigsaw**

Date:
7/13/95

Block# / Shot#
2236

If cut-scene, frame count:

Description:
Kyle walks out into the Alley. The Justicar passes through the closing door and rushes past Kyle, and saying that he will never forget Kyle's help and that they owe him a big favor. (trust goes way up).

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Corridor Outside Kyle's Cell	/	/
Characters:	3D Studio	Alias
Kyle	/	/
The Justicar	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Corridor Outside Kyle's Cell	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

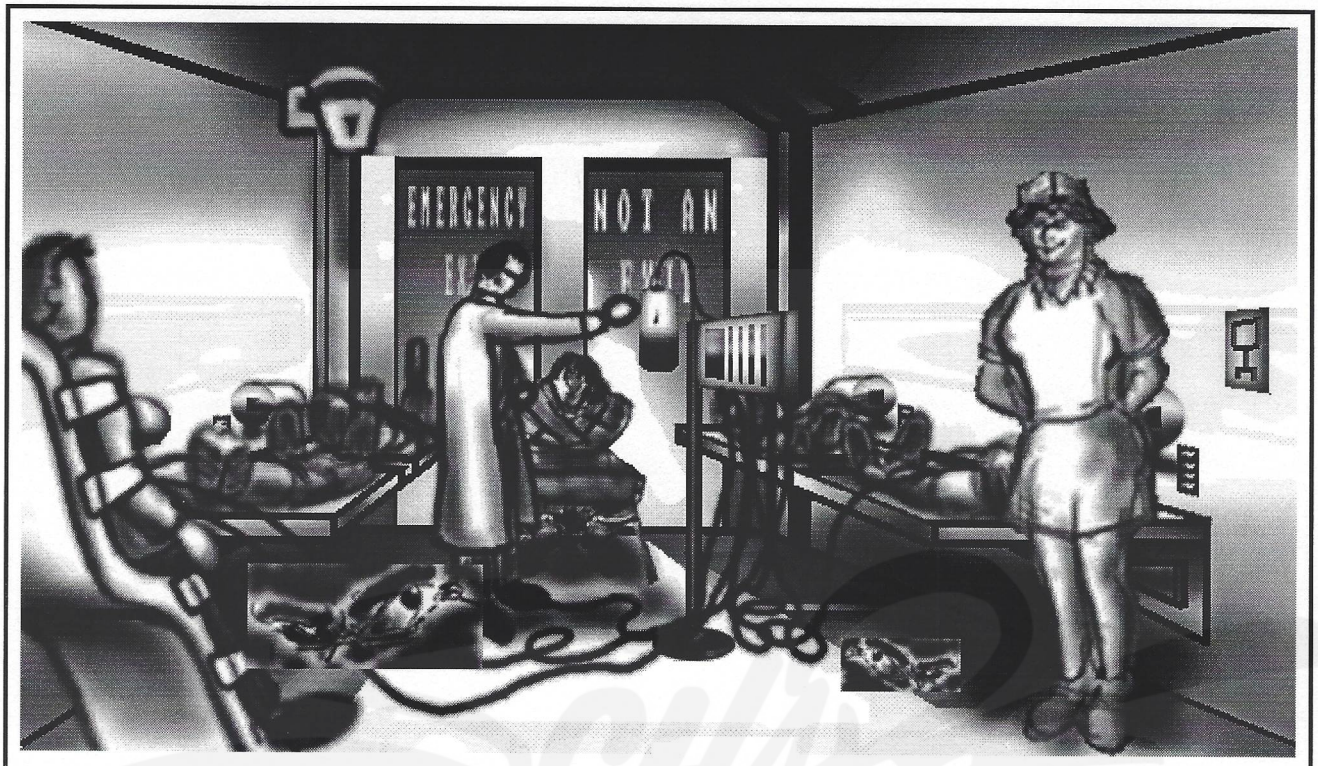
Notes:
Pivots are 2004.

Pivot:	X	On:	
Dialogue:		Action:	X
Static:		AV:	X
	Examine		
Talk	Fight	Bleed	
Linear	Button	Jigsaw	

Date:
7/13/95

Block# / Shot#
2237

If cut-scene, frame count:



Description:
Kyle is sitting in the school desk/chair in a straight jacket in the Asylum lab. Annise, Gorgon, Laura, & Vincent are all bound up on Rx's blood tables. The Justicar is in a similar device on the opposite end of the lab, facing Kyle. Next to the Justicar is another device that appears to be processing different chemicals and different blood samples. . .All the tables and the Justicars chair connect to this dripping flask. . .nurse standing next to release switch. . .Rx says, ". . . just a few more seconds".

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Lab Facing Exit Doors	/	/
Characters:	3D Studio	Alias
Kyle	/	/
Dr. Rx, Transexual Nurse	/	/
Annise, Gorgon, Laura, & Vincent	/	/
The Justicar	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Lab Facing Exit Doors	/	/
Release Switch	/	/
Blood tables	/	/
Blood containers	/	/
Desk/chair	/	/
	/	/

Notes:
Pivots are 2129.

Pivot:	X	On:	
Dialogue:		Action:	X
Static:		AV:	X
	Examine		
Talk	Fight	Bleed	
Linear	Button	Jigsaw	

Date:
7/13/95

Block# / Shot#
2238

If cut-scene, frame count:

Description:
The Justicar asks Kyle to release him after Kyle rips off his straight jacket.

	3D STUDIO	ALIAS
Background/Animation Filename:	**3D Studio**	**Alias**
Asylum Lab Facing Exit Doors	/	/
Characters:	**3D Studio**	**Alias**
Kyle	/	/
Dr. Rx, Transexual Nurse	/	/
Annise, Gorgon, Laura, & Vincent	/	/
The Justicar	/	/
Objects:	**3D Studio**	**Alias**
	/	/
	/	/
	/	/
	/	/
Background Elements	**3d Studio**	**Alias**
Asylum Lab Facing Exit Doors	/	/
Release Switch	/	/
Blood tables	/	/
Blood containers	/	/
Desk/chair	/	/
	/	/

Notes:
Pivots are 2185.

Pivot:	X	**On:**	
Dialogue:		**Action:**	X
Static:		**AV:**	X
	Examine		
Talk	**Fight**	**Bleed**	
Linear	**Button**	**Jigsaw**	

Date:
7/13/95

Block# / Shot#
2239

If cut-scene, frame count:

Description:
Kyle can approach Rx.

	3D STUDIO	ALIAS
Background/Animation Filename:	**3D Studio**	**Alias**
Asylum Lab Facing Exit Doors	/	/
Characters:	**3D Studio**	**Alias**
Kyle	/	/
Dr. Rx, Transexual Nurse	/	/
Annise, Gorgon, Laura, & Vincent	/	/
The Justicar	/	/
Objects:	**3D Studio**	**Alias**
Straight Jacket	/	/
	/	/
	/	/
	/	/
Background Elements	**3d Studio**	**Alias**
Asylum Lab Facing Exit Doors	/	/
Release Switch	/	/
Blood tables	/	/
Blood containers	/	/
Desk/chair	/	/
Straight Jacket	/	/

Notes:
Pivots are 2242.

