

# ASYLUM STORYBOARDS

**Storyboard Images** 

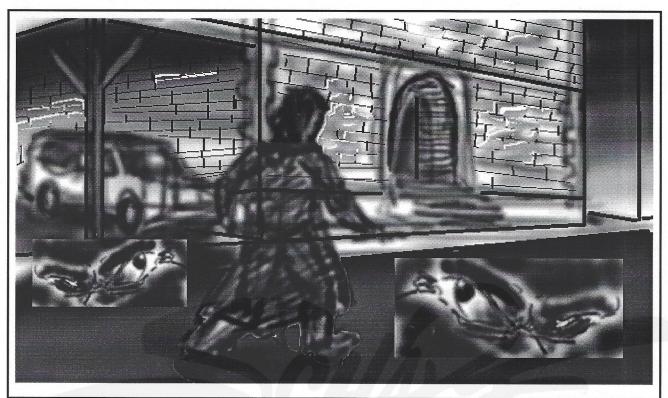
Eric M. Scharf, 3D Artist

**Storyboard Copy** 

John Wagner, Game Designer

**Storyboard Page Format** 

Brian Boyl, Producer



Kyle is on street in front of the Asylum.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
On Street in Front of Asylum	1	1
Characters:	3D Studio	Alias
Kyle	/	
	1	1
	1	1
	1	1
Objects:	3D Studio	Alias
	1	1
	/	/
	/	1
	/	
Background Elements	3d Studio	Alias
Broken down Asylum ambulance	/	/
	1	1
	1	1
	/	/
		1
	/	/

Notes:

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

Pivot:	X	Dn:	X
Dialogi	ue:	Actio	n:
Static:	X	AV:	
	Examir	ie	
Talk	Fight		Bleed
Linear	Butt	on li	gsaw

Date:

7/13/95

Block# / Shot#

2000



Description: Kyle enters Asylum subway.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
On Street in Front of Asylum	1	1
Characters:	3D Studio	Alias
Kyle	1	1
	1	/
		/
		/
Objects:	3D Studio	Alias
	/	1
	1	1
	1	/
	/	/
Background Elements	3d Studio	Alias
Broken down Asylum ambulance	/	/
	/	/
	1	/
	1	/
	/	1
	7	

Notes:		
Pivots	are	1000

Pivot:		Dn:		X
Dialog	ue:	Act	tion:	X
Static:		AV:		
	Exam	ine		
Talk	Fig	ht	Bleed	
Linear	Bu	tton	ligsaw	

Date:

7/13/95

Block# / Shot#

2001



Description: Kyle can approach Asylum entrance.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Entrance	1	1
Characters:	3D Studio	Alias
Kyle	1	/
	1	/
	/	/
		1
Objects:	3D Studio	Alias
	1	1
	1	. /
	/	1
	/	/
Background Elements	3d Studio	Alias
Asylum Entrance		/
	1	1
	7	1
	7	1
	1	1
	/	1

Notes:			
Pivots	are	21	00

Pivot:			Dn:		X
Dialog	gue:		Act	ion:	X
Static		X	AV:		
	Exa	min	ıe		
Talk	F	ight		Bleed	
Linear	В	utte	on	ligsav	v

Date:

7/13/95

Block# / Shot#

2002



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

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Alley	1	1
Characters:	3D Studio	Alias
Kyle	1	1
		1
	1	1
	1	1
Objects:	3D Studio	Alias
	1	
	1	1
	/	1
	1	1
Background Elements	3d Studio	Alias
Broken down Asylum ambulance	/	7
	1	
	1	1
	/	1
	/	1
	/	1

Notes:			
<b>Pivots</b>	are	2004	1.

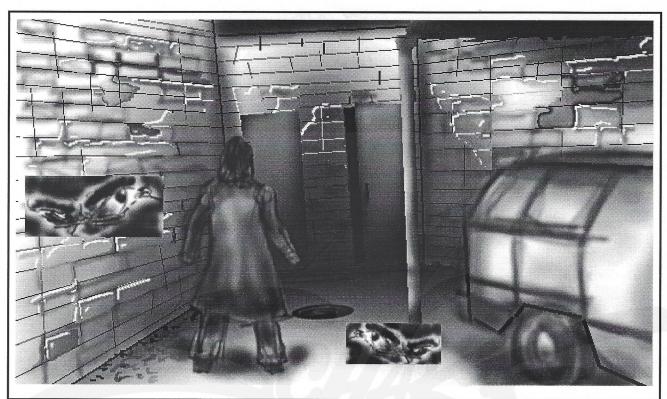
Pivot:		þn		X
Dialog	gue:	Ac	tion:	X
Static	70	X AV	:	
	Exan	nine		
Talk	Fi	ght	Bleed	
Linear	Bı	utton	igsaw	

Date:

7/13/95

Block# / Shot#

2003



Description: Kyle is standing in the Asylum Alley.

A ST HELD IN	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Alley Facing Exit Doors	OB Otagio	/
Characters:	3D Studio	Alias
Kyle	/	1113
	1	/
	1	1
	1	1
Objects:	3D Studio	Alias
	1	1
	1	/
	1	1
	,	1
Background Elements	3d Studio	Alias
Asylum alley	-/	1
Broken down Asylum ambulance	1	1
	1	7
	- 1	/
	1	1
	1	1

Notes:				
<b>Pivots</b>	are	2017	and	2005.

Pivot:	X	On:
Dialogu	ıe:	Action: X
Static:	X	AV:
E	xamin	9
Talk	Fight	Bleed
Linear	Butto	n ligsaw

Date:

7/13/95

Block# / Shot#

2004



Description: Kyle can walk out into the Asylum street.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Alley Facing Asylum Street	1	1
Characters:	3D Studio	Alias
Kyle		
	1	1
	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	1
	//	
Objects:	3D Studio	Alias
	1	1
	1	1
	/	1
	1	1
Background Elements	3d Studio	Alias
Broken down Asylum ambulance	///////////////////////////////////////	/
	/	1
	1	-/-
	1	1
	/	/
	1	1

Divot		- h-	•		v
Pivot:		Dn:			X
Dialo	gue:	Act	tion:		X
Static		AV:			
	Exam	ine			
Talk	Fig	ght	Blee	ed	
Linear	Bu	itton	ligs	aw	

Date:

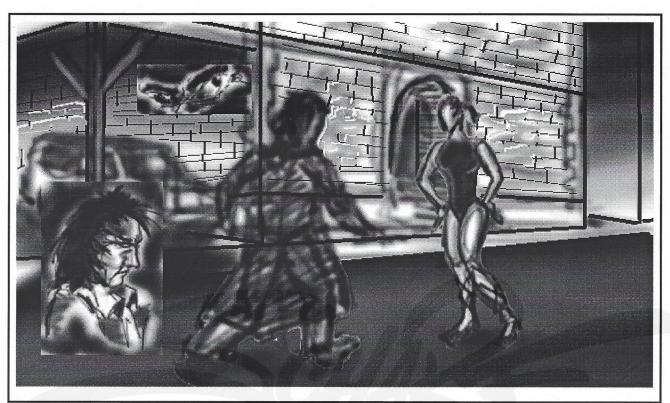
Notes:

Pivots are 2000.

7/13/95

Block# / Shot#

2005



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	1	17
Annise	1	1
	/ /	/
	1	/
Objects:	3D Studio	Alias
	/	1
	7	1
	1	/
	1	/
Background Elements	3d Studio	Alias
Asylum Entrance	1	1
Asylum Alley	/	1
Broken down Asylum ambulance	/	/
	/	1
		1
	/	1

NI	0	٠	0	C	
V	U	u	C	J	

Pivots are 2011, 2013, and 2015.

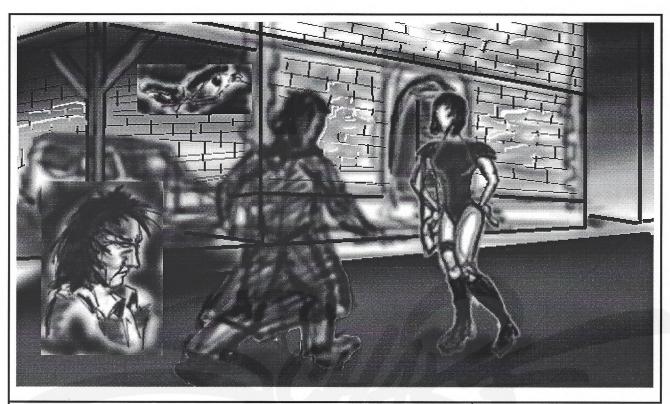
Pivot:	X	On:
Dialogu	1e:	Action: X
Static:		AV:
E	xamin	9
Talk	Fight	Bleed
Linear	Butto	n ligsaw

Date:

7/13/95

Block# / Shot#

2006



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

	3D STUDIO	ALIAS
Packaround/Animation Filanamay	2D Charlie	A 11
Background/Animation Filename: Asylum Street	3D Studio	Alias /
Characters:	3D Studio	Alias
Kyle		/
Whore	1	/
	1	1
	1	1
Objects:	3D Studio	Alias
	/	1
	/	1
	1	/
	/	1
Background Elements	3d Studio	Alias
Asylum Entrance	1	
Asylum Alley	/	1
Broken down Asylum ambulance	1	1
	/	/
	I	7
	/	

Notes: Pivots are 2012, 2014, and 2016.

Pivot:	X Dn	
Dialogu	ie: Ac	tion: X
Static:	AV	•
E	xamine	
Talk	Fight	Bleed
Linear	Button	ligsaw

Date:

7/13/95

Block# / Shot#



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

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Entrance	/	1
Characters:	3D Studio	Alias
Kyle	/	1
	1	1
	7	1
	1	/
Objects:	3D Studio	Alias
	1	1
	1	1
	1	1
	1	1
Background Elements	3d Studio	Alias
Asylum Entrance	- I	1
	1	/
	1	1
	I	- /
		1
	/	1

Notes:

Pivots are 2010 and 2005.

Pivot:	X	X Dn:		
Dialog	ue:	Ac	tion:	X
Static:	X	AV:	•	
	Exami	ne		
Talk	Figh	ıt	Bleed	
Linear	But	ton	ligsaw	

Date:

7/13/95

Block# / Shot#

2008



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

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Entrance	1	1
Characters:	3D Studio	Alias
Kyle	1	1
		-/
	1	/
	1	1
Objects:	3D Studio	Alias
Asylum Entrance	1	/
	/	1
	1	/
	/	/
Background Elements	3d Studio	Alias
Asylum Entrance	1	/
	1	/
	1	1
	1	1
	1	/
	/	1:

No	tes:	
n:		

Pivots are 2005.

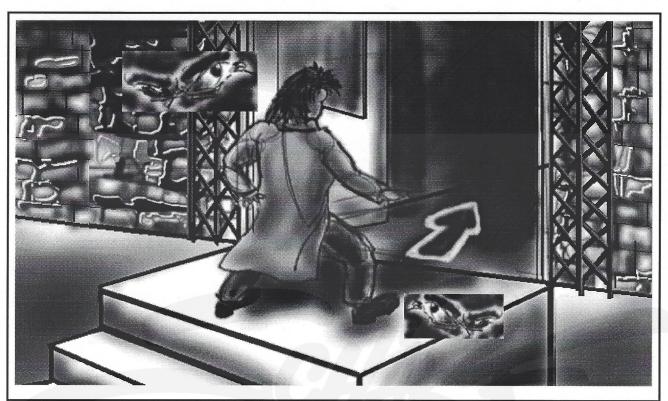
Pivot:		X	n:		
Dialog	gue:		<b>\ct</b> i	ion:	X
Static			۱V:		
	Exa	mine			
Talk	F	ight		Bleed	
Linear	B	utto	n	ligsaw	

Date:

7/13/95

Block# / Shot#

2009



Description: Kyle can enter the Asylum.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Entrance	1	1
Characters:	3D Studio	Alias
Kyle		1
		1
	1	7
	1	1
Objects:	3D Studio	Alias
	1	1
	-/	1
	1	1
	/	1
Background Elements	3d Studio	Alias
Asylum Entrance		1
		1
	1	1
	1	1
	1	7
	/	1

Notes:				
Pivots	are	21	15.	

Pivot:		Dn:		X
Dialo	gue:	Action:		X
Static	:	AV:		
	Exam	ine		
Talk	Fig	Fight		1
Linear	Bu	tton	ligsav	w

Date:

7/13/95

Block# / Shot#

2010



Kyle can talk with Annise on the Asylum street.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Street	1	1
Characters:	3D Studio	Alias
Kyle		: + 1 <u>#</u>
Annise		1
	1	/
	1	1
Objects:	3D Studio	Alias
	1	1
	/	1
	1	1
The state of the s	/	1
Background Elements	3d Studio	Alias
Asylum Entrance	1	1
Asylum Alley	/	1
Broken down Asylum ambulance	1	1
	/	1
		/
	1	/

Notes: Pivots are none.

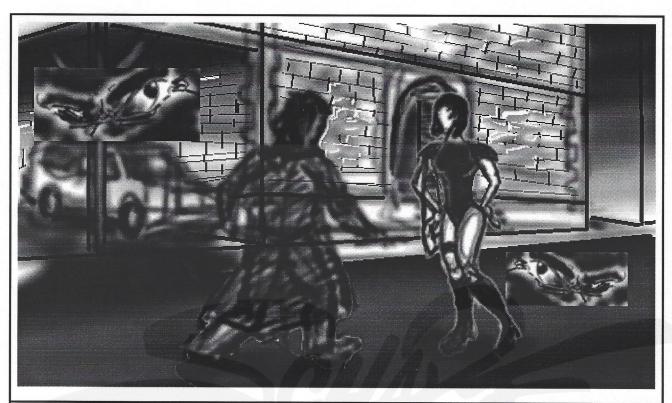
Pivo	:	)n		X
Dialo	gue: Action:	Action:		X
Statio	C:	AV:	•	
	Exam	ine		
Talk	X Fig	ht	Bleed	
Linco	. D.,	tton	liacovy	

Date:

7/13/95

Block# / Shot#

2011



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		1
	/	1
	1	1
Objects:	3D Studio	Alias
	1	/
	1	/
	1	/
	1	1
Background Elements	3d Studio	Alias
Asylum Street	1	1
Asylum Alley	1	1
Broken down Asylum ambulance	1	1
	1	1
	$I_{I}$	/
	1	1

Notes: Pivots are none.

Pivot		Dn:	X
Dialo	gue	e: Act	tion: X
Statio	c:	AV:	
	Ex	amine	
Talk	X	Fight	Bleed
Linea		Button	ligsaw

Date:

7\13\95

Block# / Shot#

2012



Description:
Kyle can fight Annise on the Asylum street.

	3D STUDIO	ATTAC
	טועטופענ	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Street	1	1
Characters:	3D Studio	Alias
Kyle		1
Annise	1	1
	1	1
	1	1
Objects:	3D Studio	Alias
	1	1
	1	1
	/	/
	1	1
Background Elements	3d Studio	Alias
Asylum Street	1	1
Asylum Alley	1	1
Broken down Asylum ambulance	/	1
	/	/
	/:	1
		1

Notes:			
Pivote	aro	non	۵

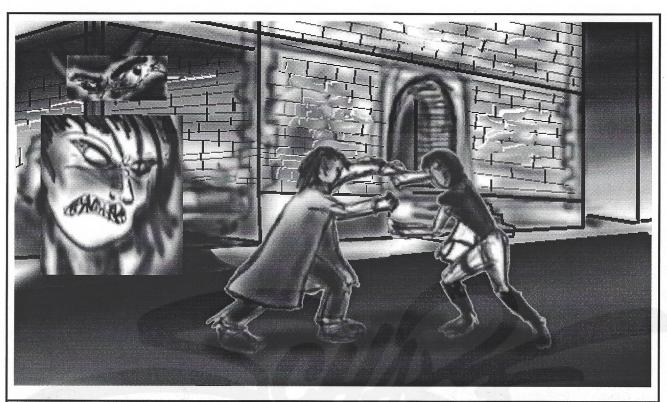
Pivot:		On:		X	
Dialog	ue:	Action:		X	
Static:		AV:			
	Exam	ine			
Talk	Fig	ht	X	Bleed	
Linear	Bu	tton		ligsaw	

Date:

7/13/95

Block# / Shot#

2013



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

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Aliaa
Asylum Street	JD Studio /	Alias /
Characters:	3D Studio	Alias
Kyle	7	/
Whore	1	1
	/	1
	1	1
Objects:	3D Studio	Alias
	1	1
	1	1
	/	1
	/	/
Background Elements	3d Studio	Alias
Asylum Entrance		/
Asylum Alley	1	7
Broken down Asylum ambulance		1
	/	/
	1	1
	/	1

Pivots are	none
Notes:	

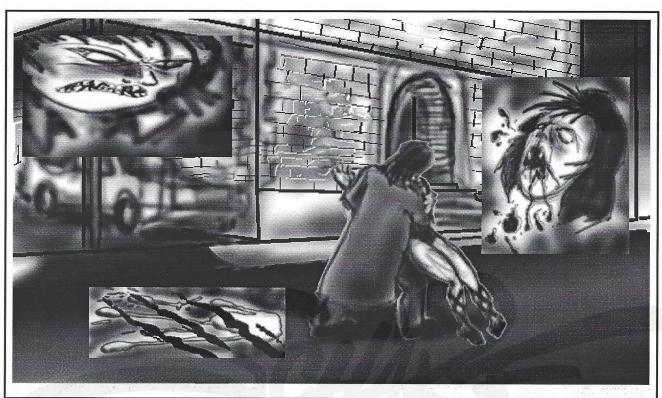
Pivot:		þ	n:		X
Dialog	gue:	A	ctic	on:	X
Static		A	V:		
	Exam	ine			
Talk	Fig	ht	X	Bleed	
Linear	Bu	tton		ligsaw	

Date:

7/13/95

Block# / Shot#

2014



Kyle can bleed Annise on the Asylum street.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Street	1	_/
Characters:	3D Studio	Alias
Kyle	1	
Annise	1 5 / 1 1   1	/
	1	/
	1	1
Objects:	3D Studio	Alias
	1	1
	1	1
	/	1
	/	1
Background Elements	3d Studio	Alias
Asylum Entrance	/	14/
Asylum Alley	1	1
Broken down Asylum ambulance	1	/
	/	1
	1	
	/	1

otes	

Pivots are none.

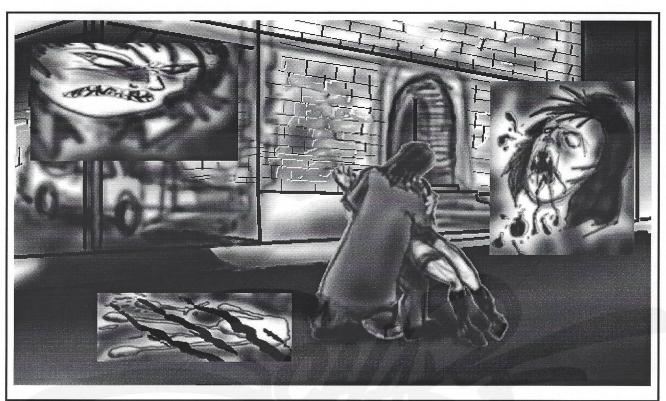
Pivot:	Pivot: Dn: Dialogue: Action:		Dn:				
Dialog			Dialogue:		logue: Action:	ogue: Action:	
Static	:	AV:					
	Exam	ine					
Talk	Fig	ht	Bleed	X			
Linear	Bu	tton	ligsaw				

Date:

7/13/95

Block# / Shot#

2015



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		1
Whore	1	1
	1	1
	/ /	1
Objects:	3D Studio	Alias
	1	1
	1	1
	1	1
	/	
Background Elements	3d Studio	Alias
Asylum Entrance	1	1
Asylum Alley	1	1
Broken down ambulance	J	1
	1	-/
		~ /
	1	1

Notes:	
Divete	

Pivots are none.

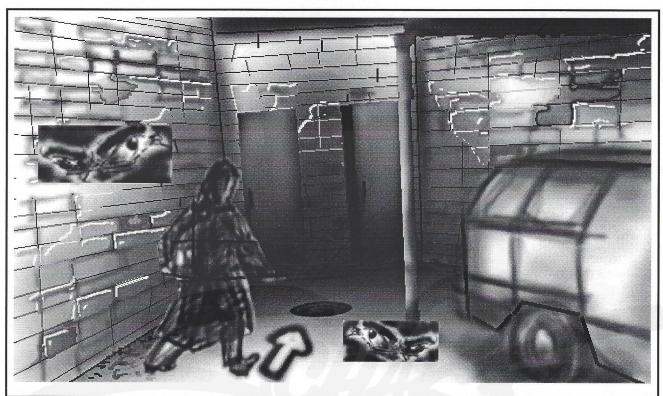
	Dn:		X
jue:	Action:		X
:	AV:		
Exam	ine		
Fig	ht	Bleed	X
Button		ligsaw	
	jue: : Exam Fig	jue: Act : AV: Examine Fight	ue: Action: AV: Examine Bleed

Date:

7/13/95

Block# / Shot#

2016



Kyle can approach the Sewer manhole in the Asylum alley.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Alley Facing Exit Doors	1	1
Characters:	3D Studio	Alias
Kyle	1	1
		/
	1	
	1	1
Objects:	3D Studio	Alias
	1	1
	1	1
	1	-/
		,
Background Elements	3d Studio	Alias
Asylum Alley	/	1
Broken down Asylum ambulance	7	1
Exit Doors	/	1
	1	1
	1	/
	1	

	_	4	_	_	_
N	$\boldsymbol{\cap}$	T.	Δ	•	
A.	0	e.	v	J	

Pivots are none.

Pivot:	Dn	: X
Dialogu	ie: Ac	tion: X
Static:	AV	•
K	Examine	
Talk	Fight	Bleed
Linear	Button	Tigsaw

Date:

7/13/95

Block# / Shot#

2017



The Nurse answers the door and says "Hello".

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Entrance	1	1
Characters:	3D Studio	Alias
Kyle		1
Transexual Nurse	1	1
	1	/
		-/
Objects:	3D Studio	Alias
	1	1
	1	1
	/	1
	1	/
Background Elements	3d Studio	Alias
Asylum Entrance		
	1	/
		1
	/	1
	1	1
	1	1

N	-4	
N	otes	ï

Pivots are 2101.

Pivot:		X	Dn:			
Dialogue:		Action:	A	Action:		X
Static	# #		AV:		X	
	Exai	min	e			
Talk	F	ight		Bleed		
Linear	В	utto	n	ligsaw		

Date:

7/13/95

Block# / Shot#

2018



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	/	1
Characters:	3D Studio	Alias
Kyle	1	1
Transexual Nurse		1
	1	1
		1
Objects:	3D Studio	Alias
	1	1
	1	1
	7	1
	1	1
Background Elements	3d Studio	Alias
Asylum Entrance	1	1
	1	1
	1	1
	1	/
	/	1
	- / I	- 1

J	^	te	20		
A	U		,0	•	

Pivots are 2009.

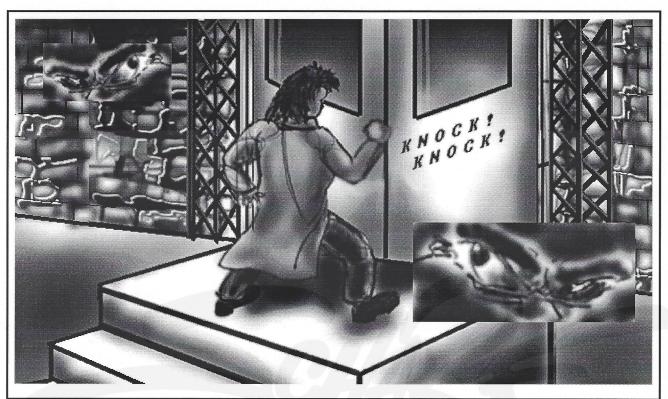
Pivot:	X	Dn:		
Dialogu	ıe:	Act	tion:	X
Static:		AV:		X
E	Cxamir	1e		
Talk	Figh	t	Bleed	
Linear	Butt	on	ligsaw	

Date:

7/13/95

Block# / Shot#

2019



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

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Entrance	1	1
Characters:	3D Studio	Alias
Kyle	1	/
	1	1
	/	1
	1	1
Objects:	3D Studio	Alias
	1	1
	1	1
	1	1
		1
Background Elements	3d Studio	Alias
Asylum Entrance	1	/
		/
	ana ana Tanana	1
		1
		1
	/	1

Notes:

Pivots are 2018 and 2019.

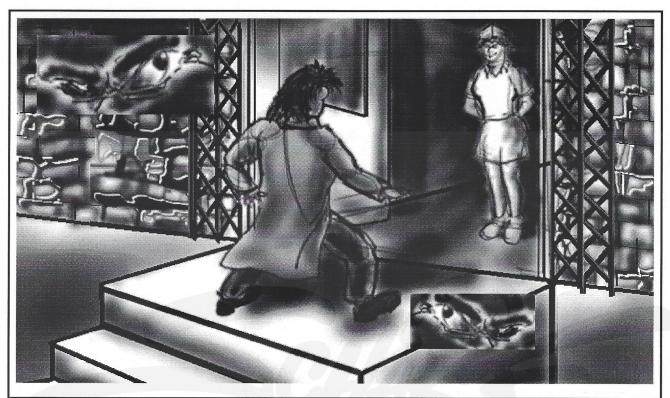
Pivot:		X Dn:		
Dialogue:		Ac	Action:	
Static	:	AV	•	X
hp (Fig.	Exan	iine		
Talk	Fig	ght	Bleed	
Linear	Bı	ıtton	ligsaw	

Date:

7/13/95

Block# / Shot#

2100



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

	3D STUDIO	ALIAS
Dealers and Animation File	00.01 1:	A 11
Background/Animation Filename:	3D Studio	Alias
Asylum Entrance	1	1
Characters:	3D Studio	Alias
Kyle	1	/
Transexual Nurse		/
	1	1
		1
Objects:	3D Studio	Alias
	/	1
	/	1
	/	-1
	1	1
Background Elements	3d Studio	Alias
Asylum Entrance	1	1
	1	- 1
		1
	/	1
	/	1
	/	1

Notes:

Pivots are 2103 and 2005.

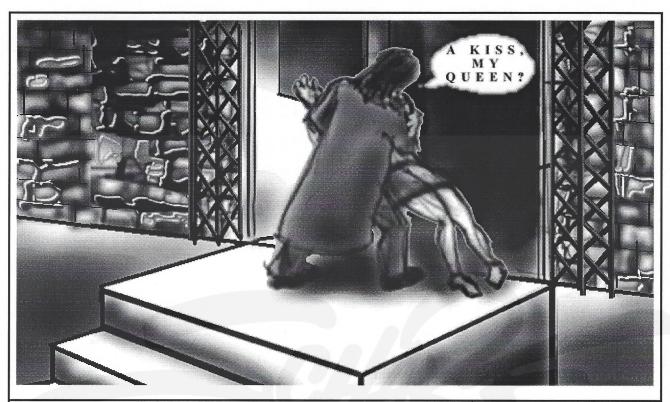
Pivot:		X	Dn:			
Dialo	gue:		Acti	ion:		X
Static		X	AV:			
	Exa	min	ie .			
Talk	F	ight	t	Blee	d	
Linear	В	utt	on	ligsa	w	

Date:

7\13/95

Block# / Shot#

2101



Kyle can interract with the Nurse.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Entrance	/	1
Characters:	3D Studio	Alias
Kyle		100
Transexual Nurse	1	1
	/	1
	1	1
Objects:	3D Studio	Alias
	1	1
	/	1
	1	1
	/	
Background Elements	3d Studio	Alias
Asylum Entrance	1	/
	//	1
		1
	/	1
	1	1
		1

Notes:

Pivots are 2104, 2105, and 2106.

Pivot:		X	On:		
Dialog	gue:		Acti	on:	X
Static			AV:		
	Exa	mine	•		
Talk	Fi	ight		Bleed	
Linear	В	utto	n	ligsaw	

Date:

7/13/95

Block# / Shot#

2103



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	1	1
Transexual Nurse		1
	/	1
		1
Objects:	3D Studio	Alias
	1	1
	1	1
	1	1
	1	1
Background Elements	3d Studio	Alias
Asylum Entrance	1	1
	1	1
		1
	1	1
		1
	/	1

<b>Notes</b>
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Pivots are 2112.

Pivot:			Pivot: On: On: Oialogue: Action:		X
Dialo					: Action
Static			AV:		
	Ex	ami	ne		
Talk	X	Figh	t	Blee	d
Linear		Butt	ton	ligsa	w

Date:

7/13/95

Block# / Shot#

2104



Description: Kyle can fight the Transexual Nurse.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Entrance	/	1
Characters:	3D Studio	Alias
Kyle	/	1
Transexual Nurse	/	/
	/	1
		1
Objects:	3D Studio	Alias
	1	1
	1	1
	/	1
	/	/
Background Elements	3d Studio	Alias
Asylum Entrance	1	1
	1	1
	1	
		1
	1	
		1

Notes:				
<b>Pivots</b>	are	21	11	

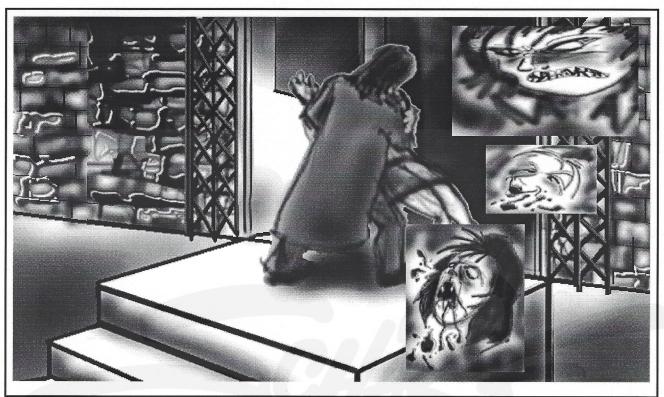
Pivot:	:   Dn:		n:		X
Dialogue:		e: Acti		on:	X
Static:		A	V:		
	Ex	amine			
Talk	X	Fight		Bleed	
Linear		Button		ligsaw	

Date:

7/13/95

Block# / Shot#

2105



Description: Kyle can bleed the Transexual Nurse.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Entrance	1	/
Characters:	3D Studio	Alias
Kyle		1
Transexual Nurse		/
		1
		/
Objects:	3D Studio	Alias
	1	1
	1	/
	/	/
	1	1
Background Elements	3d Studio	Alias
Asylum Entrance	1	1
	1	1
	///	1
	1	1
	1	1
	/	1

Notes:

Pivots are 2113 and 2114.

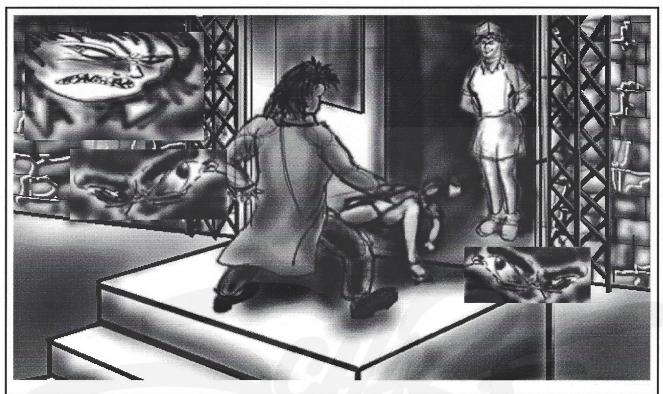
Pivot:	X	X Dn:		
Dialogu	ogue: Acti		n:	X
Static:		AV:		
E	Examin	e		
Talk	Fight		Bleed	X
Linear	Butte	on	igsaw	

Date:

7/13/95

Block# / Shot#

2106



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

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Entrance	1	1
Characters:	3D Studio	Alias
Kyle	1	/
Slumped Transexual Nurse	1	/
Another Transexual Nurse		/
	1	1
Objects:	3D Studio	Alias
	/	1
	1	/
	/	1
	/	1
Background Elements	3d Studio	Alias
Asylum Entrance		1
	/	1
	/	/
	/	/
	I	1

Notes:	
D:4	

Pivots are 2136.

Pivot:		: X Dn:			
Dialog	gue:		Act	ion:	X
Static			۱V:		
E Trees	Exa	mine	)		
Talk	F	ight		Blee	d
Linear	В	utto	n	ligsa	w

Date:

7/13/95

Block# / Shot#

2111



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	1	1
Characters:	3D Studio	Alias
Kyle	1	1
Slumped Transexual Nurse	/	/
Another Transexual Nurse	1	1
	1	/
Objects:	3D Studio	Alias
	/	1
	1	1
	/	/
	1	/
Background Elements	3d Studio	Alias
Asylum Entrance	1	1
	1	1
	1	1
	/	/
	1	/
	1	1

V	O	te	35	3:	

Pivots are 2008.

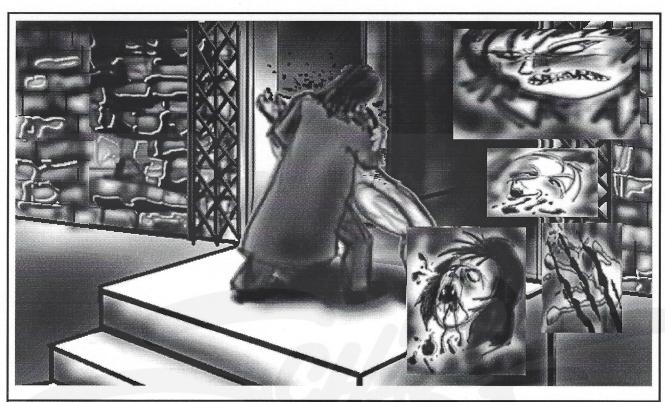
Pivot:		X	Dn:		
Dialog	jue:		Acti	on:	X
Static			AV:		
	Exai	min	e		
Talk	F	ight		Bleed	
Linear	В	utto	n	ligsaw	

Date:

7/13/95

Block# / Shot#

2112



Description: Kyle can bleed the nurse to death.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Entrance	1	1
Characters:	3D Studio	Alias
Kyle		1
Transexual Nurse	7	/
		1
		1
Objects:	3D Studio	Alias
	1	/
	-1	1
	/	1
	/	1
Background Elements	3d Studio	Alias
Asylum Entrance	/	1 1000000000000000000000000000000000000
	/	1
	/ / = /	1
		1
	1	1
	1	1

Notes:			
<b>Pivots</b>	21	11	

Pivot:		Dn:		X
Dialogu	ıe: X	Act	tion:	
Static:		AV:		
E	xamir	ıe		
Talk	Fight		Bleed	X
Linear	Butt	on	ligsaw	

Date:

7/13/95

Block# / Shot#

2113



Description: Kyle can bleed the Nurse without killing her.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Entrance	1	1
Characters:	3D Studio	Alias
Kyle		1
Transexaul Nurse	1	1
	/	1
	1	1
Objects:	3D Studio	Alias
	1	1
	1	1
	/	1
	1	1
Background Elements	3d Studio	Alias
Asylum Entrance	/	1
	1	1
		7
	1	1
		1
	/	1

Notes:		
Pivots	are	2136

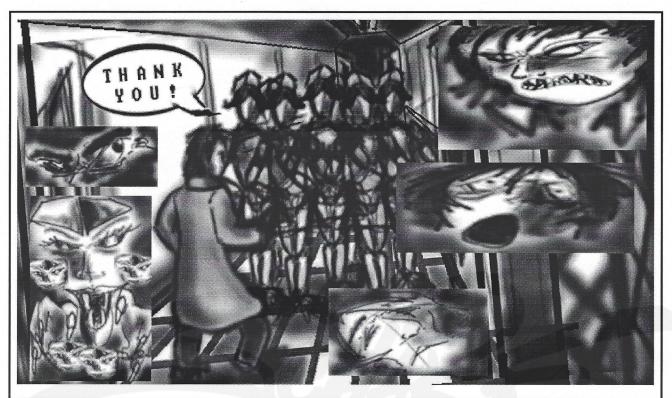
Pivot:			On:			X
Dialog	jue:	X	<b>Acti</b>	on:		
Static			٩V:			
	Exa	mine	9			
Talk	F	ight		Ble	ed	X
Linear	В	utto	n	ligs	aw	

Date:

7/13/95

Block# / Shot#

2114



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	1	1
Characters:	3D Studio	Alias
Kyle	1	1
Eight Identical Transexual Nurses	1	1
	1	1
		1
Objects:	3D Studio	Alias
	1	1
	I	1
	/	1
	1	/
Background Elements	3d Studio	Alias
Asylum Foyer	1	1
	1	1
	1	1
	1	1
	1	1
	1	1

Notes:
--------

Pivots are 2116.

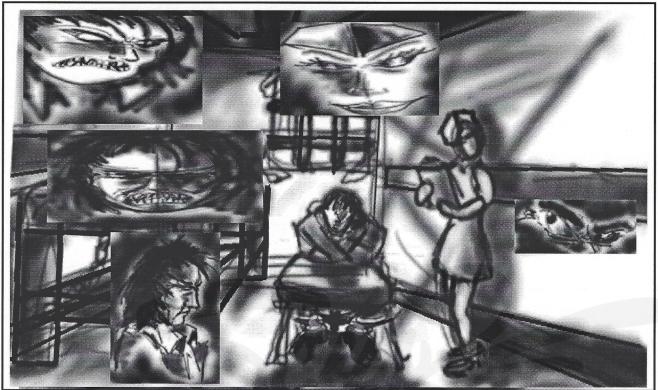
Pivot:	X	Dn:		
Dialog	ue:	Acti	ion:	X
Static:		AV:		
	Exami	1e		
Talk	Figh	t	Bleed	1
Linear	Butt	on	ligsaw	

Date:

7/13/95

Block# / Shot#

2115



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		1
Transexual Nurse	/	1
	/	1
	1	1
Objects:	3D Studio	Alias
	1	1
	/	1
	1	1
	1	/
Background Elements	3d Studio	Alias
Asylum Cell		1
Bed		1
desk\chair		1
	1	1
	/	1
	1	1

#### Notes:

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

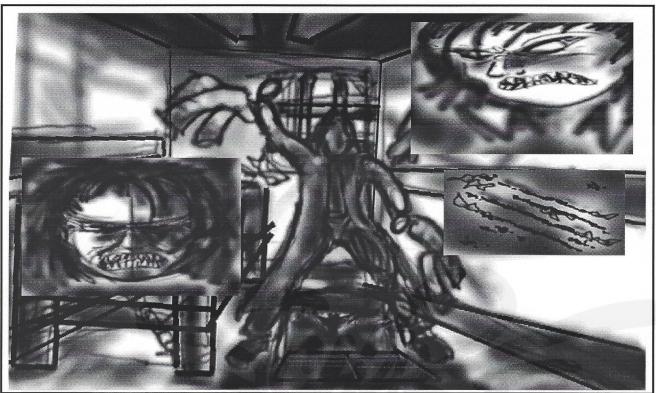
Pivot:		X	On:			
Dialo	gue:		<b>Acti</b>	on:		X
Static	:		V:			
	Exa	mine	,			
Talk	F	ight		Blee	d	
Linear	В	utto	n	ligsa	ıw	

Date:

7/13/95

Block# / Shot#

2116



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	1	1
Characters:	3D Studio	Alias
Kyle	1	1
	1	1
	1	/
		1
Objects:	3D Studio	Alias
	1	1
	1	1
	1	
	/	/
Background Elements	3d Studio	Alias
Asylum Cell		1
Bed		1
desk/chair	. 1	1
	1	1
	1	1
	1	1

Notes:

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

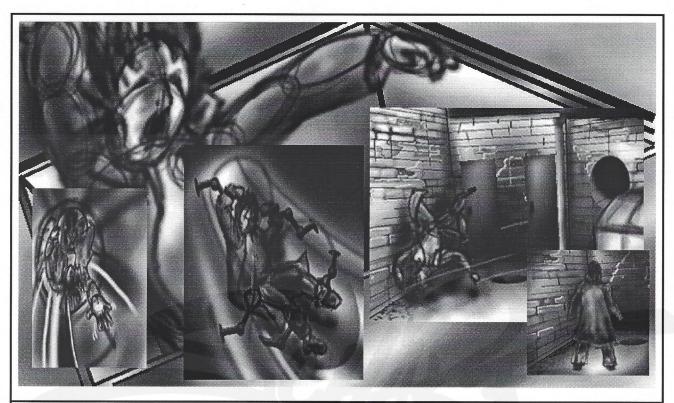
Pivot:	X Dn	
Dialogi	ue: Ac	tion: X
Static:	AV	: X
I I	Examine	
Talk	Fight	Bleed
Linear	Button	ligsaw

Date:

7/13/95

Block# / Shot#

2117



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	1	1
Characters:	3D Studio	Alias
Kyle	1	1
	/	1
	1	1
	1	1
Objects:	3D Studio	Alias
	1	1
	1	1
	1	1
	,	
	/	/
Background Elements	3d Studio	Alias
Asylum Alley	/	1
Exit Doors	1	1
Broken Down Asylum ambulance	1	1
Wall Panel for Tube	/	/
	1	1
	1	/

N	ot	00	
V	UL	<b>C</b> 3	

Pivots are 2004.

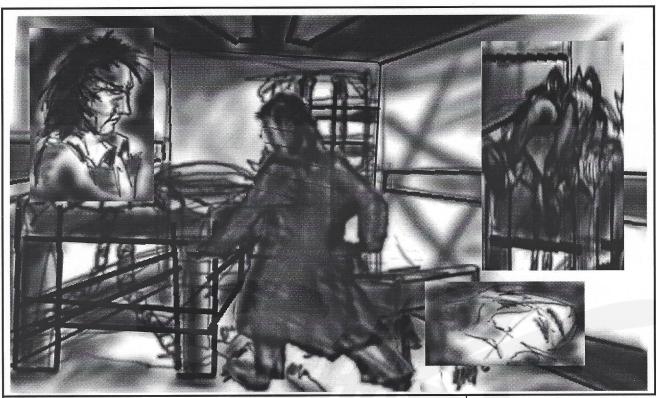
Pivot:		Dn:		
Dialogu	ie:	Acti	on:	X
Static:		AV:		X
K	Exami	ne	X	
Talk	Figh	t	Bleed	
Linear	Butt	on	ligsaw	

Date:

7/13/95

Block# / Shot#

2118



Description: Kyle can rest on the bed.

and the same of th	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Cell Facing Window	/	/ //
Characters:	3D Studio	Alias
Kyle	7	1
	- /	1
	1	/
	1	1
Objects:	3D Studio	Alias
Straight Jacket	1	1
	1	1
	1	1
	/	-/
Background Elements	3d Studio	Alias
Asylum Cell	/ / /	/
Bed	1	1
Desk\chair	1	1
Straight Jacket	1	1
	1	
	7	1

Notes:

Pivots are 2120.