Pivot:		On:	X
Dialogue:		Action:	X
Static:	X	AV:	
	Examine		
Talk	Fight	Bleed	
Linear	Button	Jigsaw	

Date:
7/13/95

Block# / Shot#
2240

If cut-scene, frame count:

Description:
Kyle can interract with the Nurse.

Notes:
Pivots are 2257, 2255, 2253, and 2259.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Lab Facing Exit Doors	/	/
Characters:	3D Studio	Alias
Kyle	/	/
Dr. Rx, Transexual Nurse	/	/
Annise, Gorgon, Laura, & Vincent	/	/
The Justicar	/	/
Objects:	3D Studio	Alias
Straight Jacket	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Lab Facing Exit Doors	/	/
Release Switch	/	/
Blood tables	/	/
Blood containers	/	/
Desk/chair	/	/
Straight Jacket	/	/

Pivot:	X	On:			
Dialogue:		Action:	X		
Static:	X	AV:			
	Examine				
Talk		Fight		Bleed	
Linear		Button		Jigsaw	

Date:
7/13/95

Block# / Shot#
2241

If cut-scene, frame count:

Description:
Rx warns Kyle off by threatening Kyle with the deaths of those present.

	3D STUDIO	ALIAS
Background/Animation Filename:	**3D Studio**	**Alias**
Asylum Lab Facing Exit Doors	/	/
Characters:	**3D Studio**	**Alias**
Kyle	/	/
Dr. Rx, Transexual Nurse	/	/
Annise, Gorgon, Laura, & Vincent	/	/
The Justicar	/	/
Objects:	**3D Studio**	**Alias**
Straight Jacket	/	/
	/	/
	/	/
	/	/
Background Elements	**3d Studio**	**Alias**
Asylum Lab Facing Exit Doors	/	/
Release Switch	/	/
Blood tables	/	/
Blood containers	/	/
Desk/chair	/	/
Straight Jacket	/	/

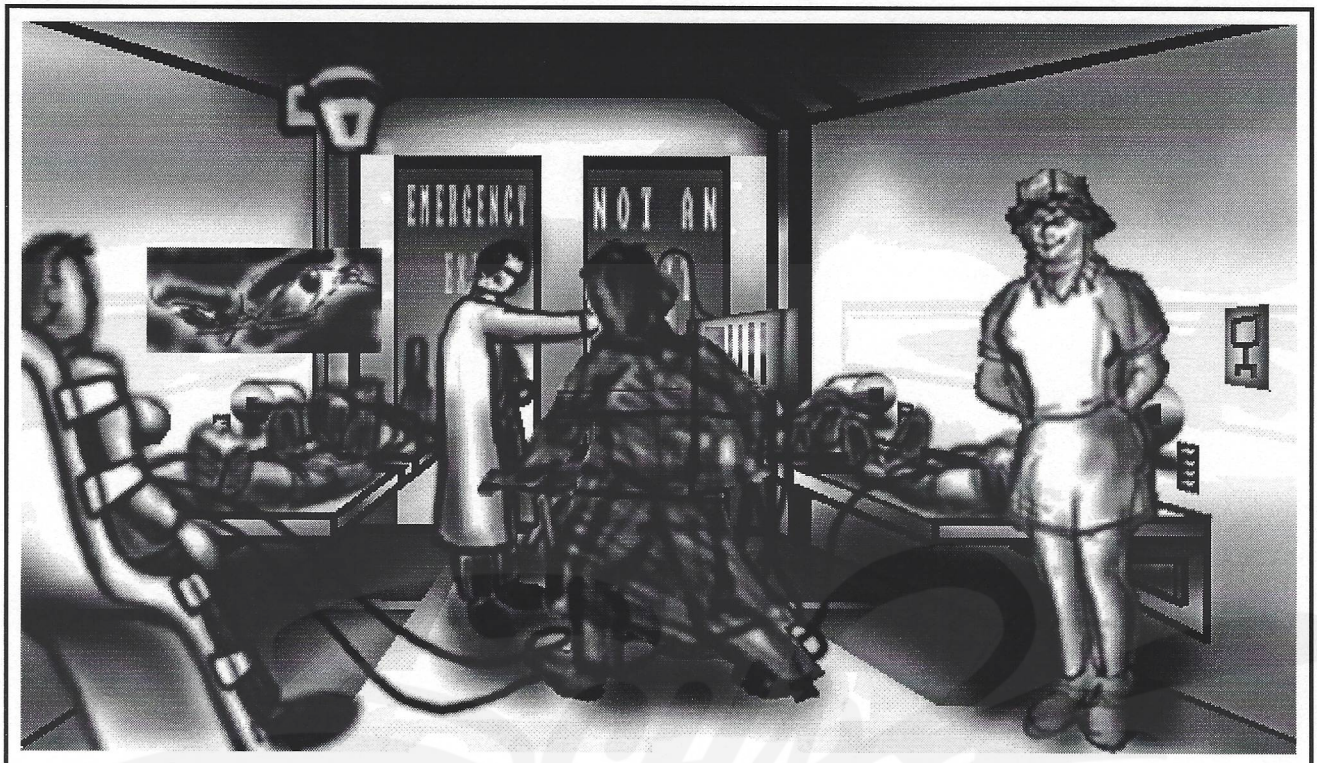
Notes:
Pivots are 2185.

Pivot:	X	On:	
Dialogue:		Action:	X
Static:		AV:	X
	Examine		
Talk	Fight	Bleed	
Linear	Button	Jigsaw	

Date:
7/13/95

Block# / Shot#
2242

If cut-scene, frame count:



Description:
Kyle can approach Rx closer or reapproach Rx.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Lab Facing Exit Doors	/	/
Characters:	3D Studio	Alias
Kyle	/	/
Dr. Rx, Transexual Nurse	/	/
Annise, Gorgon, Laura, & Vincent	/	/
The Justicar	/	/
Objects:	3D Studio	Alias
Straight Jacket	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Lab Facing Exit Doors	/	/
Release Switch	/	/
Blood tables	/	/
Blood containers	/	/
Desk/chair	/	/
Straight Jacket	/	/

Notes:
Pivots are 2244.

Pivot:		On:	X
Dialogue:		Action:	X
Static:		AV:	
	Examine		
Talk	Fight	Bleed	
Linear	Button	Jigsaw	

Date:
7/13/95

Block# / Shot#
2243

If cut-scene, frame count:

Description:
Rx pushes a button on the flask device in the Asylum Lab. Several Nurses enter the Lab and attempt to capture Kyle. Kyle fights a couple of them successfully but they overwhelm him. As they do, the devices that hold the NPCs kills each one by sucking them dry. . . they shrivel up in screaming agony. (PC humanity falls through the floor).