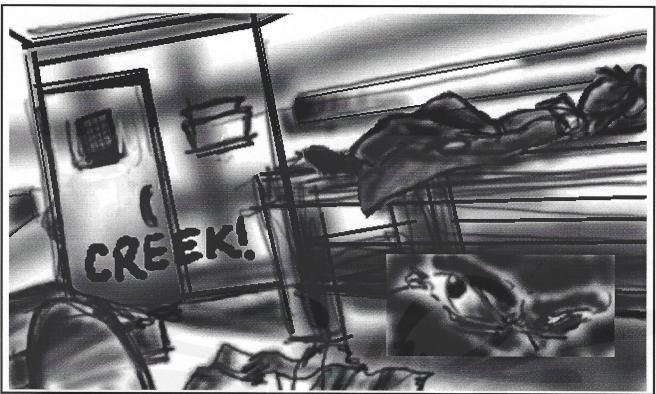
Pivot:		Dn:		X
Dialog	ialogue:		Action: AV:	
Static:		X AV:		
	Exam	ine		
Talk	Fig	ht	Bleed	
Linear	Bu	tton	ligsaw	

Date:

7/13/95

Block# / Shot#

2119



Kyle sleeps in the bed and awakens as door opens.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Cell Facing Door	/	/
Characters:	3D Studio	Alias
Kyle		/
	-/	1
	/	/
	1	1
Objects:	3D Studio	Alias
Straight Jacket	-/	1
	1	1
	1	1
	1	1
Background Elements	3d Studio	Alias
Asylum Cell	/	/
Bed	7	1
Desk\chair	1	/
Straight Jacket	/	/
	1	/
		1

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

Pivot:	2	X Dn:	ı
Dialo	gue:	Act	tion: X
Static	=	AV:	
	Exam	ine	
Talk	Fig	ht	Bleed
Linear	Bu	tton	ligsaw

Date:

7/13/95

Block# / Shot#

2120



Description: Kyle can pickup the torn straight jacket.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Cell Facing Door	1	1
Characters:	3D Studio	Alias
Kyle	/ / /	1
		1
	1	7
	1	1
Objects:	3D Studio	Alias
Straight Jacket	/	1
	1	1
	1	1
	/	1
Background Elements	3d Studio	Alias
Asylum Cell		1
Bed	I	1
Desk/chair		1
	/	1
	7	1
	/	1

Notes	

Pivots are 2122 and 2185.

Pivot:			Dn:		X
Dialog	jue:		Act	ion:	X
Static		X	AV:		
	Exai	min	e		
Talk	F	ight		Bleed	
Linear	В	utto	n	ligsaw	

Date:

7/13/95

Block# / Shot#

2121



Description: Kyle is standing in the cell.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Cell Facing Door	1	1
Characters:	3D Studio	Alias
Kyle		1
		" 1
	1	/
		1
Objects:	3D Studio	Alias
Straight Jacket	1	1
	1	1
	1	1
	/	1
Background Elements	3d Studio	Alias
Asylum Cell		1
Bed	1	/
Desk\chair	1	7
Straight Jacket	/	1
	1	1
	/	1

# Notes:

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

Pivot:	X	Dn:		
Dialog	ue:	Act	tion:	X
Static:	X	AV:	; ;	
I	Exami	ne		
Talk	Figh	t	Bleed	
Linear	But	ton	ligsaw	

Date:

7/13/95

Block# / Shot#

2122



Description: Kyle can approach cell door.

	3D STUDIO	ALIAS
The second secon		Park at 1
Background/Animation Filename:	3D Studio	Alias
Asylum Cell Facing Door	1	1
Characters:	3D Studio	Alias
Kyle	/ /	1
	1	1
	/	1
	/	1
Objects:	3D Studio	Alias
Straight Jacket	1	1
	1	1
	1	1
	1	1
Background Elements	3d Studio	Alias
Asylum Cell	1	1
Bed	1	1
Desk\chair	7	1
Straight Jacket	/	/
	1	1
		7

Notes:			
<b>Pivots</b>	are	2124.	

Pivot:		Dn	•	X
Dialogu	ie:	Act	tion:	X
Static:	X	AV:	1	
	Cxami	ne		
Talk	Figh	t	Bleed	
Linear	Butt	on	ligsaw	

Date:

7/13/95

Block# / Shot#

2123



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		1
Characters:	3D Studio	Alias
Kyle	1	17
Transexual Nurse		1
	/	1
	J	/
Objects:	3D Studio	Alias
Straight Jacket	1	1
	1	1
	1	/
	/	1
Background Elements	3d Studio	Alias
Asylum Cell	1	- 1
Bed	/	1
Desk/chair	J	1
Straight Jacket		7
	-1	1
	1	1

Notes:			
Divote	aro	21/13	

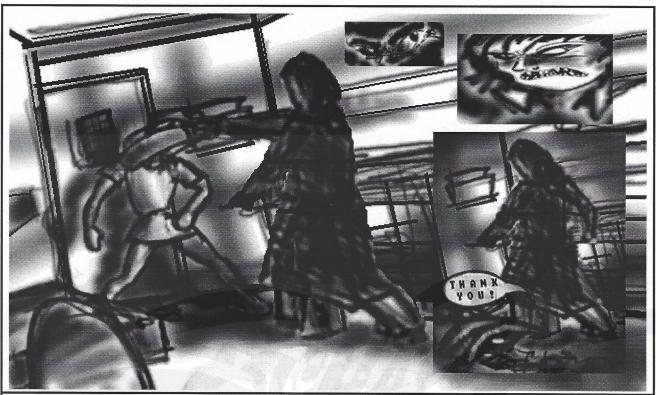
Pivot:	X On	•	
Dialogu	ıe: Ac	tion:	X
Static:	AV	:	X
F	xamine		
Talk	Fight	Bleed	
Linear	Button	ligsaw	

Date:

7/13/95

Block# / Shot#

2124



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	JD Studio	Allas
Characters:	3D Studio	Alias
Kyle	/	/
Transexual Nurse	/	1
	/	/
	I	1
Objects:	3D Studio	Alias
Straight Jacket	1	1
	/	1
	1	1
	/	1
Background Elements	3d Studio	Alias
Asylum Cell	/	1
Bed	//	/ /
Desk/chair	/	1
Straight Jacket	/	1
	J.	1
	/	1

Notes:

Pivots are 2126.

Pivot:		X	Dn:		
Dialog	gue:	X	Action:		
Static	:		V:		
	Exa	mine	)		
Talk	F	ight	X	Bleed	
Linear	В	utto	n	ligsaw	

Date:

7/13/95

Block# / Shot#

2125



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

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Cell Facing Door	1	- 1
Characters:	3D Studio	Alias
Kyle	1 - 1 - 1	7
Slumped Transexual Nurse		1
	1	1
	/	T
Objects:	3D Studio	Alias
Straight Jacket	1	1
	1	1
	1	/
	1	1
Background Elements	3d Studio	Alias
Asylum Cell	J	- /
Bed	/	1
Desk/chair		/
Straight Jacket	1	1
	1	1
	/	1

Notes:				
Pivote	are	2127	and	213

Pivot:		X	Dn:		
Dialo	gue:		Act	ion:	X
Static			AV:		
4/4)	Exa	min	e		
Talk	F	ight		Blee	d
Linear	В	Butto	n	ligsa	w

Date:

7/13/95

Block# / Shot#

2126



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	1	1
	1	1
	J	1
Objects:	3D Studio	Alias
Straight Jacket	/	1
	/	1
	1	1
		1
Background Elements	3d Studio	Alias
Asylum Cell	1	/
Bed		
Desk\chair	1	1
Straight Jacket	/	1
		1
	1	/

Notes:			
<b>Pivots</b>	are	21	30.

Pivot:		)n		X
Dialogi	ue:	Act	tion:	X
Static:	X	AV:	, ,	
	Examir	1e		
Talk	Figh	t	Bleed	
Linear	Butt	on	ligsaw	

Date:

7/13/95

Block# / Shot#

2127



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

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Cell Facing Window	1	1
Characters:	3D Studio	Alias
Kyle	1	1
	1	1
	1	1
		1
Objects:	3D Studio	Alias
	1	1
	1	1
	/	1
	/	1
Background Elements	3d Studio	Alias
Asylum Cell	/	1
Bed	1	1
Desk/chair		1
	/	1
		1
	1	1

Notes:			
Pivots	are	212	9

Pivot:		X	On:			
Dialog	gue:		Acti	on:		X
Static		X	4V:			
	Exa	mine	2			
Talk	F	ight		Blee	ed	
Linear	В	utto	n	ligs	aw	

Date:

7/13/95

Block# / Shot#

2128



Description: Kyle can fight the jacket.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Cell Facing Window	1	1
Characters:	3D Studio	Alias
Kyle		/
	/	1
		1
		/
Objects:	3D Studio	Alias
	/	/
	1	1
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Cell	1	1
Bed	1	1
Desk/chair	- 1	1
	1	1
	1	1
	1	1

Notes:

Pivots are 2117.

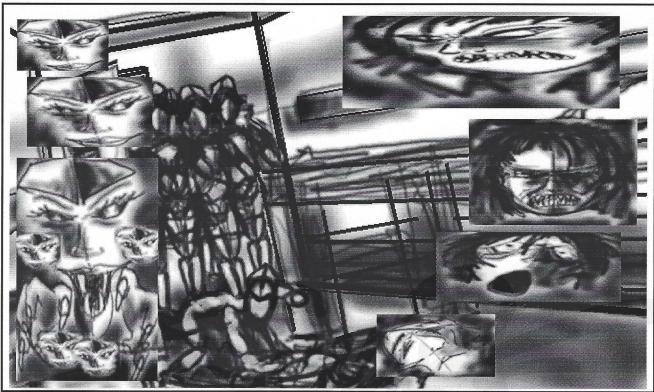
Pivot:	: Dn:		ivot: Dn:		X
Dialogue:		Action:		on:	X
Static:		A	V:		
	Exam	ine			
Talk	Fig	ht	X	Bleed	
Linear	But	tton		igsaw	

Date:

7/13/95

Block# / Shot#

2129



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	1	1
Characters:	3D Studio	Alias
	/	1
	1	1
	1	1
		J
Objects:	3D Studio	Alias
Straight Jacket	/	1
	1	1
	/	/
	1	1
Background Elements	3d Studio	Alias
Asylum Cell	1	/
Bed		/
Desk/chair		/
Straight Jacket		/
	1	
	1	1

0		

Pivots are 2128.

Pivot		X	Dn:		
Dialo	gue:		Act	ion:	X
Static			AV:		X
	Exar	min	e		55
Talk	Fi	ight		Bleed	
Linear	В	utto	n	ligsaw	

Date:

7/13/95

Block# / Shot#

2130



Description: Kyle can leave the cell.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Cell Facing Window	/	/
Characters:	3D Studio	Alias
Kyle		1
		/
	1	- /
		1
Objects:	3D Studio	Alias
Straight Jacket	/	1
	1	1
	1	/
	/	/
Background Elements	3d Studio	Alias
Asylum Cell	1	1
Bed	1	1
Desk/chair	1	1
Straight Jacket		/
	1	1
	7	/

Notes:			
Divote	aro	21	2

Pivot:		Dn:		X
Dialog	ue:	Act	tion:	X
Static:	X	AV:		
	Exami	ne		
Talk	Figl	ıt 📗	Bleed	
Linear	But	ton	ligsaw	

Date:

7/13/95

Block# / Shot#

2131



Description: Kyle is standing in hallway outside his cell.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Corridor Outside Cell		1
Characters:	3D Studio	Alias
Kyle	1	/
	1	1
		1
	1	1
Objects:	3D Studio	Alias
	1	1
	1	1
	1	1
	1	1
Background Elements	3d Studio	Alias
Asylum Corridor Outside Cell		1
	1	/
	1	/
	/	1
	1	1
	///////////////////////////////////////	/

Notes:

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

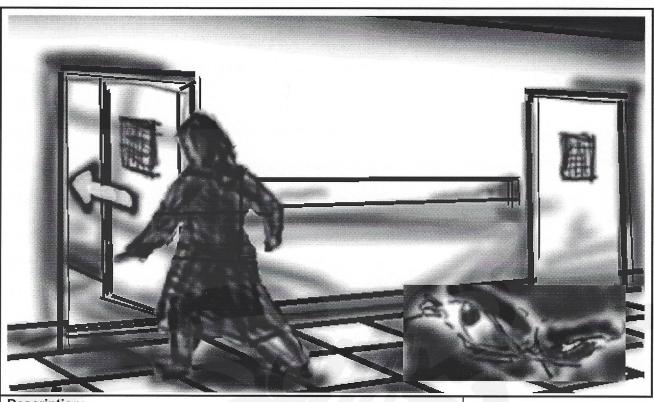
Pivot:	X Dn	•
Dialogu	ie: Ac	tion: X
Static:	X AV	•
R	xamine	
Talk	Fight	Bleed
Linear	Button	ligsaw

Date:

7/13/95

Block# / Shot#

2132



Description: Kyle can go back into cell.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Corridor Facing Cell	1	1
Characters:	3D Studio	Alias
Kyle		1
		1
	/	1
	/	1
Objects:	3D Studio	Alias
		/
	/	1
	/	/
	/	/
Background Elements	3d Studio	Alias
Asylum Corridor Facing Cell	I = I	/
	/	1
	/	/
	/	/
	1	1
	/	1

Notes:		
<b>Pivots</b>	are	2130.

Pivot:		Dn:			X
Dialog	ue:	A	Action:		X
		X A	V:		
	Exan	ine			
Talk	Fig	ght		Bleed	
Linear	Bu	tton		igsaw	

Date:

7/13/93

Block# / Shot#

2133



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

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Corridor	1	1
Characters:	3D Studio	Alias
Kyle	1	1
	1	1
	/	1
	1	1
Objects:	3D Studio	Alias
	1	/
	1	1
	1	1
	1	-
Background Elements	3d Studio	Alias
Asylum Corridor	-/	/
	/	1
	/	1
	1	/
	/	1
		7

Notes:			
<b>Pivots</b>	are	21	35.

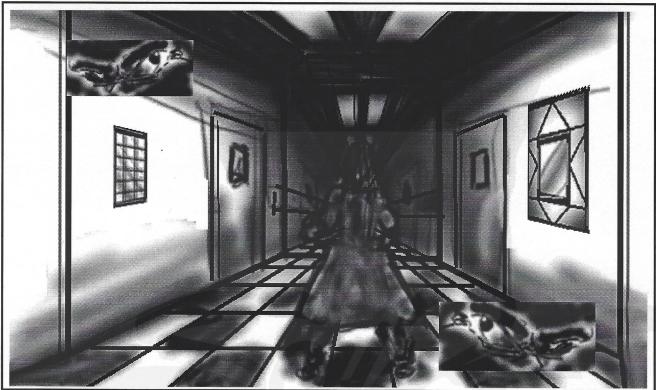
Dn		X
e: Ac	tion:	X
xamine		
Fight	Bleed	
Button	ligsaw	
	e: Ac X AV xamine Fight	e: Action:  X AV:  xamine Bleed

Date:

7/13/95

Block# / Shot#

2134



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	1	1
Characters:	3D Studio	Alias
Kyle		1
		1
		1
	//	1
Objects:	3D Studio	Alias
	1	1
	/	1
	1	1
	/	1
Background Elements	3d Studio	Alias
Asylum Corridor w/RXs Mirrors		1
	1	1
	1	1
	1	/
	7	/
	/	1

## Notes:

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

Pivot:		X	Dn:		
Dialog	gue:		Act	ion:	X
Static	n n	X	AV:		
	Exa	min	e		4
Talk	F	ight		Bleed	
Linear	В	utto	n	ligsaw	

Date:

7/13/95

Block# / Shot#

2135



Description: The Nurse says "Thank-you".

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Entrance	1	1
Characters:	3D Studio	Alias
Kyle		/
Transexual Nurse	1	1
	/	1
	1	1
Objects:	3D Studio	Alias
	1	1
	1	1
		1
	/	1
Background Elements	3d Studio	Alias
Asylum Entrance	7	1
		1
		1
	1	1
	1	1
	/	/

Notes: Pivots are 2101.

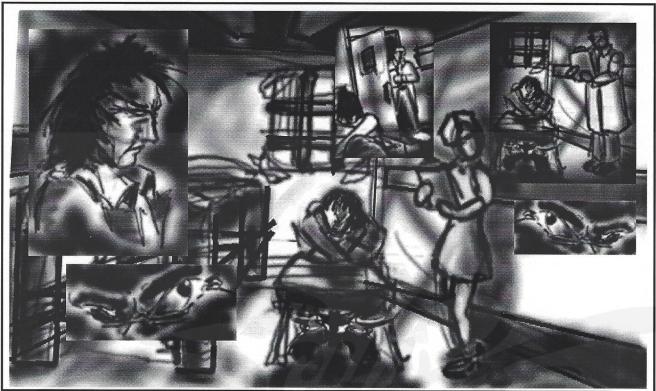
Pivot:	X	Dn:		
Dialog	ue:	Act	ion:	X
Static:		AV:		X
	Exami	ne		· (
Talk	Figh	t	Bleed	
Linear	Buti	on	ligsaw	

Date:

7/13/95

Block# / Shot#

2136



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	1	1
Characters:	3D Studio	Alias
Kyle	1	[4]   7   4   4   5
Transexual Nurse	7	1
	1	7
	1	1
Objects:	3D Studio	Alias
	1	1
	1	1
	J	1
	/	/
Background Elements	3d Studio	Alias
Asylum Cell Facing Window	1	1
	1	/
		1
	1	1
	1	1
	/	/

Notes:

Pivots are 2128.

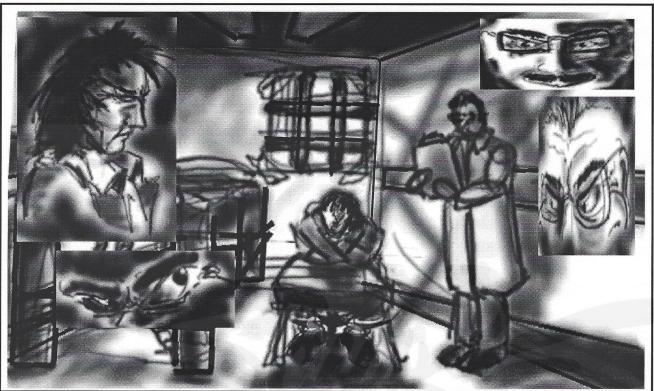
Pivot:		X	Dn:					
Dialog	gue: X		Dialogue: X		Action:		X Action:	
Static	:		AV:	X				
	Exar	nin	e					
Talk	5	ght	Bleed					
Linear	В	utto	n ligsav	v				

Date:

7/13/95

Block# / Shot#

2137



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	1	1
Characters:	3D Studio	Alias
Kyle	1	1/
Dr. RX	1	1
	/	/
	1	1
Objects:	3D Studio	Alias
	1	1
	/	1
	1	/
	=/	/
Background Elements	3d Studio	Alias
Asylum Cell Facing Window	1	J
Bed	1	1
Desk/chair	1	1
		1
	1	
	1	1

NI	O	מז	0	
ıw	v	L	-	-

Pivots are 2214 and 2216.

Pivot:	Pivot:		Dn:		X
Dialo	gue	: X	Act	ion:	
Static	:		AV:		
	Exa	ımin	e		
Talk	X	Fight		Bleed	
Linear		Butto	n	ligsav	v

Date:

7/13/95

Block# / Shot#

2138



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

	3D STUDIO	ALIAS
	CD DI ODIO	1111111
Background/Animation Filename:	3D Studio	Alias
Asylum Cell Facing Window	1	1
Characters:	3D Studio	Alias
Kyle	1	/
Dr. RX	1	1
	1	1
	1	1
Objects:	3D Studio	Alias
	/	1
	1	1
	/	/
	1	
Background Elements	3d Studio	Alias
Asylum Cell Facing Window	1	1
Bed	1	7
Desk/chair	T	/
		1
	1	1
	7	1

Notes:	44.	
<b>Pivots</b>	are	none.

Pivot:		X	On:		
Dialogue:		X	<b>Acti</b>	tion:	
Static	:		٩V:		
	Exa	mine	9		
Talk	XF	ight		Bleed	
Linear	В	utto	n	ligsaw	

Date:

7/13/95

Block# / Shot#

2139



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

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Cell Facing Window	1	1
Characters:	3D Studio	Alias
Kyle	1	1
Dr. RX		1
	1	1
	1	/
Objects:	3D Studio	Alias
	1	1
	1	1
	-/	1
	1	/
Background Elements	3d Studio	Alias
Asylum Cell Facing Window	1	1
Bed	/	1
Desk/chair		/
	1	1
		1
		1

Notes:			
Divote	210	nono	

Pivot	:	X	Dn:	
Dialo	gue	: X	Action:	
Static	:		AV:	
	Ex	amin	е	
Talk	X	Fight	Bleed	
Linear		Butte	n ligsav	V

Date:

7/13/95

Block# / Shot#

2140



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

The second second second second	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Cell Facing Window	1	1
Characters:	3D Studio	Alias
Kyle	1	1
Dr. RX	1	1
	/	1
	1	/
Objects:	3D Studio	Alias
	1	/
	1	1
	/	/
	1	/
Background Elements	3d Studio	Alias
Asylum Cell Facing Window	/	1
Bed	1	1
Desk/chair	1	1
	/	1
		- 1
	/	- 1

Notes:			
Pivote	aro	none	

Pivot: Dialogue:		X	On:	
		X	Action:	
Static			AV:	
	Exa	min	•	
Talk	X	ight	Blee	ed
Linear		Butto	n ligs:	aw

Date:

7/13/95

Block# / Shot#

2141



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

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Cell Facing Window	1	-1
Characters:	3D Studio	Alias
Kyle		17
Dr. RX	1	/
	/	1
		1
Objects:	3D Studio	Alias
	1	1
	1	1
	/	/
	1	1
Background Elements	3d Studio	Alias
Asylum Cell Facing Window	1	1
Bed	/	1
Desk/chair	1	1
	/	1
	1	1
	1	1

Notes	•
IAOFC2	

Pivots are none.