	3D STUDIO	ALIAS
Background/Animation Filename:	**3D Studio**	**Alias**
Asylum Lab Facing Exit Doors	/	/
Characters:	**3D Studio**	**Alias**
Kyle	/	/
Dr. Rx, Transexual Nurse	/	/
Annise, Gorgon, Laura, & Vincent	/	/
The Justicar	/	/
Objects:	**3D Studio**	**Alias**
Straight Jacket	/	/
	/	/
	/	/
	/	/
Background Elements	**3d Studio**	**Alias**
Asylum Lab Facing Exit Doors	/	/
Release Switch	/	/
Blood tables	/	/
Blood containers	/	/
Desk/chair	/	/
Straight Jacket	/	/

Notes:
Pivots are 2245.

Pivot:	X	On:	
Dialogue:		Action:	X
Static:		AV:	X
	Examine		
Talk	Fight	Bleed	
Linear	Button	Jigsaw	

Date:
7/13/95

Block# / Shot#
2244

If cut-scene, frame count:

Description:
Rx drinks the Cain blood then says "Release him!"

	3D STUDIO	ALIAS
Background/Animation Filename:	**3D Studio**	**Alias**
Asylum Lab Facing Exit Doors	/	/
Characters:	**3D Studio**	**Alias**
Kyle	/	/
Dr. Rx, Transexual Nurse	/	/
Annise, Gorgon, Laura, & Vincent	/	/
The Justicar	/	/
Objects:	**3D Studio**	**Alias**
Straight Jacket	/	/
	/	/
	/	/
	/	/
Background Elements	**3d Studio**	**Alias**
Asylum Lab Facing Exit Doors	/	/
Release Switch	/	/
Blood tables	/	/
Blood containers	/	/
Desk/chair	/	/
Straight Jacket	/	/

Notes:
Pivots are 2246.

Pivot:	X	On:	
Dialogue:		Action:	X
Static:		AV:	X
	Examine		
Talk	Fight	Bleed	
Linear	Button	Jigsaw	

Date:
7/13/95

Block# / Shot#
2245

If cut-scene, frame count:

Description:
The Nurse releases Kyle.

Notes:
Pivots are 2247.

	3D STUDIO	ALIAS
Background/Animation Filename:	**3D Studio**	**Alias**
Asylum Lab Facing Exit Doors	/	/
Characters:	**3D Studio**	**Alias**
Kyle	/	/
Dr. Rx, Transexual Nurse	/	/
Annise, Gorgon, Laura, & Vincent	/	/
The Justicar	/	/
Objects:	**3D Studio**	**Alias**
Straight Jacket	/	/
	/	/
	/	/
	/	/
Background Elements	**3d Studio**	**Alias**
Asylum Lab Facing Exit Doors	/	/
Release Switch	/	/
Blood tables	/	/
Blood containers	/	/
Desk/chair	/	/
Straight Jacket	/	/

Pivot:	X	**On:**			
Dialogue:		**Action:**	X		
Static:		**AV:**	X		
	Examine				
Talk		**Fight**		**Bleed**	
Linear		**Button**		**Jigsaw**	

Date:
7/13/95

Block# / Shot#
2246

If cut-scene, frame count:

Description:
The furious Kyle tears the good Doctor a new asshole. . . during the fight, various equipment is overturned and destroyed. A fire starts as all the Nurses run screaming in terror and close the vault door behind them. Rx, barely alive, says, ". . .no. . .please no. . .fire. . . please let me go. . . we'll burnto death. . . please won't you let me go"?

	3D STUDIO	ALIAS
Background/Animation Filename:	**3D Studio**	**Alias**
Asylum Lab Facing Exit Doors	/	/
Characters:	**3D Studio**	**Alias**
Kyle	/	/
Dr. Rx, Transexual Nurse	/	/
Annise, Gorgon, Laura, & Vincent	/	/
The Justicar	/	/
Objects:	**3D Studio**	**Alias**
Straight Jacket	/	/
	/	/
	/	/
	/	/
Background Elements	**3d Studio**	**Alias**
Asylum Lab Facing Exit Doors	/	/
Release Switch	/	/
Blood tables	/	/
Blood containers	/	/
Desk/chair	/	/
Straight Jacket	/	/

Notes:
Pivots are 2248 and 2250.

Pivot:	X	On:	
Dialogue:		Action:	X
Static:		AV:	
	Examine		
Talk	Fight	Bleed	
Linear	Button	Jigsaw	

Date:
7/13/95

Block# / Shot#
2247

If cut-scene, frame count:

Description:
Kyle can answer Thumbs up.

Notes:
Pivots are 2249.

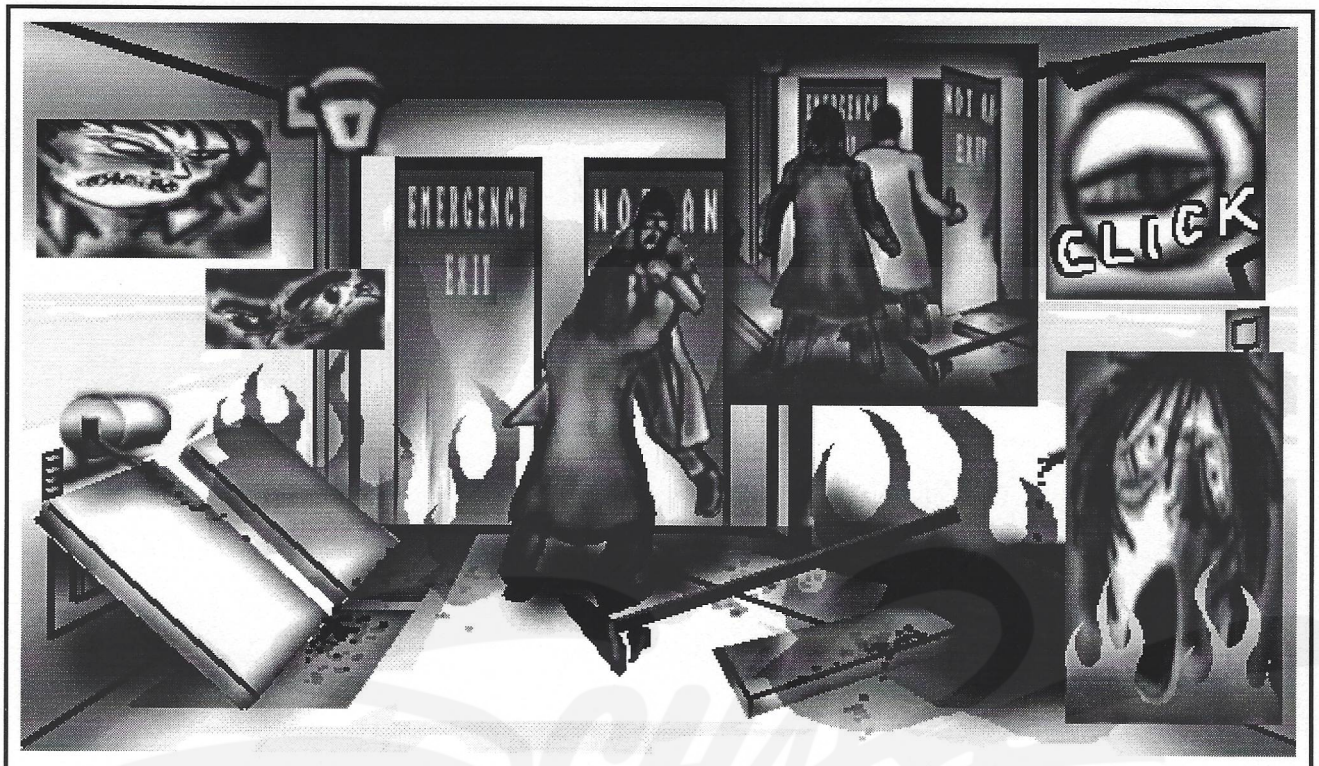
	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Lab Facing Exit Doors	/	/
Characters:	3D Studio	Alias
Kyle	/	/
Dr. Rx, Transexual Nurse	/	/
Annise, Gorgon, Laura, & Vincent	/	/
The Justicar	/	/
Objects:	3D Studio	Alias
Straight Jacket	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Lab Facing Exit Doors	/	/
Release Switch	/	/
Blood tables	/	/
Blood containers	/	/
Desk/chair	/	/
Straight Jacket	/	/

Pivot:		On:	X		
Dialogue:	X	Action:			
Static:		AV:			
	Examine				
Talk	X	Fight		Bleed	
Linear		Button		Jigsaw	

Date:
7/13/95

Block# / Shot#
2248

If cut-scene, frame count:



Description:
Kyle lets Rx go. Rx runs for the "Not an Exit" door as does Kyle. Rx gets to the door first and makes it through before Kyle can. The door is locked and Kyle can hear Rx laughing maniacally behind it as the flames creep up, ever larger, and engulf Kyle as he perishes in agony. . . (END OF GAME).

	3D STUDIO	ALIAS
Background/Animation Filename:	**3D Studio**	**Alias**
Asylum Lab Facing Exit Doors	/	/
Characters:	**3D Studio**	**Alias**
Kyle	/	/
Dr. Rx	/	/
	/	/
	/	/
Objects:	**3D Studio**	**Alias**
Straight Jacket	/	/
	/	/
	/	/
	/	/
Background Elements	**3d Studio**	**Alias**
Asylum Lab Facing Exit Doors	/	/
Release Switch	/	/
Blood tables	/	/
Blood containers	/	/
Desk/chair	/	/
Straight Jacket	/	/

Notes:
Pivots are none.

Pivot:	X	On:	
Dialogue:		Action:	X
Static:		AV:	X
	Examine		
Talk	Fight	Bleed	
Linear	Button	Jigsaw	

Date:
7/13/95

Block# / Shot#
2249

If cut-scene, frame count:

Description:
Kyle can answer Thumbs Down.

	3D STUDIO	ALIAS
Background/Animation Filename:	**3D Studio**	**Alias**
Asylum Lab Facing Exit Doors	/	/
Characters:	**3D Studio**	**Alias**
Kyle	/	/
Dr. Rx	/	/
	/	/
	/	/
Objects:	**3D Studio**	**Alias**
Straight Jacket	/	/
	/	/
	/	/
	/	/
Background Elements	**3d Studio**	**Alias**
Asylum Lab Facing Exit Doors	/	/
Release Switch	/	/
Blood tables	/	/
Blood containers	/	/
Desk/chair	/	/
Straight Jacket	/	/

Notes:
Pivots are 2251.

Pivot:		On:	X
Dialogue:	X	Action:	
Static:		AV:	
	Examine		
Talk	X	Fight	Bleed
Linear		Button	Jigsaw

Date:
7/13/95

Block# / Shot#
2250

If cut-scene, frame count:

Description:
Kyle says "no way" and Rx quivers "pleeeeease. . .we'll both die. . ." to which Kyle says, "tough shit doc. . . you should have thought of that earlier. . . I guess the experiment is over. . ." (PC humanity goes through the roof. . .) And the flames engulf them both as Rx cries out.

	3D STUDIO	ALIAS
Background/Animation Filename:	**3D Studio**	**Alias**
Asylum Lab Facing Exit Doors	/	/
Characters:	**3D Studio**	**Alias**
Kyle	/	/
Dr. Rx	/	/
	/	/
	/	/
Objects:	**3D Studio**	**Alias**
Straight Jacket	/	/
	/	/
	/	/
	/	/
Background Elements	**3d Studio**	**Alias**
Asylum Lab Facing Exit Doors	/	/
Release Switch	/	/
Blood tables	/	/
Blood containers	/	/
Desk/chair	/	/
Straight Jacket	/	/

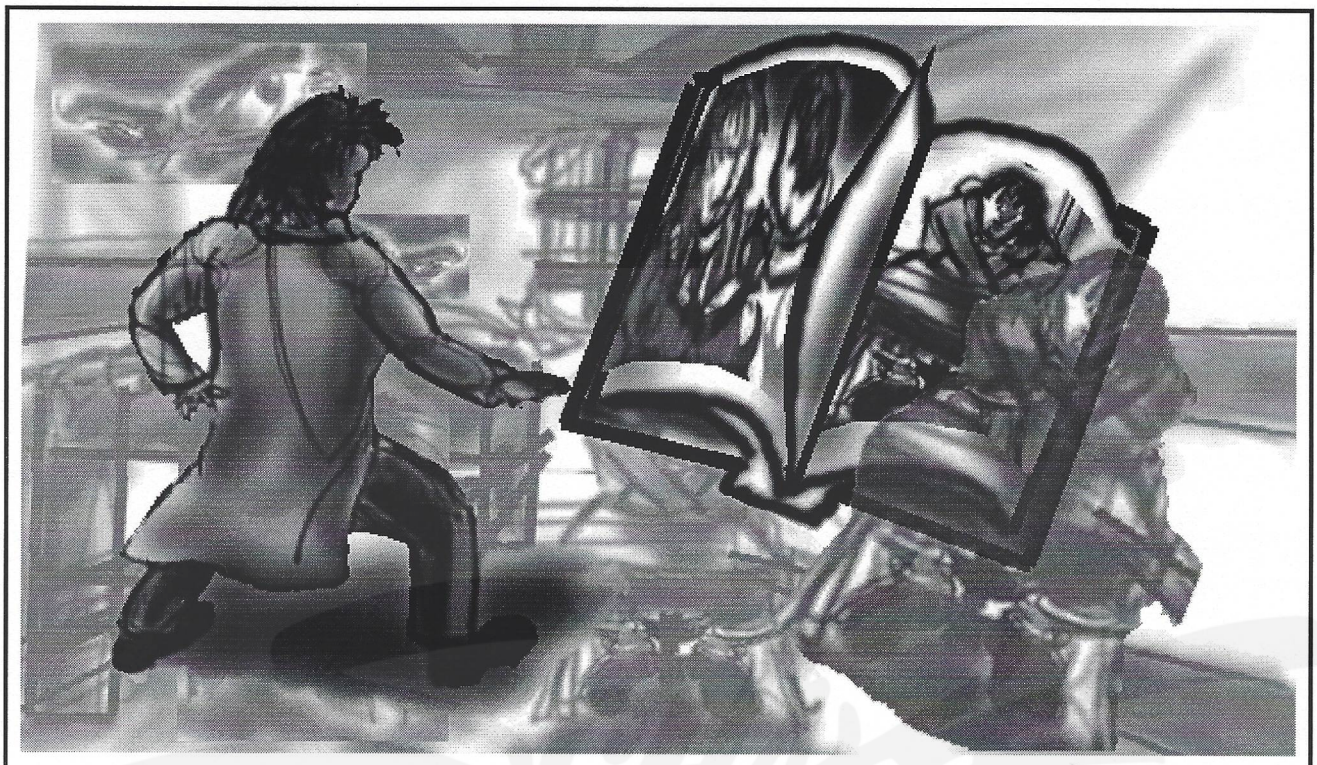
Notes:
Pivots are 2252.