Pivot		X	On:
Dialo	Dialogue:		Action:
Statio	):		AV:
	Exa	mine	
Talk	ΧF	ight	Bleed
Linear	B	utto	n ligsaw

Date:

7/13/95

Block# / Shot#

2142



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	1	1
Characters:	3D Studio	Alias
Kyle		/
Transexual Nurse	1	1
	/	- 1
	1	1
Objects:	3D Studio	Alias
Straight Jacket	1	1
	-/-	1
	1	1
	/	1
Background Elements	3d Studio	Alias
Asylum Cell	1	1
Bed	/	1
Desk/chair	1	
Straight Jacket	/	/
	1	1
	1	1

N	0	te	26	3	:
	_	-		_	•

Pivots are 2132.

Pivot:		X	On:	
Dialogue:		X Ac	Action:	
Static	. #		AV:	
	Examine			
Talk	XF	ight		Bleed
Linear	B	Butto	n	ligsaw

Date:

7/13/95

Block# / Shot#

2143



Description: Kyle can interact with the Nurse.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Cell Facing Door	1	1
Characters:	3D Studio	Alias
Kyle		1
Transexual Nurse		/
	1	/
		1
Objects:	3D Studio	Alias
Straight Jacket	1	1
	/	1
	/	1
	1-	1
Background Elements	3d Studio	Alias
Asylum Cell		1
Bed	/	- 1
Desk/chair	1	1
Straight Jacket	1	1
		1
		1

Notes:

Pivots are 2145, 2149, and 2147.

Pivot: Dialogue: Static:		X	On:		
			4ct	ion:	X
		X	AV:		
	Exa	mine	9		
Talk	F	ight		Bleed	
Linear	В	utto	n	ligsaw	

Date:

7/13/95

Block# / Shot#

2144



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

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Cell Facing Door	/ /	Allas /
Characters:	3D Studio	Alias
Kyle		/
Transexual Nurse	7	1
	1	1
		/
Objects:	3D Studio	Alias
Straight Jacket	1	1
	1	1
	1	1
	1	1
Background Elements	3d Studio	Alias
Asylum Cell	1	1
Bed	1	1
Desk/chair	1	7
Straight Jacket	1	/
		1
	/	1

Notes: Pivots are 2146.

Pivot: Dialogue:		Dn:	On: Action:	
		Act		
Statio	o:	AV:	l L	
	Exam			
Talk	XF	ight	Bleed	
Linear	B	utton	ligsaw	

Date:

7/13/95

Block# / Shot#

2145



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	JD Studio /	Allas /
Characters:	3D Studio	Alias
Kyle	/ /	/ /
Transexual Nurse	,	1
	1	/
	/	/
Objects:	3D Studio	Alias
Straight Jacket	/	1
	/	1
	1	1
	1	1
Background Elements	3d Studio	Alias
Asylum Cell	/	1
Bed	/	1
Desk/chair	1	/
Straight Jacket	/	1
		1
	1	1

Notes:

Pivots are 2122.

Pivot:		X	Dn:		
Dialo	gue	: X	Action		
Statio	, s , s		AV:		
E		amin	e		
Talk	X	Fight	Ble	eed	
Linear		Butte	n lig	saw	

Date:

7/13/95

Block# / Shot#

2146



Description: Kyle can bleed the Nurse.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Cell Facing Door	1	1
Characters:	3D Studio	Alias
Kyle	1	1
Transexual Nurse	1	1
	1	-1
	1	1
Objects:	3D Studio	Alias
Straight Jacket	/	/
	1	1
	/	1
	/	1
Background Elements	3d Studio	Alias
Asylum Cell Facing Door	- /	1
Bed	/	/
Desk/chair	/	- /
Straight Jacket		/
	1	/
	/	1

Notes:			
Pivots	are	2148	

Pivot:	ivot: Dn:		•	X		
Dialogu	ie:	Action:		e: Action:	ction:	X
Static:		AV:				
E	Exami	ne				
Talk	Fight		Bleed	X		
Linear	Button		ligsaw			

Date:

7/13/95

Block# / Shot#

2147



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	1	1
Characters:	3D Studio	Alias
Kyle	1	1/
		= $I$
		/
		1
Objects:	3D Studio	Alias
Straight Jacket	1	1
	/	1
	/	1
	1	1
Background Elements	3d Studio	Alias
Asylum Cell	1	1
Bed	1	1
Desk/chair	1	1
Straight Jacket	J	1
	1	/
	1	/

Notes:
14000.

Pivots are 2122.

Pivot:		X Dn	On: Action:	
Dialog	gue:	Ac		
Static	:	AV	•	X
	Exan	ine		
Talk	Fig	ght	Bleed	
Linear	Bı	ıtton	ligsaw	

Date:

7/13/95

Block# / Shot#

2148



Description:

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

200 200 900	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Cell Facing Door	/	/
Characters:	3D Studio	Alias
Kyle		/
Transexual Nurse	1	1
	1	1
	1	1
Objects:	3D Studio	Alias
Straight Jacket	1	1
	1	1
	1	1
	1-	1
Background Elements	3d Studio	Alias
Asylum Cell	1	1
Bed	-//	1
Desk/chair	1	1
Straight Jacket	/	1
	1	/
	/	- /

Notes: Pivots are 2150 and 2151.

Pivot:		X D	n:		
Dialog	gue:	A	ctio	on:	X
Static	:	A'	V:		
	Exar	nine			
Talk	3	ght	X	Bleed	
Linear	В	utton		ligsaw	

Date:

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Block# / Shot#

2149



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	1	1
	1	1
	1	I
Objects:	3D Studio	Alias
Straight Jacket	1	1
	1	1
	1	1
	1	1
Background Elements	3d Studio	Alias
Asylum Cell	1	1
Bed	1	1
Desk/chair	1	7
	1	1
	1	1
	/	1

Notes:

Pivots are 2125.

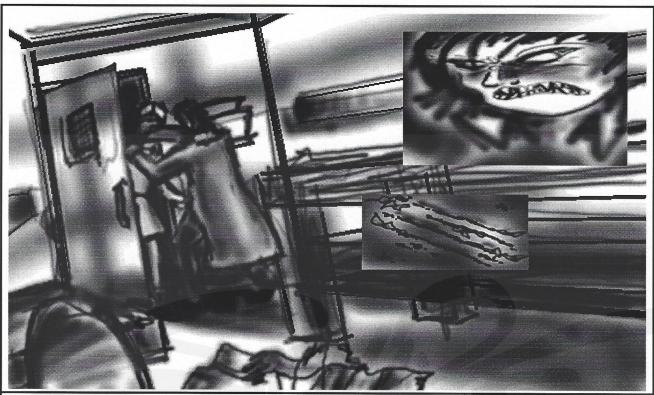
Pivot:	ivot:		Dn:				
Dialogu	alogue:		Action:		Action:		X
Static:		7	V:				
	Cxami	ne					
Talk	Figh	t	X	Bleed			
Linear	But	ton		ligsaw			

Date:

7/13/95

Block# / Shot#

2150



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

The second secon	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Cell Facing Door	/	/
Characters:	3D Studio	Alias
Kyle	/	/
Transexual Nurse	1	1
	1	1
	1	1
Objects:	3D Studio	Alias
Straight Jacket	1	1
	1	1
	1	1
	1	1
Background Elements	3d Studio	Alias
Asylum Cell	1	1
Bed	1	/
Desk/chair	1	1
Straight Jacket		/
	1	1
	/	1

Notes: Pivots are 2148.

Pivot	ot:		Dn:		X		
Dialo	ialogue:		Action:		Action:		X
Statio	): :	A'	V:				
	Exam	ine					
Talk	Fig	ht	X	Bleed			
Linear	Bu	tton		ligsaw			

Date:

7/13/95

Block# / Shot#

2151



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	/	1
Characters:	3D Studio	Alias
Kyle		/
Transexual Nurse	1	1
	1	1
	-/-	1
Objects:	3D Studio	Alias
Straight Jacket	1	1
	1	1
	1	1
	/	1
Background Elements	3d Studio	Alias
Asylum Cell	1	/
Bed	1	1
Desk/chair	1	1
Straight Jacket	/	/
	1	1
	1	/

Notes:

Pivots are 2153.

Pivot		Dn:	! !	X
Dialogue:		Act	tion:	X
Statio	c: Z	X AV:	1	
	Exam	ine		
Talk	Fig	ht	Bleed	

Date:

Linear

7/13/95

Button

ligsaw

Block# / Shot#

2152



Description:

The Nurse closes the cell door.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Cell Facing Door	1	/
Characters:	3D Studio	Alias
Kyle		
Transexual Nurse	1	1
	1	1
	J.	1
Objects:	3D Studio	Alias
Straight Jacket	1	1
	1	1
	1	1
	1	1
Background Elements	3d Studio	Alias
Asylum Cell	1	1
Bed	1	1
Desk/chair		1
Straight Jacket	/	1
		1
	1	1

Notes: Pivots are 2122.

Pivot:	X	Dn:	:	
Dialogu	ie:	Act	tion:	X
Static:		AV:		X
E	Examin	ıe		
Talk	Fight	t	Bleed	
Linear	Butt	on	ligsav	W

Date:

7/13/95

Block# / Shot#

2153



Description:
Kyle can examine the BIG mirror.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Corridor w/ RX Mirrors	- /	1
Characters:	3D Studio	Alias
Kyle	1	1
	1	1
	1	1
and Disputible Statemen are con-		1
Objects:	3D Studio	Alias
	/	1
	/	1
	/	1
	/	/
Background Elements	3d Studio	Alias
Asylum Corridor w/ RX Mirrors		1
	1	1
		1
	/	1
	1	J
	/	1

Notes:		
Divoto	0 40	24

Pivots are 2155.

Pivot:		Dn: Action: X AV:		X
Dialog	ue:			X
Static:				
	Exami	ine		
Talk	Figl	ht	Bleed	
Linear	But	ton	ligsaw	

Date:

7/13/95

Block# / Shot#

2154



Description:
Kyle is Examining the BIG mirror puzzle.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum BIG Mirror Close	1	1
Characters:	3D Studio	Alias
Kyle	1	1
	/	/
	7	/
	1	/
Objects:	3D Studio	Alias
	1	1
	1	1
	1	/
	/	1
Background Elements	3d Studio	Alias
Asylum BIG Mirror Close	/	/
	1	1
	1	1
		7
	1	1
	/	7

Notes:

Pivots are 2157 and 2156.

Pivot:	X	X Dn: Action:		
Dialogu	ıe:			X
Static:		AV:		
E	xamir	ie	X	
Talk	Fight	i [	Bleed	
Linear	Butt	on	ligsaw	X

Date:

7/13/95

Block# / Shot#

2155



Kyle can stop Examining the BIG mirror puzzle.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Corridor w/ RX Mirrors	1	1
Characters:	3D Studio	Alias
Kyle		1
	1	1
	/	1
	/	1
Objects:	3D Studio	Alias
(Burney and Control of the Control o	1	1
	-/-	1
	-1	1
	/	1
Background Elements	3d Studio	Alias
Asylum Corridor w/ RX Mirrors	1	J
	/	1
	1	1
	1	/
		1
	1	/

N	otes	
	OLCS	

Pivots are 2135.

Pivot:		Dn:		X
Dialo	gue:	Act	ion:	X
Static		AV:		
	Exam	ine	X	
Talk	Fig	ht	Bleed	
Linear	But	tton	ligsaw	X

Date:

7/13/95

Block# / Shot#

2156



Description: Kyle can solve the BIG mirror puzzle.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Corridor BIG Mirror Close	1	1
Characters:	3D Studio	Alias
Kyle		1
		/
	1	/
	1	1
Objects:	3D Studio	Alias
	/	1
	1	1
	/	/
	1	/
Background Elements	3d Studio	Alias
Asylum Corridor BIG Mirror Close		1
	1	1
	1	7
		/
	- /	1
		/

Notes:		
Divoto	0.00	9

Pivots are 2158.

Pivot:		Dn:	u 1	X
Dialog	jue:	Act	tion:	X
Static	: 2	AV:		
	Exam	ine		
Talk	Fig	ht	Bleed	
Linear	But	tton	ligsaw	

Date:

7/13/95

Block# / Shot#

2157



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	1	1
Characters:	3D Studio	Alias
Kyle	/	1
	/	1
	/	1
	1	1
Objects:	3D Studio	Alias
	/	/
	/	-1
	1	1
	/	1
Background Elements	3d Studio	Alias
Asylum Corridor BIG Mirror Close		1
	1	1
	1	1
	/	/
	1	1
	1	1

otes	

Pivots are 2159.

Pivot:	X	Dn:		
Dialog	ue:	Acti	on:	X
Static:		AV:		X
	Examin	ıe	X	
Talk	Fight		Bleed	
Linear	Butte	on X	ligsaw	

Date:

7/13/95

Block# / Shot#

2158



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	1	1
	1	1
	/	/
		/
Objects:	3D Studio	Alias
	/	/
	/	1
	/	/
	,	1
Background Elements	3d Studio	Alias
Asylum Corridor BIG Mirror Close		/
	/	1
	J.	1
	/	1
	and American	1
	/	1

м	0	4	-	-	

Pivots are 2162 and 2160.

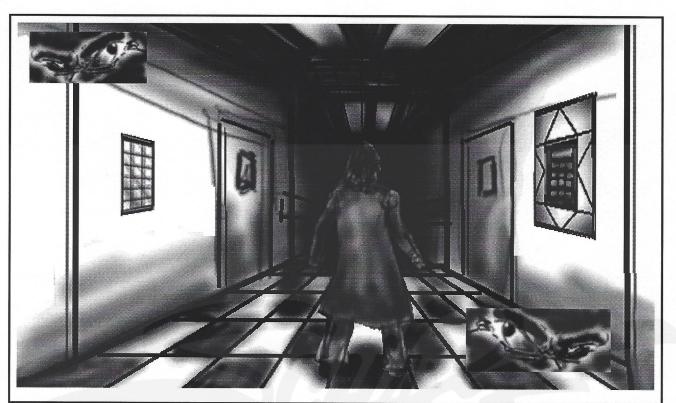
Pivot:	X	Di	า:		
Dialog	ue:	A	ctic	on:	X
Static:		AI	<b>/</b> :		
	Exami	ne		X	
Talk	Figl	ıt		Bleed	d
Linear	But	ton	X	ligsa	w

Date:

7/13/95

Block# / Shot#

2159



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		/ /
		1
	/	1
	1	1
Objects:	3D Studio	Alias
	1	1
	/	1
	1	1
	/	/
Background Elements	3d Studio	Alias
Asylum Corridor w/ RX Mirrors		1
	1	1
	1	1
	1	1
	1	I
	/	1

otes	

Pivots are 2135.

Pivot:		þi	n:			X
Dialog	gue:	A	ctio	on:		X
Static	:	AI	J:			
	Exam	ine		X		
Talk	Fig	ht		Ble	ed	
Linear	But	ton	X	ligs	aw	

Date:

7/13/95

Block# / Shot#

2160



Description:
Kyle can examine the solved BIG mirror panel.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Corridor BIG Mirror Close	1	1
Characters:	3D Studio	Alias
Kyle	1	1
	1	-/
	/	1
	1	1
Objects:	3D Studio	Alias
	1	1
	/	1
	1	/
	/	/
Background Elements	3d Studio	Alias
Asylum Corridor BIG Mirror Close	/	1
	1	1
	/	J
	1	1
	1	1
	1	1

Notes:		
<b>Pivots</b>	are	2159.

Pivot:		þn:	•	X
Dialog	ue:	Act	tion:	X
Static:	7	AV:		
	Exam	ine		Regi
Talk	Fig	ht	Bleed	1
Linear	But	tton	ligsa	w

Date:

7/13/95

Block# / Shot#

2161



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	1	1
Characters:	3D Studio	Alias
Kyle	1	1
		$+\cdots+I$
		1
	-/	1
Objects:	3D Studio	Alias
	1	1
	1	1
	1	1
	1	/
Background Elements	3d Studio	Alias
Asylum Corridor BIG Mirror Close		1
	1	
	1	
		7
	1	
	/	1

N	0	t	е	S	:

Pivots are 2118.

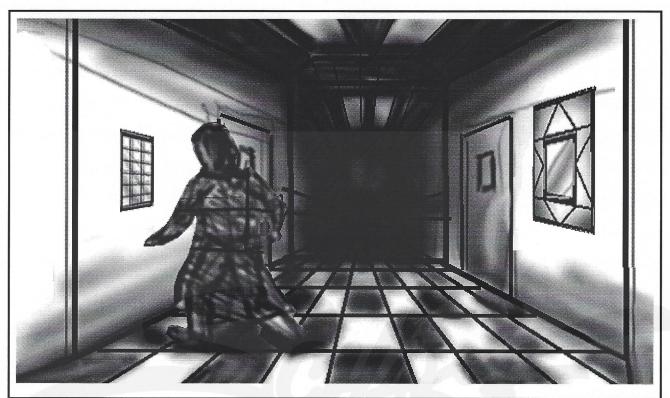
Pivot:		þ	n:			X
Dialo	gue:	A	ctio	on:		X
Static		A	V:			
	Exam	ine		X		
Talk	Fig	ht		Blee	ed	
Linear	Bu	tton	X	ligs	aw	

Date:

7/13/95

Block# / Shot#

2162



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	/	1
Characters:	3D Studio	Alias
Kyle		1
	1	1
	1	/
	1	/
Objects:	3D Studio	Alias
	1	- 1
	1	/
	1	/
	/	1
Background Elements	3d Studio	Alias
Asylum Corridor SMALL Mirror Close	-/	/-
	-/	1
	1	1
	/	/
	1 2	1
	1	

N	0	4	۵	c	
IA	U	U	U	9	

Pivots are 2164.

Pivot:			On:		X
Dialog	jue:		<b>Acti</b>	on:	X
Static	:	X	٩V:		
	Exa	mine	3		
Talk	F	ight		Bleed	
Linear	В	utto	n	ligsaw	

Date:

7/13/95

Block# / Shot#

2163



Description:
Kyle sees his face in the SMALL mirror.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Corridor SMALL Mirror Close	1	1
Characters:	3D Studio	Alias
Kyle		1
	1	1
	1	1
	1	I
Objects:	3D Studio	Alias
	/	1
	/	1
	/	
	,	,
Background Elements	3d Studio	Alias
Asylum Corridor SMALL Mirror Close	/	/
	1	1
	1	1
	1	1
	/	1
	/	1

N	otes:	
N	otes:	

Pivots are 2165.

Pivot:		X	On:			
Dialo	gue:		<b>Acti</b>	on:		X
Static	. # ' #		۱V:			
	Exa	mine	)	X		
Talk	3	ight		Blee	ed	
Linear	XE	Butto	n	ligs	aw	

Date:

7/13/95

Block# / Shot#

2164



Description:
Kyle can stop examining the SMALL mirror.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Corridor w/ RX Mirrors	1	1
Characters:	3D Studio	Alias
Kyle		/
	1	1
	/	1
	/	/
Objects:	3D Studio	Alias
	1	1
	1	1
	1-	1
	1	1
Background Elements	3d Studio	Alias
Asylum Corridor w/ RX Mirrors		1
	1	1
	1	1
	1	7
	/	
	/	1

<b>Notes</b>	
140162	

Pivots are 2165.

Pivot:		n:
Dialogu	ie: D	ction:
Static:	A	V:
E	xamine	
Talk	Fight	Bleed
Linear	Buttor	ligsaw

Date:

7/13/95

Block# / Shot#

2165



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
	52 21 3D10	TIDITO
Background/Animation Filename:	3D Studio	Alias
Asylum Corridor SMALL Mirror Close	/	1
Characters:	3D Studio	Alias
Kyle		1/
	1	1
	1	1
		1
Objects:	3D Studio	Alias
	1	1
	1	1
	1	1
	,	,
Background Elements	3d Studio	Alias
Asylum Corridor SMALL Mirror Close	/	Alias /
	/	
		7
	/	7
	1	/
	1	/

N	otes	5:
	0000	

Pivots are 2165.

Pivot:		X	X Dn:			
Dialogue:		Action:		:	X	
Static	:		AV:			
	Exa	min	e	X		
Talk	F	ight		Blee	ed	
Linear	X B	utto	n	ligs	aw	

Date:

7/13/95

Block# / Shot#

2166



Description: Kyle punches the BIG mirror.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Corridor BIG Mirror Close	/	/
Characters:	3D Studio	Alias
Kyle	1	1
	1	1
	1	1
		/
Objects:	3D Studio	Alias
	/	1
	1	1
	1	1
	1	J
Background Elements	3d Studio	Alias
Asylum Corridor BIG Mirror Close	1	/
	1	1
	1	/
		1
	J	1
		1

Notes: Pivots are 2118.

Pivot:	X	Dn:		
Dialogi	ıe:	Actio	n:	X
Static:		AV:		X
	Examin	e		
Talk	Fight		Bleed	
Linear	Butte	on	igsaw	

Date:

7/13/95

Block# / Shot#

2167



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	1	1
Characters:	3D Studio	Alias
Kyle		1
	/	/
	/	/
		1
Objects:	3D Studio	Alias
	1	1
	1	1
	1	/
Background Elements	2d Studio	Alice
Asylum Corridor SMALL Mirror Close	3d Studio	Alias
Asylum Comdon SWALL Minor Close	1	J
	1	
	/,	
		1
		1
	/	/

ΑI	otes	
N	THE S	15
. 4	0100	

Pivots are 2166.