Pivot:	X	On:	
Dialogue:	X	Action:	
Static:		AV:	
	Examine		
Talk	X	Fight	Bleed
Linear		Button	Jigsaw

Date:
7/13/95

Block# / Shot#
2251

If cut-scene, frame count:



Description:
Kyle stands in a white space with the Book of Nod across from him. . . It displays an illustration of Kyle and Rx in the Lab fire. Kyle is all white and splendorous in the illustration. The page turns to reveal a new page that shows Kyle earlier in the Asylum lab in the straight jacket. He doesn't have the radiant glow seen in the previous page. The page fills the Action window and slowly dissolves into the actual scene. . .

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
White Heaven Background	/	/
Characters:	3D Studio	Alias
Kyle	/	/
	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Book of Nod	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

Notes:
Pivots are 2238.

Pivot:	X	On:	
Dialogue:		Action:	X
Static:		AV:	X
	Examine		
Talk	Fight	Bleed	
Linear	Button	Jigsaw	

Date:
7/13/95

Block# / Shot#
2252

If cut-scene, frame count:

Description:
Kyle can talk to the Nurse.

	3D STUDIO	ALIAS
Background/Animation Filename:	**3D Studio**	**Alias**
Asylum Lab Facing Exit Doors	/	/
Characters:	**3D Studio**	**Alias**
Kyle	/	/
Dr. Rx, Transexual Nurse	/	/
Annise, Gorgon, Laura, & Vincent	/	/
The Justicar	/	/
Objects:	**3D Studio**	**Alias**
Straight Jacket	/	/
	/	/
	/	/
	/	/
Background Elements	**3d Studio**	**Alias**
Asylum Lab Facing Exit Doors	/	/
Release Switch	/	/
Blood tables	/	/
Blood containers	/	/
Desk/chair	/	/
Straight Jacket	/	/

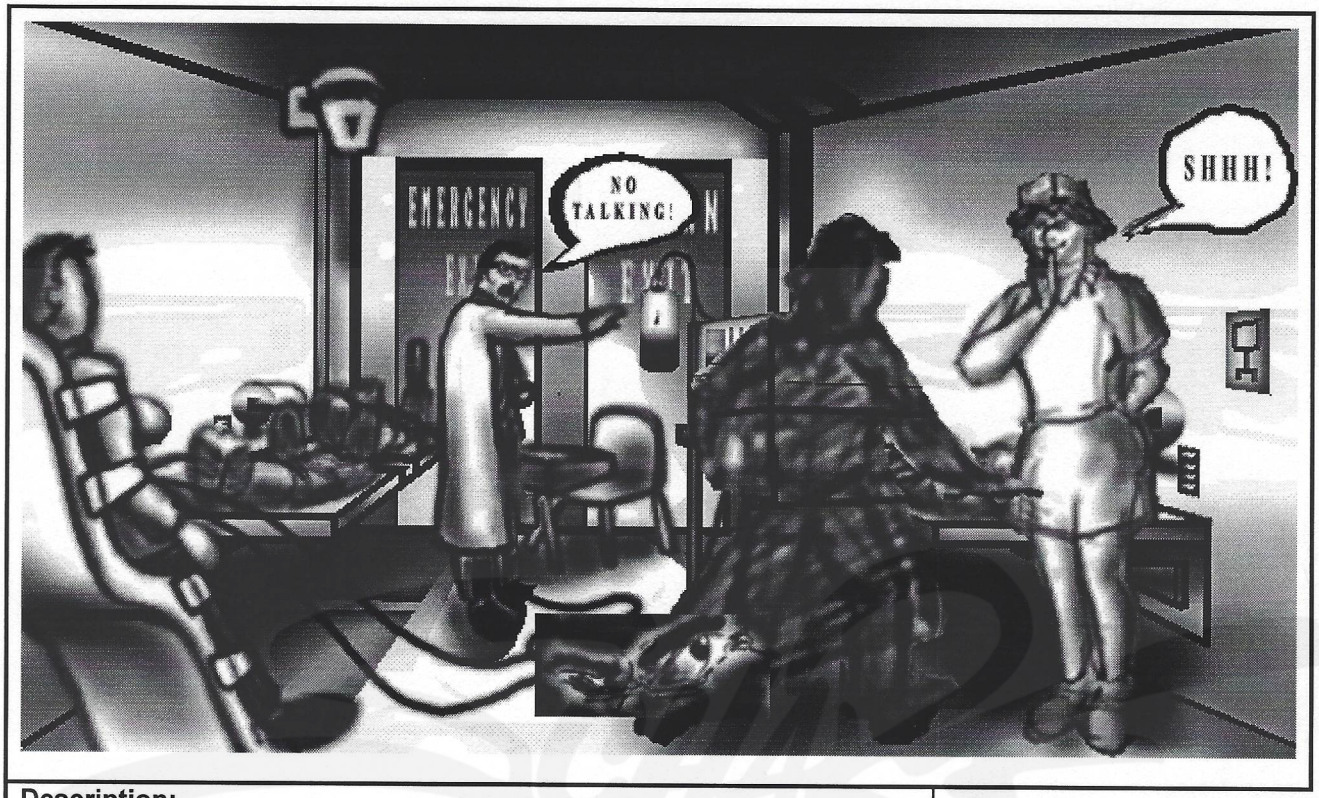
Notes:
Pivots are 2254.

Pivot:		**On:**	X
Dialogue:	X	**Action:**	
Static:		**AV:**	
	Examine		
Talk	**Fight**	**Bleed**	
Linear	**Button**	**Jigsaw**	

Date:
7/13/95

Block# / Shot#
2253

If cut-scene, frame count:



Description:
Rx says ". . .no talking!!" The nurse smiles and puts a finger to her lips as she says "Sssssshhhhhhhhhhh. . . .".

	3D STUDIO	ALIAS
Background/Animation Filename:	**3D Studio**	**Alias**
Asylum Lab Facing Exit Doors	/	/
Characters:	**3D Studio**	**Alias**
Kyle	/	/
Dr. Rx, Transexual Nurse	/	/
Annise, Gorgon, Laura, & Vincent	/	/
The Justicar	/	/
Objects:	**3D Studio**	**Alias**
Straight Jacket	/	/
	/	/
	/	/
	/	/
Background Elements	**3d Studio**	**Alias**
Asylum Lab Facing Exit Doors	/	/
Release Switch	/	/
Blood tables	/	/
Blood containers	/	/
Desk/chair	/	/
Straight Jacket	/	/

Notes:
Pivots are 2185.

Pivot:	X	**On:**	
Dialogue:		**Action:**	X
Static:		**AV:**	X
	Examine		
Talk	**Fight**	**Bleed**	
Linear	**Button**	**Jigsaw**	

Date:
7/13/95

Block# / Shot#
2254

If cut-scene, frame count:

Description:
Kyle can bleed the Nurse.

Notes:
Pivots are 2256.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Lab Facing Exit Doors	/	/
Characters:	3D Studio	Alias
Kyle	/	/
Dr. Rx, Transexual Nurse	/	/
Annise, Gorgon, Laura, & Vincent	/	/
The Justicar	/	/
Objects:	3D Studio	Alias
Straight Jacket	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Lab Facing Exit Doors	/	/
Release Switch	/	/
Blood tables	/	/
Blood containers	/	/
Desk/chair	/	/
Straight Jacket	/	/

Pivot:		On:	X		
Dialogue:		Action:	X		
Static:	X	AV:			
	Examine				
Talk		Fight		Bleed	
Linear		Button		Jigsaw	

Date:
7/13/95

Block# / Shot#
2255

If cut-scene, frame count:

Description:
Kyle lunges at the Nurse as if to bite her, but she steps aside as Kyle's mouth lands on the switch handle. Rx laughs and thanks Kyle for his enthusiasm but tells him that the Nurse is too busy right now but that Kyle can have her later if he wants. . .

	3D STUDIO	ALIAS
Background/Animation Filename:	**3D Studio**	**Alias**
Asylum Lab Facing Exit Doors	/	/
Characters:	**3D Studio**	**Alias**
Kyle	/	/
Dr. Rx, Transexual Nurse	/	/
Annise, Gorgon, Laura, & Vincent	/	/
The Justicar	/	/
Objects:	**3D Studio**	**Alias**
Straight Jacket	/	/
	/	/
	/	/
	/	/
Background Elements	**3d Studio**	**Alias**
Asylum Lab Facing Exit Doors	/	/
Release Switch	/	/
Blood tables	/	/
Blood containers	/	/
Desk/chair	/	/
Straight Jacket	/	/

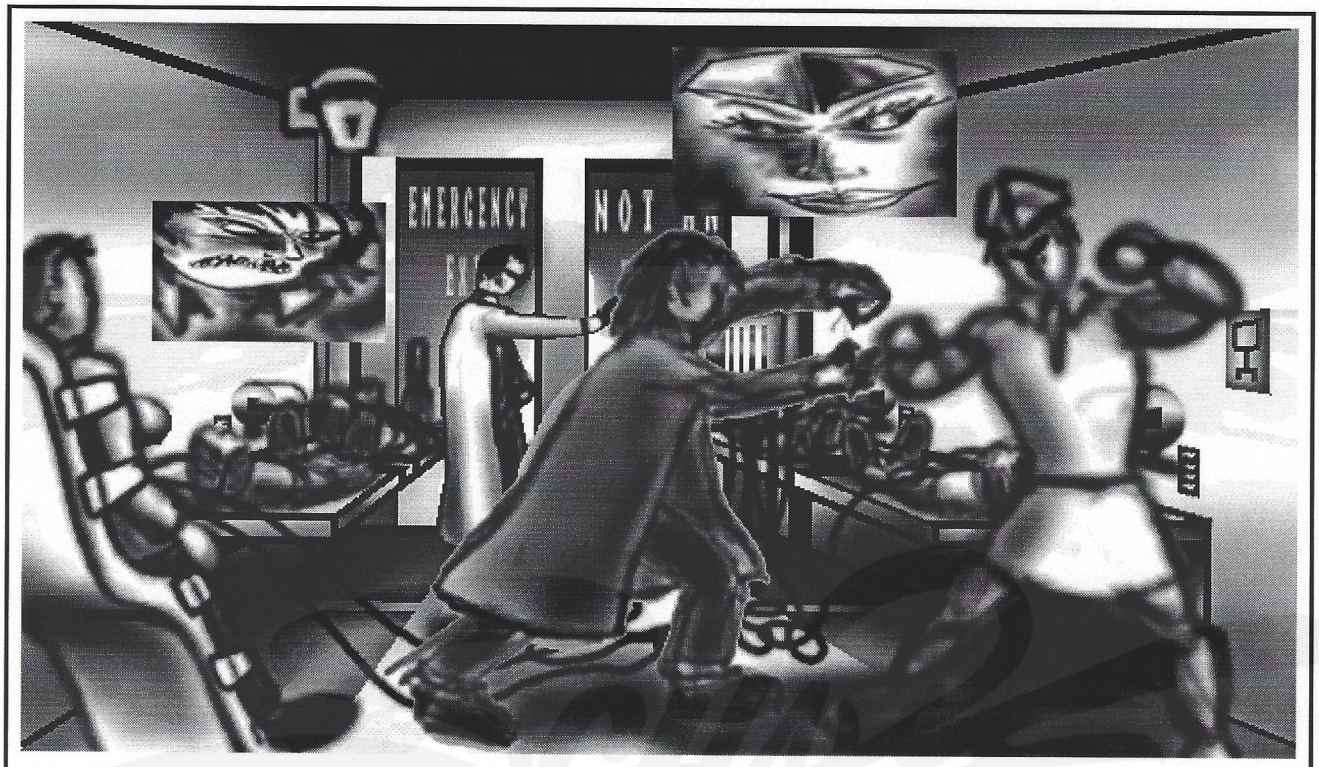
Notes:
Pivots are 2185.

Pivot:	X	**On:**	
Dialogue:	X	**Action:**	
Static:		**AV:**	X
	Examine		
Talk		**Fight**	**Bleed** X
Linear		**Button**	**Jigsaw**

Date:
7/13/95

Block# / Shot#
2256

If cut-scene, frame count:



Description:
Kyle can fight the nurse.