Pivot:		Þn		X
Dialog	ue:	Ac	tion:	X
Static:	Х	AV		
I	Exami	ine		
Talk	Figl	nt	Bleed	
Linear	But	ton	ligsaw	

Date:

7/13/95

Block# / Shot#

2168



Description: Kyle can fight the BIG mirror.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Corridor BIG Mirror Close	1	/
Characters:	3D Studio	Alias
Kyle	1	I = I
		1
		/
	1	1
Objects:	3D Studio	Alias
	1	1
	1	1
	1	1
	/	1
Background Elements	3d Studio	Alias
Asylum Corridor BIG Mirror Close	1	
	1	1
	1	1
	1	1
		1
	/	1

Notes:		
<b>Pivots</b>	are	2167.

Pivot:		Dn:		X
Dialo	gue:	Act	ion:	X
Static	: X	AV:		
	Exami	ne		The second
Talk	Figh	it	Bleed	
Linear	Rut	ton	ligsaw	

Date:

7/13/95

Block# / Shot#

2169



Description: Kyle can fight the SMALL mirror.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Corridor SMALL Mirror Close	1	1
Characters:	3D Studio	Alias
Kyle	//	1
	1	1
	/	1
	1	1
Objects:	3D Studio	Alias
	1	1
	1	1
	1	1
	/	1
Background Elements	3d Studio	Alias
Asylum Corridor SMALL Mirror Close		1
	1	1
		1
	/	1
	1	1
		1

Notes:

Pivots are 2171.

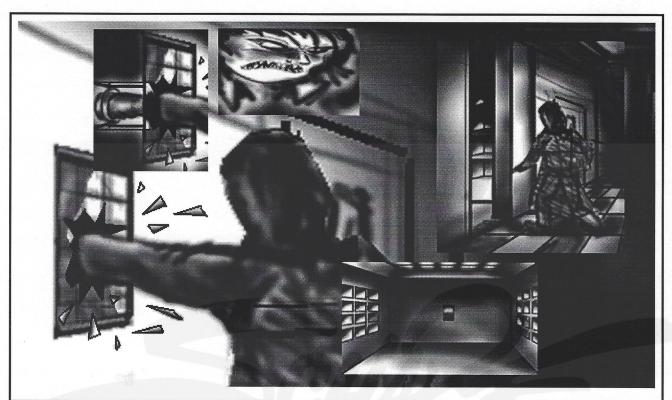
Pivot:		Dn:		X
Dialogi	ie:	Acti	on:	X
Static:	X	AV:		
	Examin	e		
Talk	Fight		Bleed	
Linear	Butte	on	ligsaw	

Date:

7/13/95

Block# / Shot#

2170



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	/	1
Characters:	3D Studio	Alias
Kyle		/
	1	1
	1	1
	1	1
Objects:	3D Studio	Alias
	1	1
	1	1
	/	1
	1	1
Background Elements	3d Studio	Alias
Asylum Corridor SMALL Mirror Close	1	/
	1	1
	J Line	- /
	/	/
	1	/
	/	/

Notes:

Pivots are 2135.

Pivot:	X Dn:	
Dialogu	ue: Act	tion: X
Static:	AV:	X
E	Examine	
Talk	Fight	Bleed
Linear	Button	ligsaw

Date:

7/13/95

Block# / Shot#

2171



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	///////////////////////////////////////	/
	/	1
	/	1
	1	/
Objects:	3D Studio	Alias
	1	1
	1	/
	/	1
	1	1
Background Elements	3d Studio	Alias
Asylum Vault Facing BIG Panel Copy	/	1
	1	1
	/	1
	/	/
	1	1
	/	1

Notes:			
Pivots	are	2173	

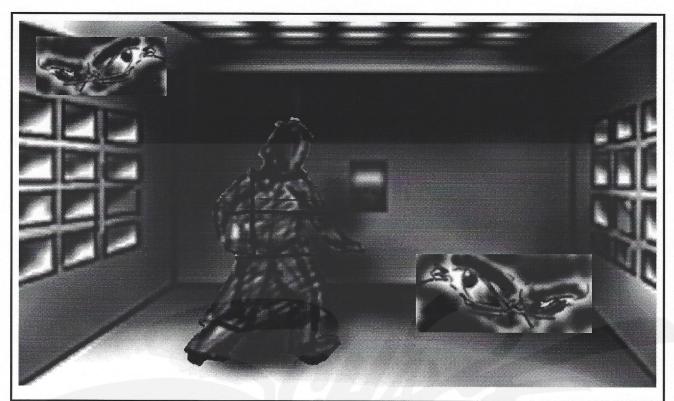
Pivot:		On:	X
Dialogu	ıe:	Action:	
Static:	X	\V:	
E	Cxamine		
Talk	Fight	Bleed	
Linear	Butto	n ligsay	v T

Date:

7/13/95

Block# / Shot#

2172



Description: Kyle is standing in the Asylum vault.

The second secon	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Vault Facing BIG Panel Copy	/ /	Allas /
Characters:	3D Studio	Alias
Kyle	/	
	1	J
	/	/
		1
Objects:	3D Studio	Alias
	1	1
	/	1
	/	1
	1	1 -
Background Elements	3d Studio	Alias
Asylum Vault Facing BIG Panel Copy	1	1
	/	/
	/	/
	1	/
	1	
	1	/

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

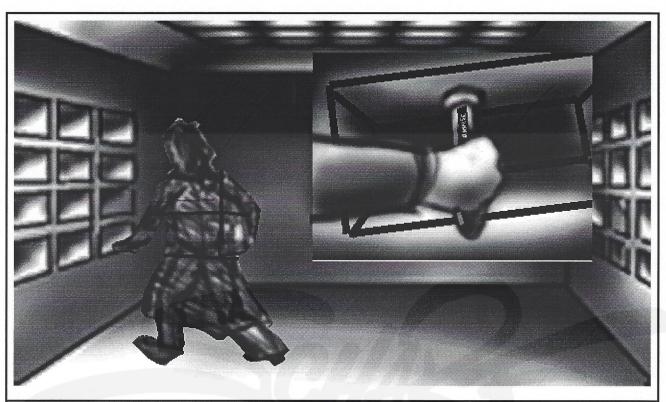
Pivot:	X	Dn:	
Dialogi	ue:	Act	ion: X
Static:	X	AV:	
	Exami	ne	
Talk	Figh	t	Bleed
Linear	Butt	on	ligsaw

Date:

7/13/95

Block# / Shot#

2173



Description: Kyle can take a blood vile marked Annise.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Vault Facing BIG Panel Copy	/	1
Characters:	3D Studio	Alias
	1	1
	1	7
		1
	1	
Objects:	3D Studio	Alias
Viles	/	1
	1	1
	1	/
	1	,
Background Elements	3d Studio	Alias
Asylum Vault Facing BIG Panel Copy	Ju Studio	Allas
Asylum vault Facing BIO Fanel Copy	1	/
	,	/
	<del></del>	
	1	1,
	1,	1
	1	

Notes:		
Pivots	are	217

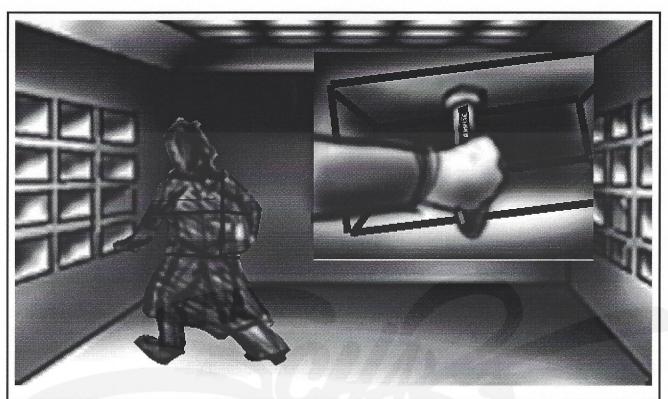
Pivot:	Dn	
Dialogi	ue: Ac	tion:
Static:	AV	
I I	Examine	
Talk	Fight	Bleed
Linear	Button	ligsaw

Date:

7/13/95

Block# / Shot#

2174



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	1	1
Characters:	3D Studio	Alias
Kyle	1	1
	1	1
		1
	1	1
Objects:	3D Studio	Alias
Viles	1	1
	1	1
	1	1
	/	1
Background Elements	3d Studio	Alias
Asylum Vault Facing BIG Panel Copy	1	1
	/	-1
		1
	1	1
	J	1
	/	1

Notes:		
Pivots	are	2173

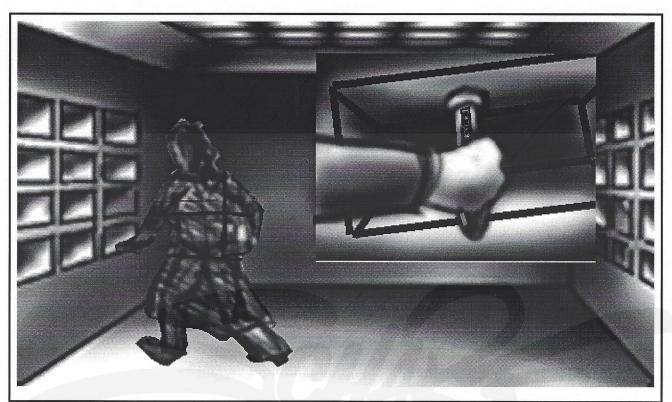
Pivot:		X Dn		
Dialog	jue:	Act	tion:	X
Static	:	AV:	) )	X
	Exan	nine		
Talk	Fi;	ght	Bleed	
Linear	Bı	ıtton	ligsaw	

Date:

7/13/95

Block# / Shot#

2175



Description:
Kyle can take the vile marked KYLE1.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Vault Facing BIG Panel Copy	1	1
Characters:	3D Studio	Alias
Kyle	1	1
	//	1
	/	1
	1	1
Objects:	3D Studio	Alias
Viles	/	1
	/	1
	/	1
	1	1
Background Elements	3d Studio	Alias
Asylum Vault Facing BIG Panel Copy		1
4 (100)	/	1
	1	1
	1	/
	1	1
	1	1

Notes:			
Divote	210	2	17

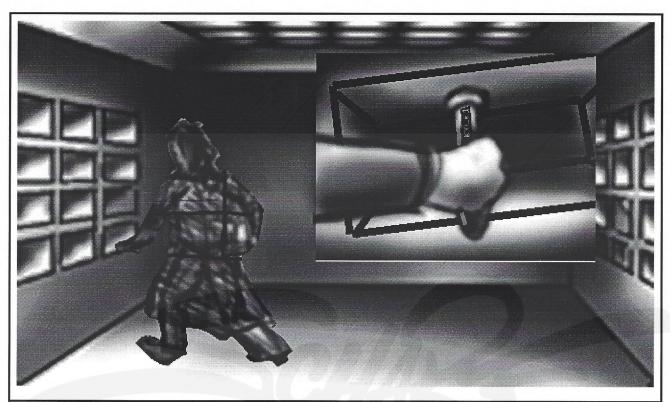
Pivot:		x b	n:		
Dialog	gue:	A	ction	:	X
Static	# #	A'	V:		X
	Exai	nine			
Talk	Fi	ight	BI	eed	
Linear	В	utton	lig	saw	

Date:

7/13/95

Block# / Shot#

2176



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

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Vault Facing BIG Panel Copy	/	1
Characters:	3D Studio	Alias
Kyle	1	1
	1	1
	/	/
	1	1
Objects:	3D Studio	Alias
Viles	1	1
	1	1
	1	1
	1	/
Background Elements	3d Studio	Alias
Asylum Vault Facing BIG Panel Copy	1	-/
	1	7
	. 1	/
	/	
		1
	1	1

Notes:		
Pivote	aro	21

Pivot: Dn: Dialogue: Action:

Static: AV: 

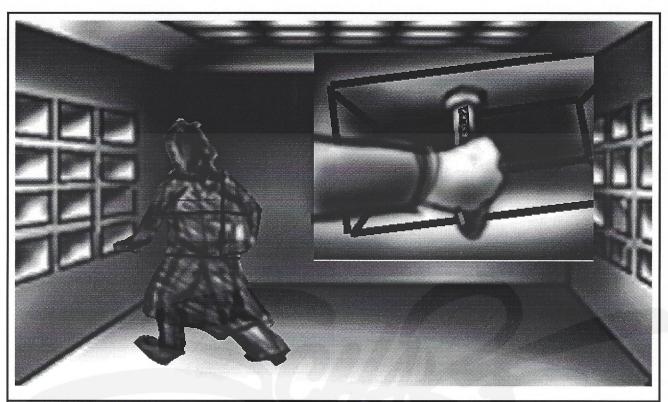
Examine Bleed Linear Button ligsaw

Date:

7/13/95

Block# / Shot#

2177



Description:
Kyle can take the vile marked KYLE2.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Vault Facing BIG Panel Copy	/	1
Characters:	3D Studio	Alias
Kyle	/	1
	1	1
	100000	1
	1	1
Objects:	3D Studio	Alias
Viles	1	1
	1	1
	1	
	1	1
Background Elements	3d Studio	Alias
Asylum Vault Facing BIG Panel Copy		1
	/	1
	1	1
	1	/
		1
	-/	/

Notes:		
Divoto	0.00	2

Pivots are 2179.

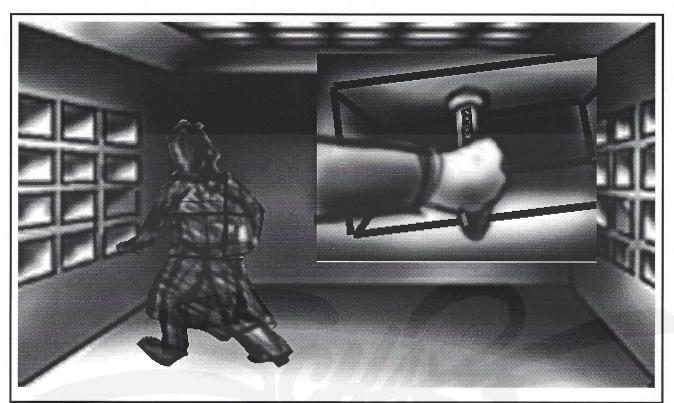
Pivot:		Dn:	
Dialog	gue:	Act	ion:
Static	# #	AV:	
	Exam	ine	
Talk	Fig	ht	Bleed
Linear	Bu	tton	ligsaw

Date:

7/13/95

Block# / Shot#

2178



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	1	1
Characters:	3D Studio	Alias
Kyle	1	1
	1	7
	1	1
	1	1
Objects:	3D Studio	Alias
Viles	1	/
	1	/
	1	1
	1	/
Background Elements	3d Studio	Alias
Asylum Vault Facing BIG Panel Copy	1	1
	1	1
	1	1
	1	1
	1	1
	/	/

Notes:			
Pivote	are	21	7

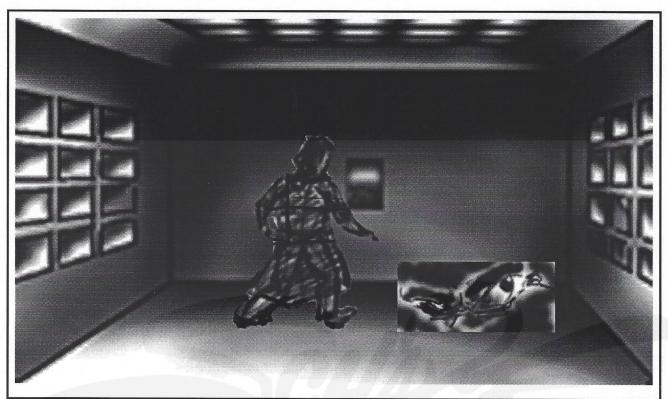
Pivot:		X Dn:						
Dialo	gue: Ad		Dialogue: Ac		logue: Action:		Action:	
Static		AV:		X				
	Exan	ine						
Talk	Fig	ght	Bleed					
Linear	Bu	itton	ligsaw					

Date:

7/13/95

Block# / Shot#

2179



Kyle can examine the panel on the back wall.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Vault Facing BIG Panel Copy		1
Characters:	3D Studio	Alias
Kyle		/
	1	1
	1	1
	1	1
Objects:	3D Studio	Alias
	1	
	1	1
	/	1
	/	1
Background Elements	3d Studio	Alias
Asylum Vault Facing BIG Panel Copy	1	1
	-/	1
	1	1
	7	/
	1	7
	/	1

Notes:

Pivots are 2181.

Pivot:		Dn:		X
Dialog	ue:	Act	tion:	X
Static:	X	AV:		
	Examir	1e		
Talk	Figh	t	Bleed	
Linear	Butt	on	ligsaw	

Date:

7/13/95

Block# / Shot#

2180



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

Marie Company (1977) A F AND C. S.	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Vault Panel Close	/	/
Characters:	3D Studio	Alias
Kyles	1	/
	/	-/
		/
Objects:	3D Studio	Alias
	1	1
	1	1
		-/-
	1	1
Background Elements	3d Studio	Alias
Asylum Vault Panel Close	/	/
	I	1
	1	7
		1
	1	/
	1	

Notes:

Pivots are 2183, 2184, and 2182.

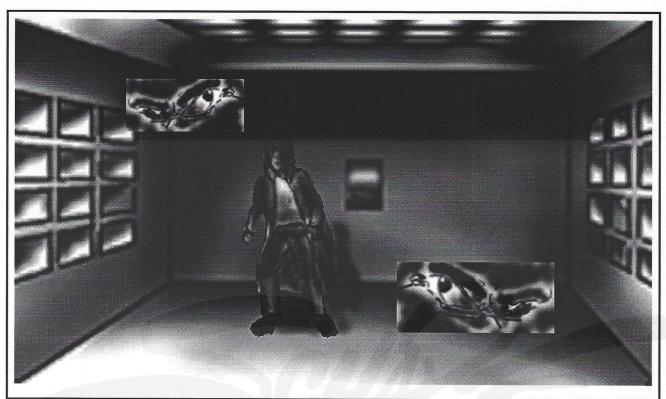
Pivot:		X Dn:				
Dialog	ue:	A	ctio	on:		X
Static:		A	V:			
	Exan	ine		X		
Talk	Fiş	ght		Blee	ed	
Linear	Bı	ıtton	X	ligs	aw	

Date:

7/13/95

Block# / Shot#

2181



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	1	1
Characters:	3D Studio	Alias
Kyle		1
	1	1
		1
		I
Objects:	3D Studio	Alias
	/	1
	1	1
	1	1
	1	1
Background Elements	3d Studio	Alias
Asylum Vault Facing BIG Panel Copy		1
	1	1
	7	/
	/	1
	1	J
		1

N	0	te	26	S	
	-	.,	9,0	_	۰

Pivots are 2173.

Pivot: Dialogue:		þi	n:			X
		A	Action:			
Statio	2 2	A	J:			
	Exam	ine		X		
Talk	Fig	ght		Blee	ed	
Linear	Bu	tton	X	ligs	aw	

Date:

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Block# / Shot#

2182



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

是一个一个一个一个一个一个一个一个一个一个一个一个一个一个一个一个一个一个一个	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Vault Panel Close	1	1
Characters:	3D Studio	Alias
Kyle	7	1
		1
	1	1
	1	1
Objects:	3D Studio	Alias
	/	1
	1	/
	/	-/
	/	1
Background Elements	3d Studio	Alias
Asylum Vault Panel Close		/
	7	1
	J	1
	/	1
	1	1
	/	1

Pivots are 2118.

Pivot:	:   Dn		ivot: Dn:			X
Dialogue:		Action				X
Static:		AV:				
E	xam	ine		X		
Talk	Fig	ht		Blee	ed	
Linear	Bu	tton	X	ligs	aw	

Date:

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Block# / Shot#

2183



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	1	1
Characters:	3D Studio	Alias
Kyle	1	/
		1
	1	1
Objects:	3D Studio	Alias
	1	1
	1	1
	1	/
	/	1
Background Elements	3d Studio	Alias
Asylum Vault Facing Panel Close	1	/
	1	1
	. 1	/
	1	1
	-/	1
	1	1

V	of	0	0	
A	01	.C	S	

Pivots are 2191.

Pivot:		Dn:				X
Dialo	Dialogue: Static:		Action:			
Static			AV:			
	Exam	ine		X		
Talk	Fig	ht		Blee	ed	
Linear	Bu	tton	X	igs	aw	

Date:

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2184



Kyle is standing in the Asylum Lab.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Lab Facing Exit Doors	/	1
Characters:	3D Studio	Alias
Kyle		/
4 NPCs strapped to beds	1	7
	1	/
	1	/
Objects:	3D Studio	Alias
	1	1
	1	1
	1	1
	/	/
Background Elements	3d Studio	Alias
Asylum Lab Facing Exit Doors	1	- 1
	/	/
		1
		1
		1
	1	/

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

Pivot:		X	Dn:	
Dialog	jue:		Acti	ion: X
Static	* *	X	AV:	
	Exa	min	ıe	
Talk	F	ight		Bleed
Linear	В	utte	on	ligsaw

Date:

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2185



Description:
Kyle can enter the hallway from the vault.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Vault Facing Corridor	1	/
Characters:	3D Studio	Alias
Kyle	1	
	1	1
	1	/
	1	1
Objects:	3D Studio	Alias
	1	/
	1	- /
	1	1
	/	1
Background Elements	3d Studio	Alias
Asylum Vault Facing Corridor	1	1
	1	1
	1	1
	1	/
	1	<del>'</del> /
	,	/

Notes: Pivots are 2135 and 2187.

Pivot:		)n:	•	X		
Dialo	gue: A		Dialogue: Actio		ue: Action:	
Static	: )	AV:				
	Exam	ine				
Talk	Fig	ht	Bleed			
Linear	But	tton	ligsaw			

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Block# / Shot#

2186



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

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Corridor Opposite Vault Entry	1	1
Characters:	3D Studio	Alias
Kyle	1	1
Transexual Nurses	1	/
	1	/
	1	/
Objects:	3D Studio	Alias
	/	/
	1	/
	/	1
	1	1
Background Elements	3d Studio	Alias
Asylum Corridor Opposite Vault Entry	1	/
	////	1
	1	1
	/	/
	1	1
	/	1

N	0	+	۵	0	
N	U	ι	C	J	

Pivots are 2116.

Pivot:	X	Dn:
Dialog	ue:	Action: X
Static:		AV: X
	Examir	ie
Talk	Fight	Bleed
Linear	Butt	on ligsaw

Date:

7/13/95

Block# / Shot#

2187



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	1	1
Characters:	3D Studio	Alias
Kyle		1.00 / 1.00 4.00
Transexual Nurse		1
	1	1
		1
Objects:	3D Studio	Alias
	1	1
	1	/
	/	1
	1	1
Background Elements	3d Studio	Alias
Asylum Cell Facing Window	1	1
	1	1
	1	1
	1	1
	1	1
	7	1

Notes:

Pivots are 2128.

Pivot		X	Dn:		
Dialo	gue:		Act	ion:	X
Statio	<b>)</b> ;		AV:		X
	Exa	min	e		
Talk		ight		Bleed	
Linear	1	Butto	n	ligsaw	7

Date:

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Block# / Shot#

2188



Kyle can exit through the door marked Emergency Exit.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Corridor Exit Doors	1	1
Characters:	3D Studio	Alias
Kyle		1
	//	1
	/	1
	1	1
Objects:	3D Studio	Alias
	1	1
	1	1
	1	1
	/	
Background Elements	3d Studio	Alias
Asylum Corridor Exit Doors	1	1
	1	1
	1	1
	1	1
	1	1
	1	1

N	0	te	S	:

Pivots are 2190.

Pivot:		Dn:	i i	X
Dialog	gue:	Act	tion:	X
Static	: X	AV:	•	
	Exami	ne		
Talk	Figl	nt	Bleed	
Lincor	Rut	ton	ligeny	199

Date:

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Block# / Shot#

2189



Description: Kyle opens the Emergency Exit door.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Corridor Exit Doors	/	1
Characters:	3D Studio	Alias
Kyle	1	1
		- 1
	/	1
	J	
Objects:	3D Studio	Alias
	1	1
	1	1
	/	/
		/
Background Elements	3d Studio	Alias
Asylum Corridor Exit Doors	1	/
	1	/
	1	/
	7	/
		/
	/	1

Notes:			
<b>Pivots</b>	are	21	18.

Pivot:	2	X Dn:	•	
Dialog	ue:	Act	tion:	X
Static:		AV:	•	X
	Exam	ine		Ze
Talk	Fig	ht	Bleed	
Linear	Bu	tton	ligsaw	

Date:

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Block# / Shot#

2190



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.

The state of the s	3D STUDIO ALIA		
	CD DI ODIO	ZEDIZEO	
Background/Animation Filename:	3D Studio	Alias	
Asylum Lab Facing Exit Doors	1	1	
Characters:	3D Studio	Alias	
Kyle		// /	
Smudge	1	1	
Various Vampires and Humans		1	
	1	1	
Objects:	3D Studio	Alias	
	1	1	
	1	1	
	1	1	
	1	1	
Background Elements	3d Studio	Alias	
Asylum Lab Facing Exit Doors		1	
	1	1	
	1	1	
	1	1	
	1	1	
	1	/	

Motos	
<b>Notes</b>	ī

Pivots are 2185.

Pivot:	X	Dn:		
Dialog	ue:	Act	tion:	X
Static:		AV:		X
	Exami	ne		
Talk	Figh	t	Bleed	
Linear	Butt	on	ligsav	7

Date:

7/13/95

Block# / Shot#

2191



Kyle can USE the switch handle.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Lab Facing Exit Doors	1	1
Characters:	3D Studio	Alias
Kyle		
Smudge	1	1
Various Vampires and Humans	1	1
	1	1
Objects:	3D Studio	Alias
	1	1
	1	1
	1	1
	1	/
Background Elements	3d Studio	Alias
Asylum Lab Facing Exit Doors	1	1
	1	1
		1
	/	1
		1
	1	/

Notes: Pivots are 2193 and 2262.

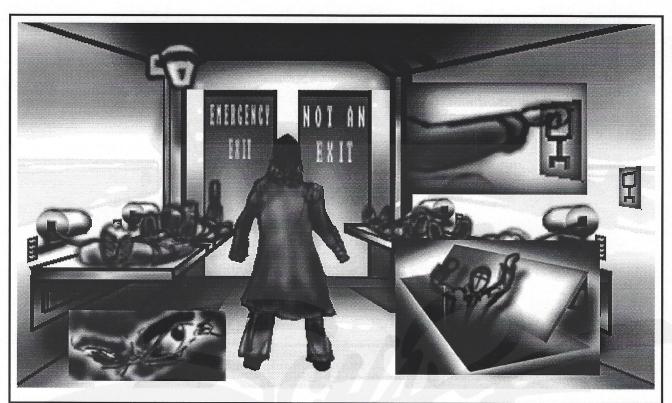
Pivot:		On:		X
Dialog	ue:	Act	tion:	X
Static:	X	AV:		
A	Exami	ne		
Talk	Figl	nt	Bleed	
Linear	But	ton	ligsaw	

Date:

7/13/95

Block# / Shot#

2192



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	1	1
Characters:	3D Studio	Alias
Kyle	1	1
Smudge	1	1
Various Vampires and Humans	/	/
	1	1
Objects:	3D Studio	Alias
	1	1
	1	1
	/	1
	1	
Background Elements	3d Studio	Alias
Asylum Lab Facing Exit Doors	1	1
	1	1
	1	7
	1.00	1
		7
	/	1

NI	0	٠,	1	0	
IV	u	u	6	3	

Pivots are 2185.

Pivot:	X	Dn:		
Dialog	ue:	Act	tion:	X
Static:		AV:	1	X
	Exami	ne		
Talk	Figh	t	Bleed	
Linear	Butt	on	ligsaw	

Date:

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Block# / Shot#

2193



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

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Lab Facing Exit Doors	1	1
Characters:	3D Studio	Alias
Kyle	1	
Smudge	1	1
Various Vampires and Humans	/	1
	1	/
Objects:	3D Studio	Alias
	1	1
	1	1
	/	1
	,	
Packaraund Clamanta	2-1-0411	/
Background Elements	3d Studio	Alias
Asylum Lab Facing Exit Doors	1	7
	1	
	/	1
	1	1
	7	1
	/	1

Notes:

Pivots are 2195.

Pivot:	Dr	1: X
Dialogi	ue: Ac	ction: X
Static:	X AI	<i>l</i> :
l l	Examine	
Talk	Fight	Bleed
Linear	Button	ligsaw

Date:

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Block# / Shot#

2194



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	1	/
Characters:	3D Studio	Alias
Kyle	1	/
Smudge	1	1
Various Vampires and Humans	1	1
		1
Objects:	3D Studio	Alias
	/	1
	1	1
	-/-	- /
	1	1
Background Elements	3d Studio	Alias
Asylum Lab Facing Exit Doors		1
	1	1/1
		1
		1
	1	/
	/	1

Notes: Pivots are 2004.

Pivot: X Dn: X
Dialogue: Action: X
Static: AV: X

Examine Examine Bleed
Linear Button ligsaw

Date:

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Block# / Shot#

2195



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

	3D STUDIO	ALIAS
The second secon		
Background/Animation Filename:	3D Studio	Alias
Asylum Corridor w/ Turn Ahead	/	1
Characters:	3D Studio	Alias
Kyle	1	/
	1	7
		/
	1	/
Objects:	3D Studio	Alias
	/	1
	1	/
	./	1
	/	1
Background Elements	3d Studio	Alias
Asylum Corridor w/ Turn Ahead	1	1
	1	/
	1	1
	1.000	1
		1
	1	/

		4			
NI	$\sim$		Э.	•	
N	v	ш	σ,	3	

Pivots are 2132.

Pivot:	: Dn:		On:	n:	
Dialog	gue:		Acti	on:	X
Static	# #	X	AV:		
	Exa	min	е		
Talk	F	ight		Bleed	
Linear	В	utto	n	igsaw	

Date:

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Block# / Shot#

2196



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	1	1
Characters:	3D Studio	Alias
Kyle	1	/
		1
	1	/
	1	/
Objects:	3D Studio	Alias
	/	1
	1	1
	1	-/
	1	1
Background Elements	3d Studio	Alias
Asylum Corridor w/ Turn Ahead	1	J
	1	/
	1	1
	1	/
		/
		1

- 33		
N	otes	_
N	OTES	

Pivots are 2198.

Pivot:		þ	n:	X
Dialo	gue:	A	ction:	X
Static		X A	V:	
	Exa	nine		<b>EATE</b>
Talk	F	ight	Blee	d
Linear	В	utton	ligsa	w

Date:

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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	1	/
Characters:	3D Studio	Alias
Kyle	1	
	1	1
	1	/
		1
Objects:	3D Studio	Alias
	1	1
	1	1
	1	1
	/	1
Background Elements	3d Studio	Alias
Asylum Corridor Start of Maze	1	1
	1	1
	1	1
	/	/
	1	1
	1	1

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N II	-4	
N	<b>ATAC</b>	
I VI	otes	

Pivots are 2199.

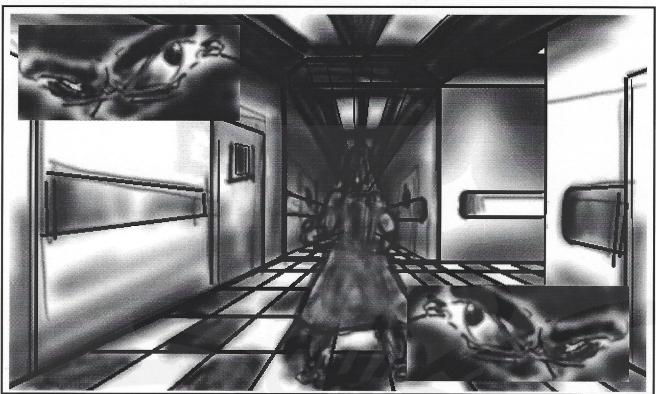
Pivot:	X	( Dn		
Dialo	gue:	Act	tion:	X
Static	:	AV:		X
	Exami	ine		
Talk	Figl	ht	Bleed	
Linear	But	ton	ligsaw	

Date:

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2198



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	1	/
	/	/
		1
		1
Objects:	3D Studio	Alias
	1	1
	1	/
	/	
	/	/
Background Elements	3d Studio	Alias
Asylum Corridor Start of Maze		/
	1	/
	7	1
		1
		1
	/	

Notes:

Pivots are 2200.

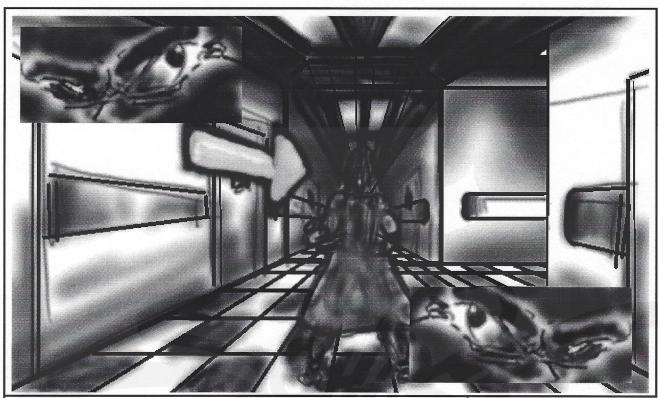
Pivot:	Dn	•
Dialogi	ue: Ac	tion:
Static:	AV	•
	Examine	
Talk	Fight	Bleed
Linear	Button	ligsaw

Date:

7/13/95

Block# / Shot#

2199



Kyle can go down hallway, away from maze entrance.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Corridor Start of Maze	1	1
Characters:	3D Studio	Alias
Kyle	1	/
	1	1
	/	1
	1	Later Later
Objects:	3D Studio	Alias
	1	1
	1	1
	1	1
	1	/
Background Elements	3d Studio	Alias
Asylum Corridor Start of Maze	/	/
	/	/
		/
	/	/
	/	1
	1	1

Notes:

Pivots are 2201.

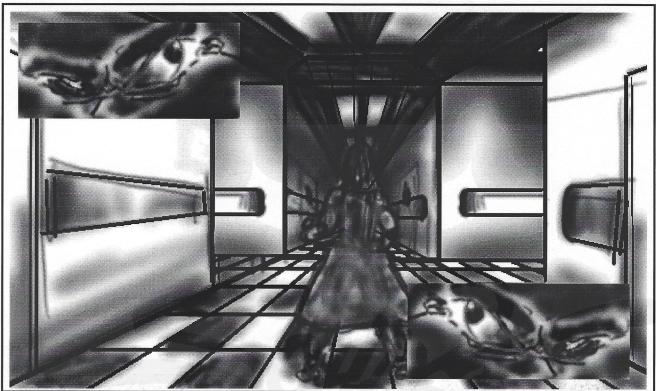
Pivot:		X	Dn:		
Dialogue:			Ac	tion:	X
Static:			AV:		
	Exai	min	e		
Talk	Fi	ight		Ble	ed
Linear	В	utto	n	ligs	aw

Date:

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Block# / Shot#

**2200** 



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	7 7 7 7 7 7 7 7 7	/
	1	1
	1	1
		1
Objects:	3D Studio	Alias
	1	1
	1	1
	1	1
	/	/
Background Elements	3d Studio	Alias
Asylum 4-way Maze Corridor	1	
	1	1
	1	/
		1
	1	1
	/	1

## Notes:

Pivots are 2202, 2203, 2204, and 2205.

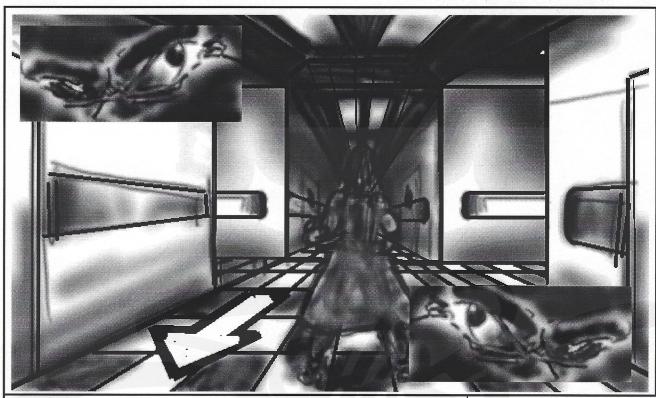
Pivot:		X	n:		
Dialog	ue:	1	Acti	on:	X
Static:		X	V:		
	Exan	iine			
Talk	Fig	ght		Bleed	
Linear	Bu	ittoi	1	ligsaw	

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2201



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

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum 4-way Maze Corridor	1	1
Characters:	3D Studio	Alias
Kyle	1	1
	1	1
	1	1
	1	1
Objects:	3D Studio	Alias
	1	1
	1	1
	1	1
	1	1
Background Elements	3d Studio	Alias
Asylum 4-way Maze Corridor		1
	1	1
	I	1
	1	/
	//	1
	/	1

Notes: Pivots are 2201.

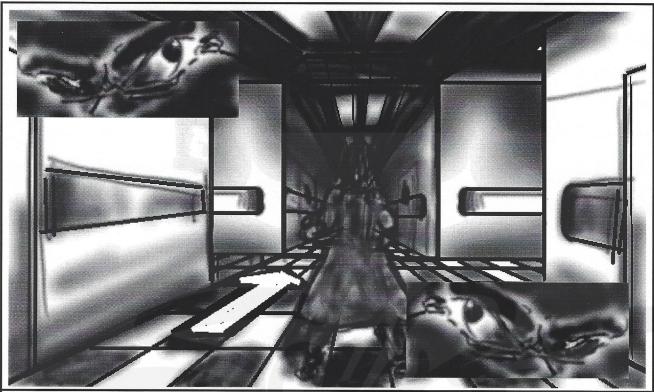
Pivot: On:		Dn:	:		X	
Dialogue: Static:			Action:			X
		X	AV:			
	Exa	min	e			
Talk	F	ight		Blee	d	
Linear	В	utte	n	ligsa	ıw	

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2202



Kyle can go forward to the next pivot.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum 4-way Maze Corridor	1	1
Characters:	3D Studio	Alias
Kyle		1
	1	1
	/	1
	1	1
Objects:	3D Studio	Alias
	1	1
	1	1
	1	1
	1	/
Background Elements	3d Studio	Alias
Asylum 4-way Maze Corridor	1	-1
	/	/
	1	1
	1	1
	1	1
	/	/

Notes: Pivots are 2201 and 2206.

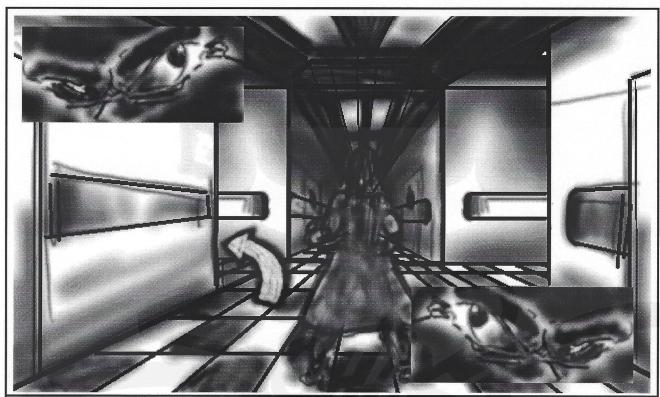
Pivot:	_ Dn	: X
Dialogu	ue: Ac	tion: X
Static:	X AV	<b>!</b> :
R	Examine	
Talk	Fight	Bleed
Linear	Button	ligsaw

Date:

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Block# / Shot#

2203



Description: Kyle can go left.

The second secon	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum 4-way Maze Corridor	/	1
Characters:	3D Studio	Alias
Kyle	1	1
	-I	1
	/	/
	1/1000	/
Objects:	3D Studio	Alias
	/	1
	1	1
	/	1
	/	1
Background Elements	3d Studio	Alias
Asylum 4-way Maze Corridor	1	1
	/	1
		The state of the s
	1	
	The Landing	7
	/	1

NI	otes:	
N	ULUS.	

Pivots are 2201 and 2206.

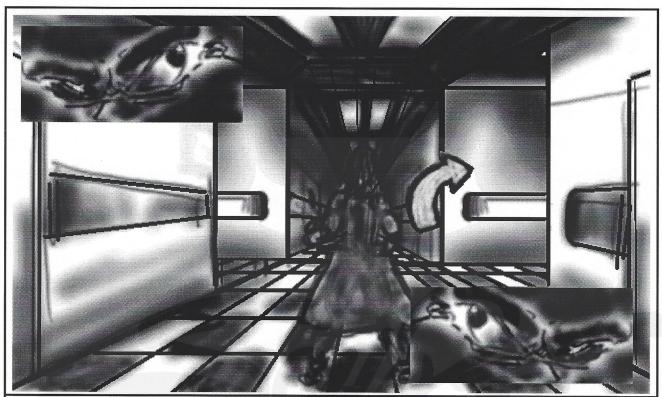
Pivot:	Pivot: Dn:			X
Dialogu	ie:	Action: X AV:		X
Static:	X			
R	Exami	ne		
Talk	Figh	t	Bleed	
Linear	But	ton	ligsaw	

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Block# / Shot#

2204



Description: Kyle can go right.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum 4-way Maze Corridor	1	1
Characters:	3D Studio	Alias
Kyle		
	1	* /
	/	1
		1
Objects:	3D Studio	Alias
	1	1
	1	1
	1	1
		1
Background Elements	3d Studio	Alias
Asylum 4-way Maze Corridor		1
	1	1
		1
	/	/
		1
		1

Notes: Pivots are 2201 and 2206.

Pivot:		Dn:		X
Dialogu	ie:	Act	tion:	X
Static:	X	AV:	; ;	
	Cxamii	ne		
Talk	Figh	t	Bleed	
Linear	Butt	on	ligsav	v

Date:

7/13/95

Block# / Shot#

2205



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	1	-1
Characters:	3D Studio	Alias
Kyle		/
	1	1
	/	1
	1	1
Objects:	3D Studio	Alias
	1	1
	/	/
	1	/
	/	1
Background Elements	3d Studio	Alias
Asylum Maze Corridor Facing Exits	1	-1
	1	1
	/	1
	/	7
		1
	1	7

# Notes:

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

Pivot:		X	On:		
Dialog	jue:		Acti	on:	X
Static		X	AV:		
	Exa	mine	9		
Talk	F	ight		Bleed	
Linear	B	autto	n	liggaw	

Date:

7/13/95

Block# / Shot#

2206



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	1	1
Characters:	3D Studio	Alias
Kyle	1	/
A NPC	1	/
	/	/
	1	1
Objects:	3D Studio	Alias
	1	1
	1	1
	/	/
	1	/
Background Elements	3d Studio	Alias
Asylum Maze Corridor Facing Exits		/
	/	1
	1	1
	1	1
	-J	1
	1	1

Notes:

Pivots are 2208.