Notes:
Pivots are 2258.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Lab Facing Exit Doors	/	/
Characters:	3D Studio	Alias
Kyle	/	/
Dr. Rx, Transexual Nurse	/	/
Annise, Gorgon, Laura, & Vincent	/	/
The Justicar	/	/
Objects:	3D Studio	Alias
Straight Jacket	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Lab Facing Exit Doors	/	/
Release Switch	/	/
Blood tables	/	/
Blood containers	/	/
Desk/chair	/	/
Straight Jacket	/	/

Pivot:		On:	X		
Dialogue:		Action:	X		
Static:		AV:			
	Examine				
Talk		Fight	X	Bleed	
Linear		Button		Jigsaw	

Date:
7/13/95

Block# / Shot#
2257

If cut-scene, frame count:

Description:
The Nurse steps aside as Kyle's face crunches into the wall. Kyle falls downward, and his head hits the switch on the way down. Rx says, "oh my. . . aren't we enthusiastic. . . patience young Kyle. . . it'll all be over soon. . .".

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Lab Facing Exit Doors	/	/
Characters:	3D Studio	Alias
Kyle	/	/
Dr. Rx, Transexual Nurse	/	/
Annise, Gorgon, Laura, & Vincent	/	/
The Justicar	/	/
Objects:	3D Studio	Alias
Straight Jacket	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Lab Facing Exit Doors	/	/
Release Switch	/	/
Blood tables	/	/
Blood containers	/	/
Desk/chair	/	/
Straight Jacket	/	/

Notes:
Pivots are 2185.

Pivot:	X	On:	
Dialogue:	X	Action:	
Static:		AV:	X
	Examine		
Talk		Fight	X Bleed
Linear		Button	Jigsaw

Date:
7/13/95

Block# / Shot#
2258

If cut-scene, frame count:

Description:
Kyle can fight the Nurse with the jacket in Hand. . .

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Lab Facing Exit Doors	/	/
Characters:	3D Studio	Alias
Kyle	/	/
Dr. Rx, Transexual Nurse	/	/
Annise, Gorgon, Laura, & Vincent	/	/
The Justicar	/	/
Objects:	3D Studio	Alias
Straight Jacket	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Lab Facing Exit Doors	/	/
Release Switch	/	/
Blood tables	/	/
Blood containers	/	/
Desk/chair	/	/
Straight Jacket	/	/

Notes:
Pivots are 2260.

Pivot:		On:	X
Dialogue:	X	Action:	
Static:		AV:	
	Examine		
Talk		Fight	X
Linear		Button	
		Bleed	
		Jigsaw	

Date:
7/13/95

Block# / Shot#
2259

If cut-scene, frame count:

Description:
Kyle whips the jacket out in front of himself quickly and ensnares the nurses head. He pulls hard and she tumbles to the floor with a muffled "No thank-you. . ." Rx looks up and says "what's all the noise over there. . . looks like I'd better call more nurses. . .It's time to clean things up around here. . . too many Vampires".

	3D STUDIO	ALIAS
Background/Animation Filename:	**3D Studio**	**Alias**
Asylum Lab Facing Exit Doors	/	/
Characters:	**3D Studio**	**Alias**
Kyle	/	/
Dr. Rx, Transexual Nurse	/	/
Annise, Gorgon, Laura, & Vincent	/	/
The Justicar	/	/
Objects:	**3D Studio**	**Alias**
Straight Jacket	/	/
	/	/
	/	/
	/	/
Background Elements	**3d Studio**	**Alias**
Asylum Lab Facing Exit Doors	/	/
Release Switch	/	/
Blood tables	/	/
Blood containers	/	/
Desk/chair	/	/
Straight Jacket	/	/

Notes:
Pivots are 2185.

Pivot:	X	On:	
Dialogue:	X	Action:	
Static:		AV:	X
	Examine		
Talk		Fight X	Bleed
Linear		Button	Jigsaw

Date:
7/13/95

Block# / Shot#
2260

If cut-scene, frame count:

Description:
Kyle can do nothing after fighting the Nurse with the Jacket (he stands there too long. . .).

	3D STUDIO	ALIAS
Background/Animation Filename:	**3D Studio**	**Alias**
Asylum Lab Facing Exit Doors	/	/
Characters:	**3D Studio**	**Alias**
Kyle	/	/
Dr. Rx, Transexual Nurse	/	/
Annise, Gorgon, Laura, & Vincent	/	/
The Justicar	/	/
Objects:	**3D Studio**	**Alias**
Straight Jacket	/	/
	/	/
	/	/
	/	/
Background Elements	**3d Studio**	**Alias**
Asylum Lab Facing Exit Doors	/	/
Release Switch	/	/
Blood tables	/	/
Blood containers	/	/
Desk/chair	/	/
Straight Jacket	/	/

Notes:
Pivots are 2244.

Pivot:	X	On:	
Dialogue:		Action:	X
Static:	X	AV:	
	Examine		
Talk	Fight	Bleed	
Linear	Button	Jigsaw	

Date:
7/13/95

Block# / Shot#
2261

If cut-scene, frame count:

Description:
The restraints holding the NPCs and the Justicar uncouple themselves. Rx screams "no! not yet!!!!!!!!!!!" The Justicar says "thank-you, Kyle. . ." as he casually rips Rx limb from limb as Rx screams and screams.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Lab Facing Exit Doors	/	/
Characters:	3D Studio	Alias
Kyle	/	/
Dr. Rx, Transexual Nurse	/	/
Annise, Gorgon, Laura, & Vincent	/	/
The Justicar	/	/
Objects:	3D Studio	Alias
Straight Jacket	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Lab Facing Exit Doors	/	/
Release Switch	/	/
Blood tables	/	/
Blood containers	/	/
Desk/chair	/	/
Straight Jacket	/	/