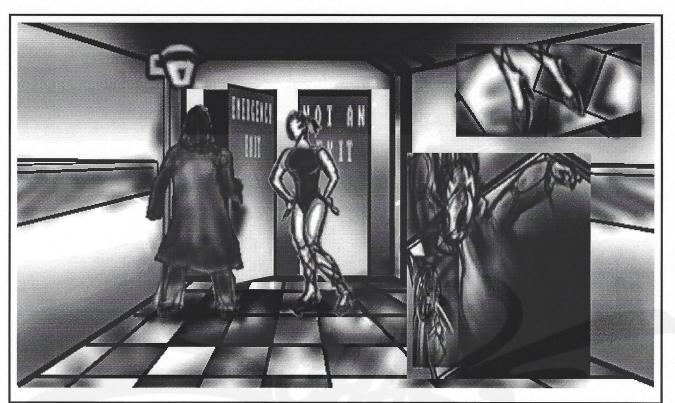
Pivot:	X	Dn:		
Dialogi	ue:	Act	ion:	X
Static:		AV:		X
I I	Examir	1e		
Talk	Fight	t	Bleed	
Linear	Butt	on	ligsaw	

Date:

7/13/95

Block# / Shot#

2207



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	1	1
Characters:	3D Studio	Alias
Kyle	1	1
A NPC	1	1
	/	/
	/	1
Objects:	3D Studio	Alias
	1	1
	1	1
	1	/
	1	/
Background Elements	3d Studio	Alias
Asylum Maze Corridor Facing Exits		1
	7	1
		1
	/	1
	/	/
	/	/

١I	0	4	-	_	_

Pivots are 2116.

Pivot:	X	Dn:		
Dialog	ue:	Actio	n:	X
Static:		AV:		X
I	Examin	e		
Talk	Fight		Bleed	
Linear	Butto	n	igsaw	

Date:

7/13/95

Block# / Shot#

2208



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

		The state of the s
	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Maze Corridor Facing Exits	JD Studio /	Allas
Characters:	3D Studio	Alias
Kyle		17
A NPC	1	/
	1	1
	1	1
Objects:	3D Studio	Alias
	/	1
	1	1
		1
	/	/
Background Elements	3d Studio	Alias
Asylum Maze Corridor Facing Exits		1
	/	/
	1	/ / /
	/	
	1	1
	/	1

Notes:

Pivots are 2210.

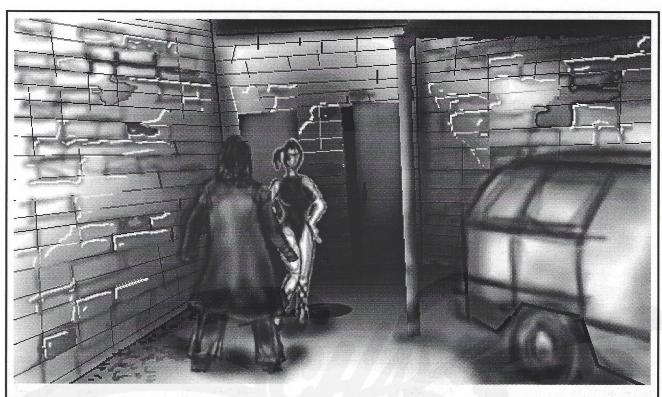
Pivot:		On: Action:		X
Dialogu	ıe:			X
Static:	Х	AV:	1	
	Cxami	ine		
Talk	Figl	ht	Bleed	
Linear	But	ton	ligsaw	

Date:

7/13/95

Block# / Shot#

2209



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	1	1
Characters:	3D Studio	Alias
Kyle	1	/
A NPC	1	1
	/	1
	/	1
Objects:	3D Studio	Alias
	1	1
	/	1
		/
	1	1
Background Elements	3d Studio	Alias
Asylum Alley Facing Exit Doors	1	-/:
Broken down Asylum ambulance	1	1
Exit Doors		1
	1	1
	1	/
	1	1

Notes:

Pivots are 2004.

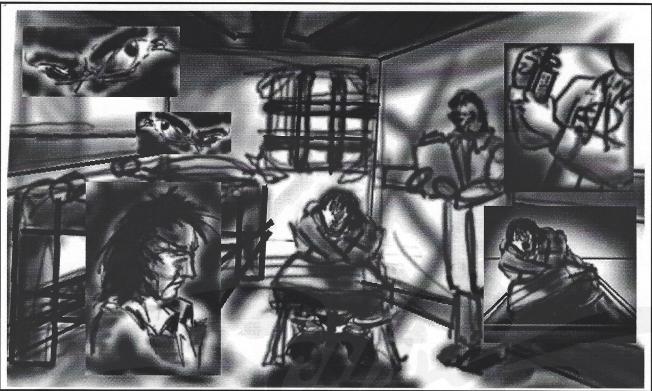
Pivot:		X Dn:		
Dialog	jue:	Act	tion:	X
Static		AV:	: 2	X
	Exan	ine		
Talk	Fig	ght	Bleed	
Linear	Bu	tton	ligsaw	

Date:

7/13/95

Block# / Shot#

2210



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	1	1
Characters:	3D Studio	Alias
Kyle	1	/
Dr. Rx	1	/
	1	/
	J	1
Objects:	3D Studio	Alias
	1	1
	1	1
	1.	1
	/	1
Background Elements	3d Studio	Alias
Asylum Cell Facing Window	1	/
Bed	1	1
Desk/chair		1
	/	/
The security of the property of the second section of the section of th	I	J
	1	/

Notes:

Pivots are 2238.

Pivot:	: X Dn:		On:
Dialog	jue:	X	Action:
Static:			AV:
	Exa	mine	
Talk	F	ight	Bleed
Linear	B	utto	n ligsaw

Date:

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Block# / Shot#

2211



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
	טועטופענ	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Cell Facing Window	1	1
Characters:	3D Studio	Alias
Kyle		
Dr. Rx	1	1
	/	1
	/	1
Objects:	3D Studio	Alias
	1	1
	1	/
	1	1
	1	1
Background Elements	3d Studio	Alias
Asylum Cell Facing Window	1	1
Bed	/	/
Desk/chair	1	1
	1	/
	1	- 1
	1	/

Notes:

Pivots are 2128.

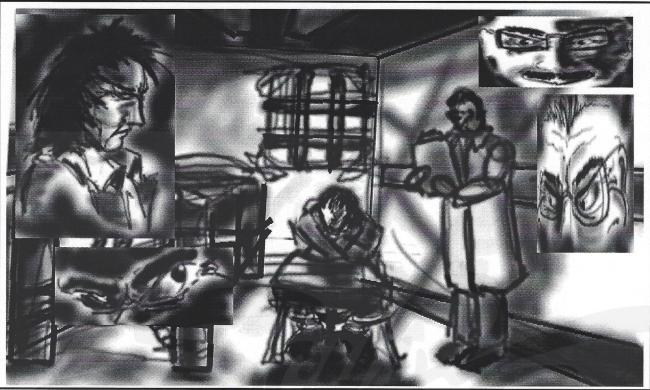
Pivot:	X	Dn:
Dialog	ue: X	Action:
Static:		AV:
	Examir	ie
Talk	Figh	Bleed
Linear	Butt	on ligsaw

Date:

7/13/95

Block# / Shot#

2212



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	1	1
Characters:	3D Studio	Alias
Kyle		1
Dr. Rx	1	1
	1	1
	1	1
Objects:	3D Studio	Alias
	1	1
	1	1
	1	1
	1	/
Background Elements	3d Studio	Alias
Asylum Cell Facing Window	1	/
Bed	/	/
Desk/chair	1	/
	/	1
	-1	1
	/	1

N	0	te	S	:

Pivots are none.

Pivot:	X	Dn:
Dialog	ue: X	Action:
Static:		AV:
	Examin	ie
Talk	Fight	Bleed
Linear	Butte	on ligsaw

Date:

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Block# / Shot#

2213



Description: Kyle can refuse.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Cell Facing Window	1	/
Characters:	3D Studio	Alias
Kyle		///////////////////////////////////////
Dr. Rx	1	1
	/	
Objects:	3D Studio	Alias
	/	1
	/	1
	/	1
	1	1
Background Elements	3d Studio	Alias
Asylum Cell Facing Window	1	1
Bed	1	/
Desk/chair		1
	/	/
STORY CONTRACTOR OF THE STORY	/	1
	1	1

Notes: Pivots are 2215.

<b>Pivot</b>		Dn: X
Dialo	gue: X	Action:
Static	, n	AV:
	Examir	ie
Talk	Fight	Bleed

Date:

Linear

7/13/95

Button

igsaw

Block# / Shot#

2214



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	1	1
Characters:	3D Studio	Alias
Kyle		1
Dr. Rx	1	* /
	1	1
	1	1
Objects:	3D Studio	Alias
	1	1
	1	1
	/	7
	1	
Background Elements	3d Studio	Alias
Asylum Cell Facing Window	-/	1
Bed	7	1
Desk/chair	<i>J</i>	/
	/	7
	/	1
		7

Notes:

Pivots are 2128.

Pivot: Dialogue:		X	On:
		X	Action:
Static:			AV:
	Exa	mine	
Talk	F	ight	Bleed
Linear	В	utto	n ligsaw

Date:

7/13/95

Block# / Shot#

2215



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		- 1
	/	-/
	1	1
Objects:	3D Studio	Alias
	1	- 1
	1	1
	1	1
	1	/
Background Elements	3d Studio	Alias
Asylum Cell Facing Window	1	1
Bed	/	1
Desk/chair		1
	/	/
		1
	1	1

Notes:			
Divote	aro	2217	,

Pivot			Dn:		X
Dialogue:		: X	Act	tion:	
Statio	\ " / "		AV:		
	Ex	amir	ıe		
Talk	X	Fight		Bleed	
T .		D 44			

Date:

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Block# / Shot#

2216



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	1	1
	/	1
	1	/
Objects:	3D Studio	Alias
	1	1
	-/	1
	1	/
	1	1
Background Elements	3d Studio	Alias
Asylum Cell Facing Window	1	1
Bed		1
Desk/chair	1	1
	- /	/
	1	1
	-/	1

Notes:

Pivots are 2128.

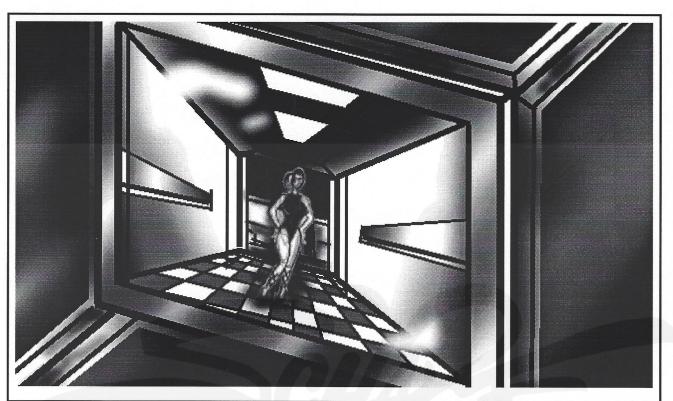
Pivot:		Dn:	
Dialog	ue: X	X Act	ion:
Static:		AV:	
	Exami	ne	
Talk	Figh	t	Bleed
Linear	Butt	on	ligsaw

Date:

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Block# / Shot#

2217



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	1	1
Characters:	3D Studio	Alias
Kyle		1
	1	1
	1	1
	1	1
Objects:	3D Studio	Alias
	1	1
	1	1
	/	1
	1	
Background Elements	3d Studio	Alias
Asylum Cell Facing Window	1	1
Bed	1	1
Desk/chair	1	7
	1	1
	1	1
	/	- and a second second

Not	tes:	
<b>.</b>		

Pivots are 2122.

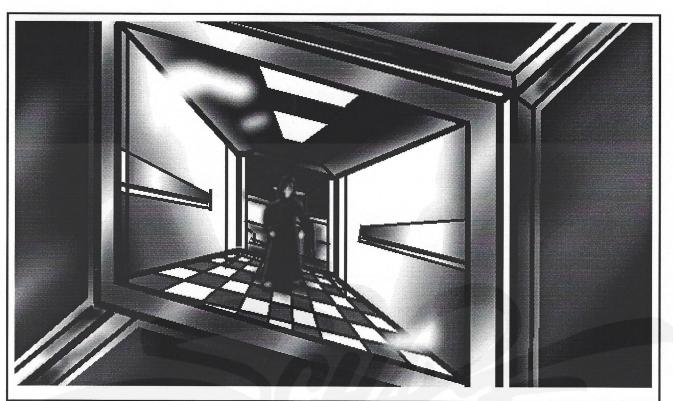
Pivot:	X	Dn:	
Dialog	ue:	Action:	X
Static:		AV:	X
I	Examin	e	
Talk	Fight	Bleed	
Linear	Butto	n ligsaw	

Date:

7/13/95

Block# / Shot#

2218



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	1	1
Characters:	3D Studio	Alias
Kyle		1
	1	1
	/	1
	1	1
Objects:	3D Studio	Alias
	1	1
	/	1
	1	1
	/	1
Background Elements	3d Studio	Alias
Asylum Cell Facing Window	1	1
Bed	/	
Desk/chair		
	1	1
	1	1
	1	1

Notes:		
D:4-	_	

Pivots are 2122.

Pivot	•	X D	n:		
Dialo	gue:	A	ction	Х	
Statio	<b>):</b>	A	V:	Х	
	Exa	mine			
Talk	F	ight	Ble	eed	
Linear	B	utton	lig	saw	

Date:

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2219



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	JO Studio /	Alias /
Characters:	3D Studio	Alias
Kyle		//
	1	1
		/
	1	/
Objects:	3D Studio	Alias
	1	1
	1	1
	1	1
	/	
Background Elements	3d Studio	Alias
Asylum Cell Facing Window	1	/
Bed	/	7
Desk/chair	1	1
		/
		I
	1	1

No	tes:	

Pivots are 2122.

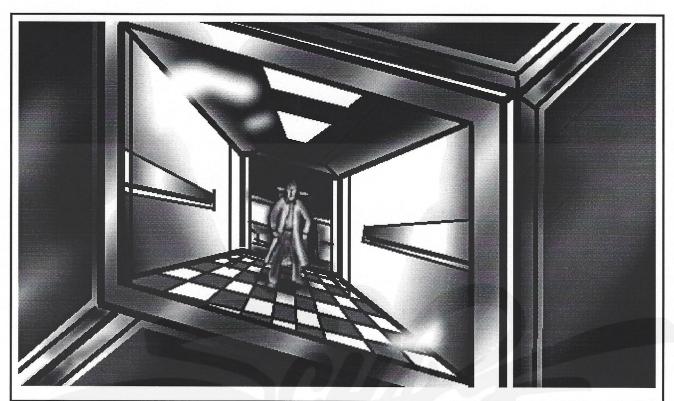
Pivot: X Dn:				
Dialogu	ie:	Act	ion:	X
Static:		AV:		X
R	Cxamin	e		
Talk	Fight		Bleed	
Linear	Butto	n	ligsaw	

Date:

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Block# / Shot#

2220



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

	3D STUDIO	ALIAS
Background/Animation Filename:	2D Studio	Alies
Asylum Cell Facing Window	3D Studio	Alias
Characters:	3D Studio	Alias
Kyle		//
	1	1
	/	1
		1
Objects:	3D Studio	Alias
	1	1
	1	1
	1	1
	/	1
Background Elements	3d Studio	Alias
Asylum Cell Facing Window		1
Bed	1	/
Desk/chair	/	1
	1	/
	1	1
	1	1

N	0	te	s:			
D	i.	_	te	2	ro	

Pivots are 2122.

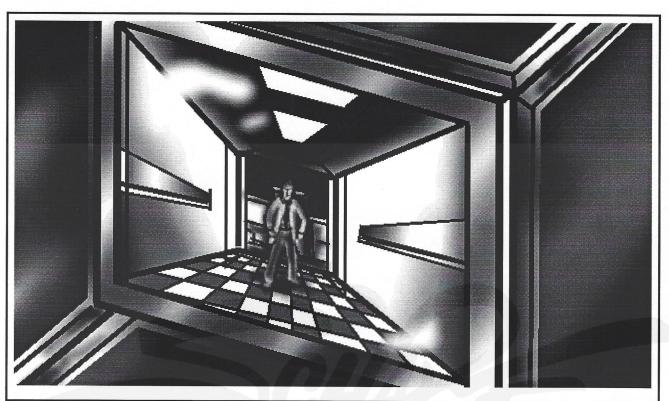
Pivot:	X	Dn		
Dialog	ue:	Act	tion:	X
Static:		AV		X
	Exami	ne		
Talk	Figh	ıt	Bleed	
Linear	But	ton	ligsaw	7

Date:

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Block# / Shot#

2221



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	1	1
Characters:	3D Studio	Alias
Kyle	/	1
		1
And the state of t	1	/
	1	1
Objects:	3D Studio	Alias
	1	1
	/	1
	1	/
	1	1
Background Elements	3d Studio	Alias
Asylum Cell Facing Window		1
Bed	1	1
Desk/chair	1	J
	1	1
	/	1
	1	1

Notes:	
Pivots are	2122.

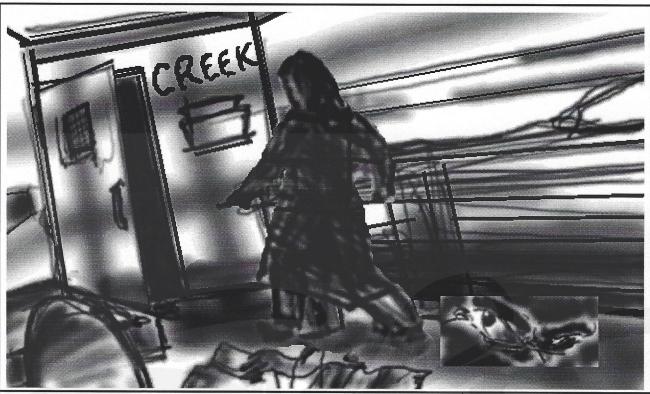
Pivot:	X	Dn:	
Dialog	ue:	Action:	X
Static:		AV:	X
	Examir	ie	
Talk	Fight	Bleed	1
Linon	D.144	au Basa	

Date:

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Block# / Shot#

2222



Description:
The cell door opens by itself.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Cell Facing Window	/	1
Characters:	3D Studio	Alias
Kyle	1	/
	1	1
	1	1
	1	1
Objects:	3D Studio	Alias
Straight Jacket	1	1
	1	1
	1	1
Packground Floments	24 04-41-	/ A.I.
Background Elements	3d Studio	Alias
Asylum Cell Facing Window Bed	7	/
	1	- /
Desk/chair	1	1
Straight Jacket	1	/
	1	
	1	1

	_		_		=
N.I	-	4.	-	_	
IN	0	ш	-	5	

Pivots are 2122.

Pivot:	X	Dn:		
Dialogi	ue:	Act	ion:	X
Static:		AV:		X
	Examin	ıe		
Talk	Fight		Bleed	
Linear	Butte	on	ligsaw	

Date:

7/13/95

Block# / Shot#

2223



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		///
	1	1
	1	1
	1	1
Objects:	3D Studio	Alias
Straight Jacket	1	1
	1	1
	1	1
	1	1
Background Elements	3d Studio	Alias
Asylum Cell Facing Window	/	- /
Bed	1	/
Desk/chair	1	1
Straight Jacket	1	1
	1	1
		/

N	ot	e	s	

Pivots are 2132.

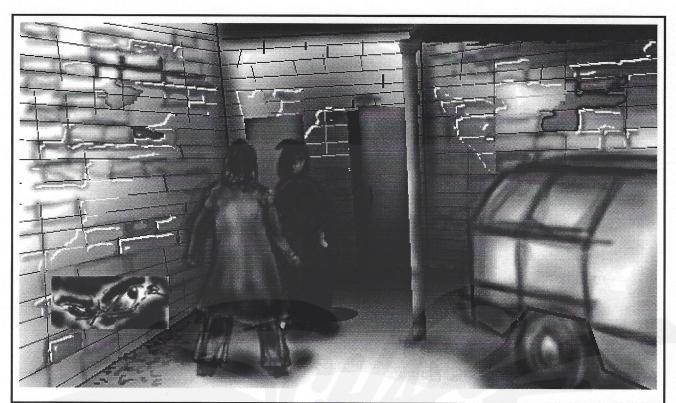
Pivot:		Dn:		X
Dialog	ue:	Act	ion:	X
Static:	X	AV:		
	Examir	ıe		
Talk	Fight	t	Bleed	
Linear	Butt	on	ligsaw	

Date:

7/13/95

Block# / Shot#

2224



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	JD Stadio	Allas /
Characters:	3D Studio	Alias
Kyle	/	
Gorgon	1	1
	1	/
	1	1
Objects:	3D Studio	Alias
	1	1
	/	1
	1	1
	/	1
Background Elements	3d Studio	Alias
Asylum Alley Facing Exit Doors	J	1
Broken down Asylum ambulance	/	
Exit Doors	1	1
	/	/
	/	/
	1	/

Notes:	
--------	--

Pivots are 2004.

Pivot:	,	X D	n:		
Dialo	gue:	A	ctic	on:	X
Static	. s ' s	AT	<b>/</b> :		X
	Exa	mine			
Talk	3	ight		Bleed	
Linear	B	utton		ligsaw	

Date:

7/13/95

Block# / Shot#

2225



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	1	1
Characters:	3D Studio	Alias
Kyle		
Laura	1	1
	/	1
	1	1
Objects:	3D Studio	Alias
	1	1
	1	1
	1	1
	/	
Background Elements	3d Studio	Alias
Asylum Alley Facing Exit Doors	1	1
Broken down Asylum ambulance	/	/
Exit Doors		1
	7	/
	1	1
	/	1

ΝI	-	4	_	-	
N	O	и	е	S	Ξ
	_	-	_	_	-

Pivots are 2004.

Pivot		X Dn:		
Dialogue:		Action:		X
Statio	): :	AV:		X
	Exa	mine		
Talk	3	ight	Bleed	
Linear	В	utton	ligsaw	

Date:

7/13/95

Block# / Shot#

2226



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	1-	1	
Characters:	3D Studio	Alias	
Kyle		1	
Vincent		1	
	/	1	
	1	1	
Objects:	3D Studio	Alias	
	1	1	
	/	1	
	1	1	
		100	
	1	1	
Background Elements	3d Studio	Alias	
Asylum Alley Facing Exit Doors	1	1	
Broken down Asylum ambulance	1	1	
Exit Doors		/	
	1	1	
		1	
	1	-/	

Pivots are 2004.

Pivot:		X	Dn:		
Dialogue:			Action:		X
Static			AV:		X
	Exa	min	е		
Talk		ight		Bleed	
Linear	I	Butto	n	ligsaw	,

Date:

7/13/95

Block# / Shot#

2227



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	/	1
	7	/
		1
Objects:	3D Studio	Alias
	1	1
	/	1
	1	1
		1
Background Elements	3d Studio	Alias
Asylum Corridor Outside Kyle's Cell	1	1
	1	1
	1	/
	/	/
	1	1
	/	1

_		_	_	_	_
N	-	4	^	0	
IA	U	U	C	J	

Pivots are 2132.

Pivot		X	Dn:	
Dialo	gue	: X	Action:	
Statio	<b>)</b> :		AV:	
	Ex	amin	e	
Talk	X	Fight	Blee	ed
Linear		Butto	n ligs:	aw

Date:

7/13/95

Block# / Shot#

2228



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	7	1
All Marie Land Comments and Comments and Comments	7	1
		1
Objects:	3D Studio	Alias
	1	1
	1	1
	1	1
	/	1
Background Elements	3d Studio	Alias
Asylum Corridor Outside Kyle's Cell	/	I
	/////	/
		1
	1	- /
	-11111LL	1
		1

N	ote	S.
v	Ott	.0.

Pivots are 2132.

Pivot	:	X Dr	1:
		: X Ac	ction:
Statio	):	AV	<b>/</b> :
	Ex	amine	
Talk	X	Fight	Bleed
Linear		Button	ligsaw

Date:

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Block# / Shot#

2229



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	/	1
Characters:	3D Studio	Alias
Kyle		/
Vincent	-/	1
	/	1
	1	1
Objects:	3D Studio	Alias
	1	1
	/	1
	1	1
	1	1
Background Elements	3d Studio	Alias
Asylum Corridor Outside Kyle's Cell	1	1
	1	1
	/	1
	/	1
	/	1
		1

Pivots are 2132.

Pivot:		X	Dn:	
Dialog	gue	: X	Action:	
Static	:		AV:	
	Exa	amir	ie	
Talk	X	Fight	Blee	d
Lincor		Duitt.	on liggo	

Date:

7/13/95

Block# / Shot#

2230



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.

	and the second second second	
	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Corridor Outside Kyle's Cell	1	-/-
Characters:	3D Studio	Alias
Kyle	1	1 - 1
The Justicar	1	1
	/	1
	1	1
Objects:	3D Studio	Alias
	1	1
	1	1
	/	1
	1	/
Background Elements	3d Studio	Alias
Asylum Corridor Outside Kyle's Cell	1	/
	1	1
	1	1
	/	1
	1	1
	/	/

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м	4 1	ш	н	~	

Pivots are 2132.

Pivot	* B	X	Dn:
Dialo	gue	: X	Action:
Statio	c:		AV:
	Ex	amin	e
Talk	X	Fight	Bleed
Linear	i	Butto	n ligsaw

Date:

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Block# / Shot#

2231



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	-	1
Characters:	3D Studio	Alias
Kyle	/	1
Annise		1
	/	1
	1	1
Objects:	3D Studio	Alias
	1	1
	1	1
	1	1
	1	/
Background Elements	3d Studio	Alias
Asylum Corridor Outside Kyle's Cell	1	1
	/	1
	//	- /
	1	1
	1	1
	/	1

Notes:

Pivots are 2132 and 2135.

Pivot:		X Dn	:	
Dialog	gue:	Ac	tion:	X
Static		AV		X
	Exa	mine		
Talk	F	ight	Bleed	
Linear	В	utton	ligsaw	

Date:

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Block# / Shot#

2232



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

	3D STUDIO	ALIAS
The second secon		
Background/Animation Filename:	3D Studio	Alias
Asylum Corridor Outside Kyle's Cell	1	1
Characters:	3D Studio	Alias
Kyle		1
Gorgon	1	1
		1
		1
Objects:	3D Studio	Alias
	1	1
	/	1
	/	1
	/	/
Background Elements	3d Studio	Alias
Asylum Corridor Outside Kyle's Cell	1	1
	/	1
	1	1
	1	1
	1	1
	/	1

Notes: Pivots are 2132 and 2135.

Pivot:	. 2	X Dn:		
Dialog	gue:	Act	tion:	X
Static	:	AV:	•	X
	Exam	ine		
Talk	Fig	ht	Bleed	
Linear	Bu	tton	ligsaw	

Date:

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Block# / Shot#

2233



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	1	1
Characters:	3D Studio	Alias
Kyle		/
Laura	/	1
		7
	1	1
Objects:	3D Studio	Alias
	1	1
	1	1
	1	1
	/	7
Background Elements	3d Studio	Alias
Asylum Corridor Outside Kyle's Cell	1	/
	1	1
	1	7
	1	/
	/	1
	/	/

Notes:

Pivots are 2132 and 2135.

Pivot:	Х	Dn:	r 1	
Dialog	jue:	Act	tion:	X
Static		AV:		X
	Exami	ine		
Talk	Figl	ht	Bleed	
Linear	But	ton	ligsaw	

Date:

7/13/95

Block# / Shot#

2234



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	1	1
Characters:	3D Studio	Alias
Kyle	1	/
Vincent	1	7
	/	1
	1	
Objects:	3D Studio	Alias
	1	1
	1	1
	/	1
	/	/
Background Elements	3d Studio	Alias
Asylum Corridor Outside Kyle's Cell	1	1
		7
	1	1
	7	/
		/
	1	1

Notes:

Pivots are 2132 and 2135.

Pivot:		X Dr	1:	
Dialog	gue:	Ac	tion:	X
Static	***************************************	AV	<b>!</b>	X
	Exan	nine		
Talk	Fi	ght	Bleed	
Linear	B	utton	ligsav	v

Date:

7/13/95

Block# / Shot#

2235



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	/	1
Characters:	3D Studio	Alias
Kyle	1	I = I
The Justicar		
	/	1
		= I
Objects:	3D Studio	Alias
	1	1
	1	1
	1	1
	1	1
Background Elements	3d Studio	Alias
Asylum Corridor Outside Kyle's Cell	/	1
	1	7
	-/	1
		1
	1	1
	/	

Notes:

Pivots are 2132 and 2135.

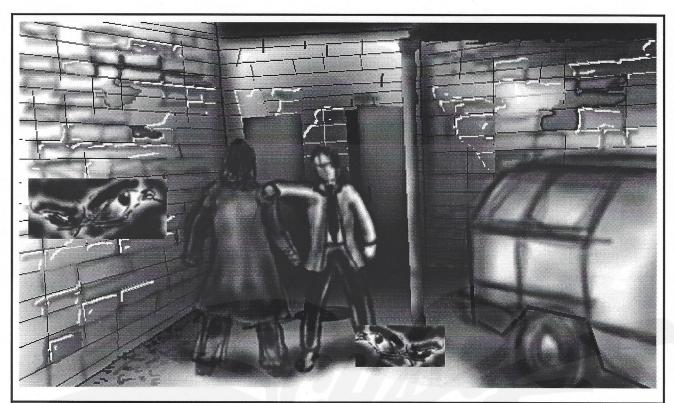
Pivot:	X	Dn:	
Dialog	ue:	Action:	X
Static:		AV:	X
	Examin	e	
Talk	Fight	Bleed	1
Linear	Butte	on ligsa	w

Date:

7/13/95

Block# / Shot#

2236



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	1	1
Characters:	3D Studio	Alias
Kyle		1
The Justicar	1	1
	1	1
	1	/
Objects:	3D Studio	Alias
	1	1
	1	1
	/	1
	/	/
Background Elements	3d Studio	Alias
Asylum Corridor Outside Kyle's Cell	1	/
	/	1
	1	1
	/ / / / / / / / / / / / / / / / / / / /	1
	1	1
	7	1

Not	es:
-	

Pivots are 2004.

Pivot:	X	Dn:		
Dialog	ue:	Acti	on:	X
Static:		AV:		X
	Exami	ne		
Talk	Figh	t	Bleed	
Linear	Rutt	on	liggaw	

Date:

7/13/95

Block# / Shot#

2237



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	1	1
Annise, Gorgon, Laura, & Vincent	1	/
The Justicar	1	1
Objects:	3D Studio	Alias
	1	1
	1	1
	1	1
	1	1
Background Elements	3d Studio	Alias
Asylum Lab Facing Exit Doors	J	-/
Release Switch	1	1
Blood tables	1	1
Blood containers	/	1
Desk/chair	/	1
	1	1

_			_	_	
M	-	•	-	0	
N	0	ш	6	2	

Pivots are 2129.

Pivot:		X	Dn:		
Dialo	gue:		Act	ion:	X
Static	:		AV:		X
	Exa	min	e		
Talk	F	ight		Bleed	
Linear	В	utto	n	ligsav	7

Date:

7/13/95

Block# / Shot#

2238



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	1	1
Annise, Gorgon, Laura, & Vincent		/
The Justicar		1
Objects:	3D Studio	Alias
	1	1
	/	1
	1	1
	/	1
Background Elements	3d Studio	Alias
Asylum Lab Facing Exit Doors	1	1
Release Switch	/	1
Blood tables	1	1
Blood containers	/	7
Desk/chair		1
	1	/

Notes:
Notes:

Pivots are 2185.

Pivot:	X	On:	
Dialog	ue:	Action:	X
Static:		AV:	X
	Examir	ne 📗	
Talk	Figh	Bleed	
Y	D44		

Date:

7/13/95

Block# / Shot#

2239



Description: Kyle can approach Rx.

	3D STUDIO	ATTAC
	טועטופענ	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Lab Facing Exit Doors	1	1
Characters:	3D Studio	Alias
Kyle		1
Dr. Rx, Transexual Nurse	/	1
Annise, Gorgon, Laura, & Vincent	/	1
The Justicar	1	1
Objects:	3D Studio	Alias
Straight Jacket	1	-1
	/	1
	/	1
	/	1
Background Elements	3d Studio	Alias
Asylum Lab Facing Exit Doors	1	/
Release Switch	1	1
Blood tables		7
Blood containers	/	/
Desk/chair	1	7
Straight Jacket	/	1

Notes: Pivots are 2242.

Pivot:		Dn		X
Dialog	alogue: Ac		tion:	X
Static:	X	AV.	•	
	Exami	ne		
Talk	Figh	t	Bleed	
Linear	Butt	ton	ligsaw	

Date:

7/13/95

Block# / Shot#

2240



Description:
Kyle can interract with the Nurse.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Lab Facing Exit Doors	1	1
Characters:	3D Studio	Alias
Kyle	1	1
Dr. Rx, Transexual Nurse	1	1
Annise, Gorgon, Laura, & Vincent	1	1
The Justicar	1	
Objects:	3D Studio	Alias
Straight Jacket	1	1
	1	1
	1-	/
	/	1
Background Elements	3d Studio	Alias
Asylum Lab Facing Exit Doors		1
Release Switch	1	1
Blood tables		1
Blood containers	1	1
Desk/chair	/	1
Straight Jacket	1	/

Notes:

Pivots are 2257, 2255, 2253, and 2259.

Pivot:	Σ	( Dn		
Dialog	gue:	Act	tion:	X
Static	: X	AV:	•	
	Exam	ine		
Talk	Figl	ht	Bleed	
Linear	But	ton	ligsaw	

Date:

7/13/95

Block# / Shot#

2241



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

The second secon	3D STUDIO	ALIAS
Package and Animation Filenames	20.01	Att.
Agulum Lab Fooing Fuit Doors	3D Studio	Alias
Asylum Lab Facing Exit Doors  Characters:	00.04	/ A1:
	3D Studio	Alias
Kyle		Total 1 / 1 / 1 / 1
Dr. Rx, Transexual Nurse	1	
Annise, Gorgon, Laura, & Vincent	/	1
The Justicar	1	1
Objects:	3D Studio	Alias
Straight Jacket	1	1
	1	1
	1	/
	/	/
Background Elements	3d Studio	Alias
Asylum Lab Facing Exit Doors		- 1
Release Switch	1	/
Blood tables	1	1
Blood containers	/	7
Desk/chair	/	/
Straight Jacket	7	7

Notes:

Pivots are 2185.

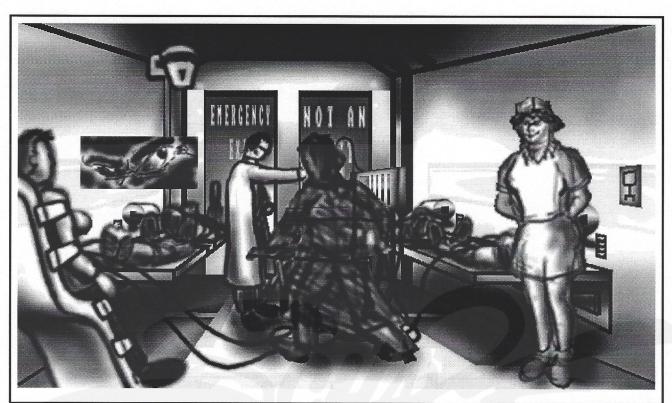
Pivot:	X	Dn:		
Dialogu	ıe:	Actio	on:	X
Static:		AV:		X
I I	Cxamin	e		
Talk	Fight		Bleed	
Linear	Butto	n	ligsaw	

Date:

7/13/95

Block# / Shot#

2242



Kyle can approach Rx closer or reapproach Rx.

		ALIAS
		America Company
ckground/Animation Filename:	3D Studio	Alias
ylum Lab Facing Exit Doors	1	-/
aracters:	3D Studio	Alias
le manufacture de la companya de la	/////	1
Rx, Transexual Nurse	J	/
nise, Gorgon, Laura, & Vincent	/	
Justicar	J	/
jects:	3D Studio	Alias
aight Jacket	1	/
	1	1
	1	- 1
ckground Flements	3d Studio	Alias
	/ /	/
	1	7
	7	7
	' <u>'</u>	<del></del>
		1
	1	<del>'</del> ,
ckground Elements vlum Lab Facing Exit Doors ease Switch ood tables ood containers sk/chair aight Jacket	/ 3d Studio / / / / /	Al

Notes:

Pivots are 2244.

Pivot:		Dn:		X
Dialo	gue:	ie: Action:		X
Static	n Ta	AV:		
	Exam	ine		
Talk	Fig	ht	Bleed	
Linear	But	tton	ligsaw	

Date:

7/13/95

Block# / Shot#

2243



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	1	1
Annise, Gorgon, Laura, & Vincent	1	/
The Justicar		1
Objects:	3D Studio	Alias
Straight Jacket	/	/
	/	/
	1	1
	/	/
Background Elements	3d Studio	Alias
Asylum Lab Facing Exit Doors	1	1
Release Switch	1	/
Blood tables	1	1
Blood containers	/	1
Desk/chair	- /	
Straight Jacket	/	/

Notes: Pivots are 2245.

Pivot: X Dn:
Dialogue: Action: X
Static: AV: X

	Examine	
Talk	Fight	Bleed
Linear	Button	ligsaw

Date:

7/13/95

Block# / Shot#

2244



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	1	1
Annise, Gorgon, Laura, & Vincent	1	1
The Justicar	1	1
Objects:	3D Studio	Alias
Straight Jacket	1	1
	1	1
	/	1
	/	
Background Elements	3d Studio	Alias
Asylum Lab Facing Exit Doors	/	1
Release Switch	/	1
Blood tables	1	1
Blood containers	/	1
Desk/chair	1	1
Straight Jacket	1	1

Notes:

Pivots are 2246.

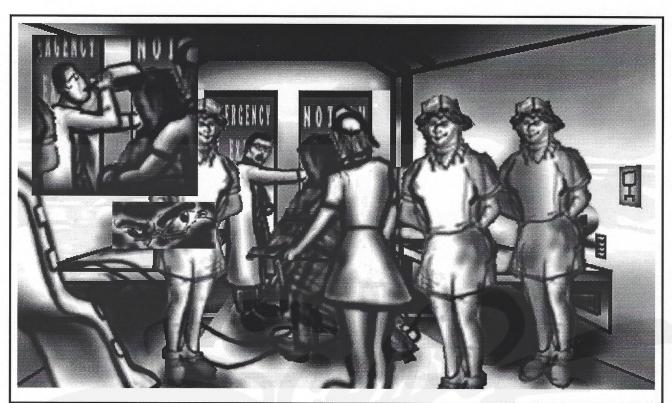
Pivot:	2	X Dn:		
Dialog	jue:	Act	tion:	X
Static		AV:		X
	Exam	ine		
Talk	Fig	ht	Bleed	
Linear	Bu	tton	ligsaw	7

Date:

7/13/95

Block# / Shot#

2245



Description: The Nurse releases Kyle.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Lab Facing Exit Doors	1	1
Characters:	3D Studio	Alias
Kyle		/
Dr. Rx, Transexual Nurse	1	/
Annise, Gorgon, Laura, & Vincent	/	1
The Justicar	1	1
Objects:	3D Studio	Alias
Straight Jacket	//	1
	1	1
	1	/
	1	1
Background Elements	3d Studio	Alias
Asylum Lab Facing Exit Doors	1	1
Release Switch	1	1
Blood tables	1	1
Blood containers		1
Desk/chair		1
Straight Jacket	/	1

Notes:

Pivots are 2247.

Pivot:		X	n:		
Dialo	gue:		\cti	on:	X
Static	. # * #		V:		X
	Exa	mine	,		
Talk	3	ight		Bleed	
Linear	В	utto	1	ligsaw	

Date:

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Block# / Shot#

2246



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	OB Studio	Allas /
Characters:	3D Studio	Alias
Kyle		/
Dr. Rx, Transexual Nurse	1	
Annise, Gorgon, Laura, & Vincent	/	/
The Justicar		1
Objects:	3D Studio	Alias
Straight Jacket	1	1
	1	1
	1	1
	/	/
Background Elements	3d Studio	Alias
Asylum Lab Facing Exit Doors	1	
Release Switch	/	1
Blood tables	1	1
Blood containers	1	/
Desk/chair	/	1
Straight Jacket	7	

## Notes:

Pivots are 2248 and 2250.

Pivot:	2	C Dn:		
Dialog	gue:	Act	tion:	X
Static	*	AV:	; ;	
	Exam	ine		
Talk	Fig	ht	Bleed	
Linear	Bu	tton	ligsaw	

Date:

7/13/95

Block# / Shot#

2247



Description: Kyle can answer Thumbs up.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Lab Facing Exit Doors	1	1
Characters:	3D Studio	Alias
Kyle		1
Dr. Rx, Transexual Nurse	/	1
Annise, Gorgon, Laura, & Vincent	1	1
The Justicar	J	1
Objects:	3D Studio	Alias
Straight Jacket	1	1
	/	1
	1	1
	-/	1
Background Elements	3d Studio	Alias
Asylum Lab Facing Exit Doors	1	1
Release Switch	/	1
Blood tables	1	1
Blood containers	1	1
Desk/chair	1	1
Straight Jacket	1	1

Notes: Pivots are 2249.

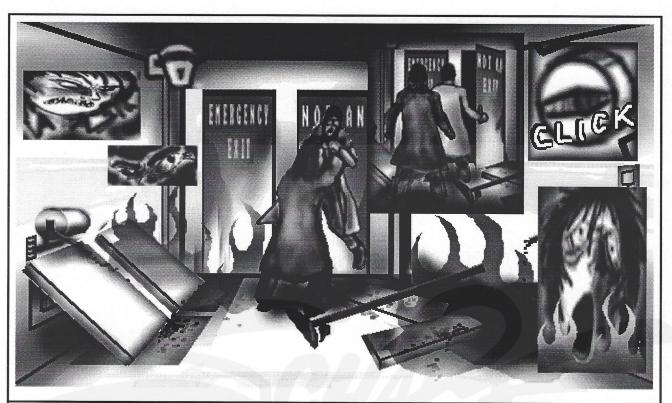
Pivot	•		Dn:	X
Dialo	gue:	X	Act	ion:
Statio	;		AV:	
	Exa	min	ie	
Talk	X	ight		Bleed
Lingar		Rutt	on T	igeny

Date:

7/13/95

Block# / Shot#

2248



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
D. I. Walt di Ell		
Background/Animation Filename:	3D Studio	Alias
Asylum Lab Facing Exit Doors	/	1
Characters:	3D Studio	Alias
Kyle		
Dr. Rx		1
	/	1
	1	1
Objects:	3D Studio	Alias
Straight Jacket	1	1
	/	1
	1	1
	/	
Background Elements	3d Studio	Alias
Asylum Lab Facing Exit Doors	1	1
Release Switch	1	1
Blood tables	/	1
Blood containers	/	11.11
Desk/chair	/	1
Straight Jacket	//////	7

Notes:

Pivots are none.

Pivot:	X	n:	
Dialogi	ue:	Action:	X
Static:		V:	X
	Examine		
Talk	Fight	Bleed	
Linear	Buttor	n ligsav	W

Date:

7/13/95

Block# / Shot#

2249



Kyle can answer Thumbs Down.

	3D STUDIO	ALIAS
Background/Animation Filename:	OD Objection	Att
	3D Studio	Alias