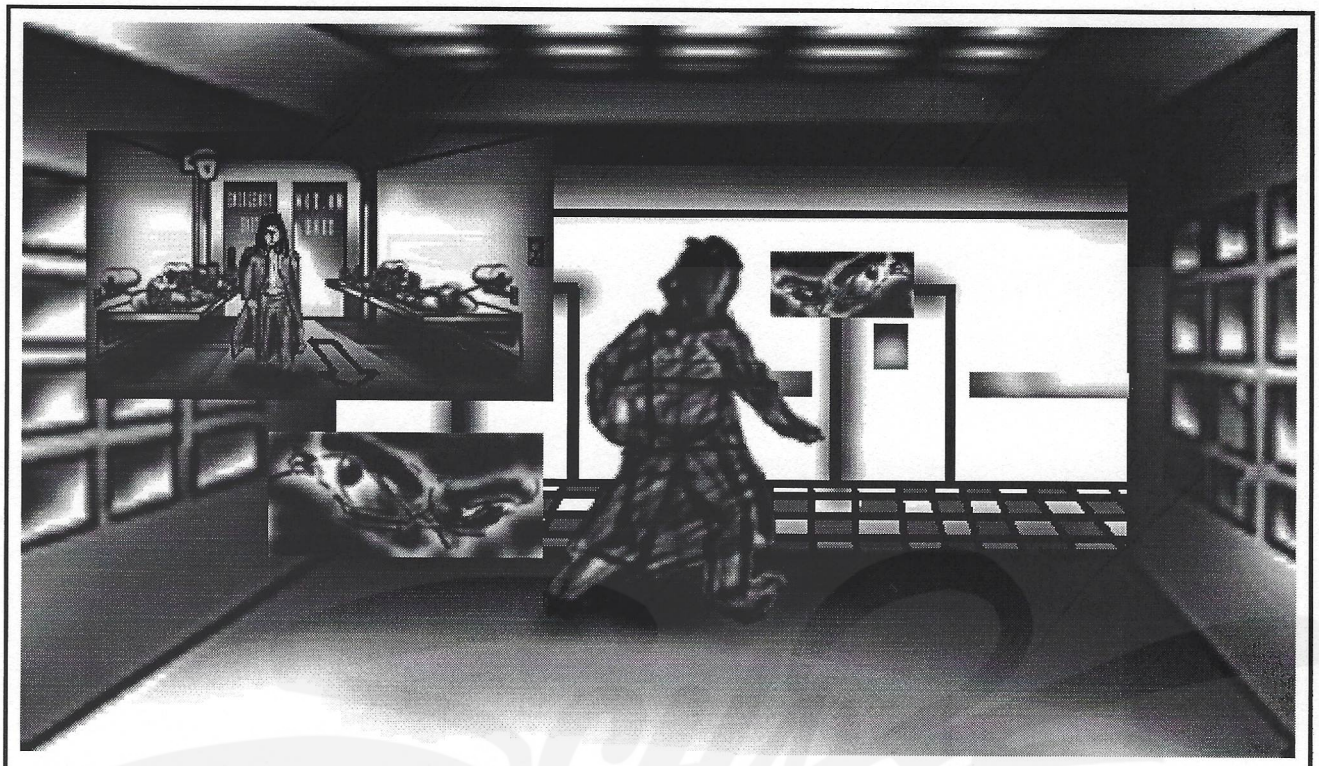
Notes:
Pivots are none.

Pivot:	X	On:	
Dialogue:		Action:	X
Static:		AV:	X
	Examine		
Talk	Fight	Bleed	
Linear	Button	Jigsaw	

Date:
7/13/95

Block# / Shot#
2262

If cut-scene, frame count:



Description:
Kyle can enter the vault from the lab.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Lab Facing Vault/Corridor	/	/
Characters:	3D Studio	Alias
Kyle	/	/
	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Lab Facing Vault/Corridor	/	/
	/	/
	/	/
	/	/
	/	/
	/	/

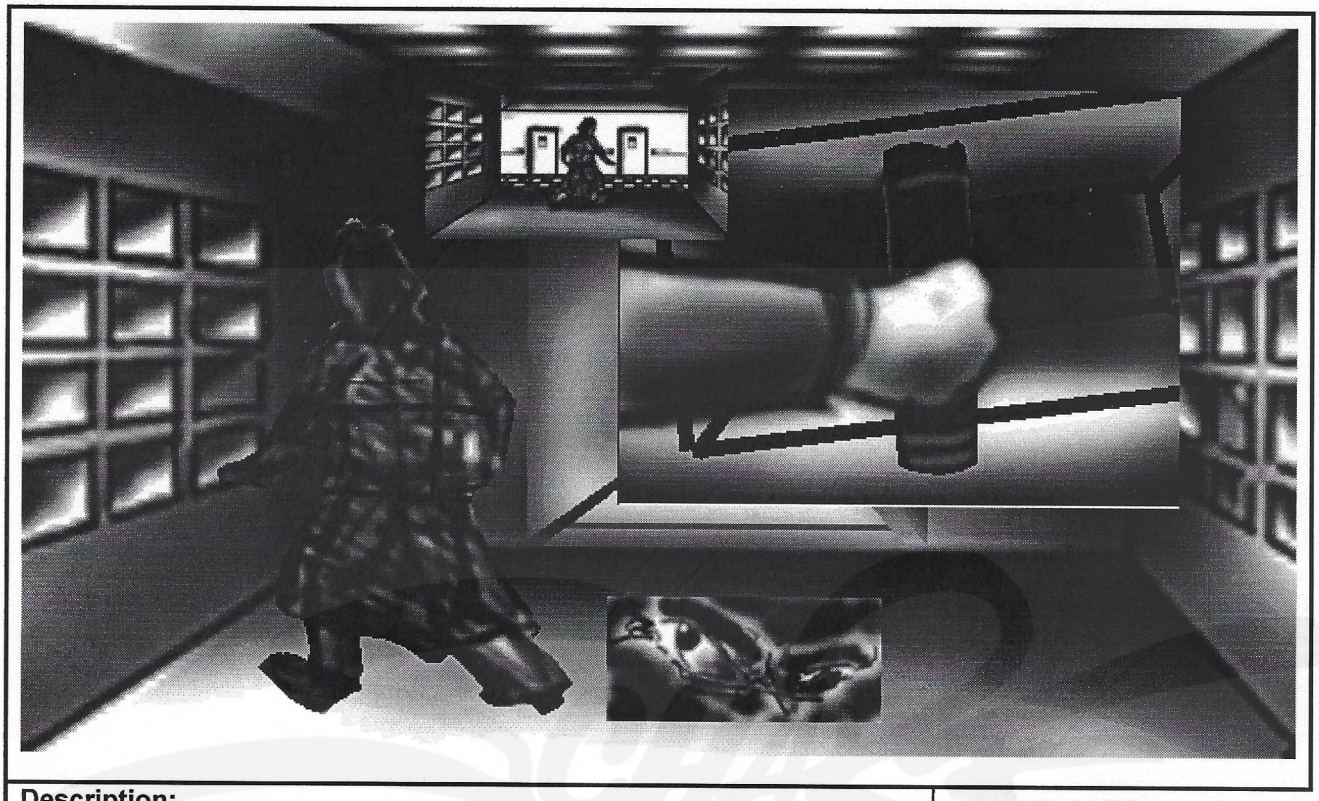
Notes:
Pivots are 2173.

Pivot:		On:	X
Dialogue:		Action:	X
Static:	X	AV:	
	Examine		
Talk	Fight	Bleed	
Linear	Button	Jigsaw	

Date:
7/13/95

Block# / Shot#
2263

If cut-scene, frame count:



Description:
Kyle can take the Malkavian Book of Nod piece.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Vault Facing Wall of Shelves	/	/
Characters:	3D Studio	Alias
Kyle	/	/
	/	/
	/	/
	/	/
Objects:	3D Studio	Alias
Malkavian Book of Nod piece	/	/
	/	/
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Vault Facing Wall of Shelves	/	/
Malkavian Book of Nod piece	/	/
	/	/
	/	/
	/	/
	/	/

Notes:
Pivots are 2173.

Pivot:		On:	X
Dialogue:		Action:	X
Static:	X	AV:	
	Examine		
Talk	Fight	Bleed	
Linear	Button	Jigsaw	

Date:
7/13/95

Block# / Shot#
2264

If cut-scene, frame count: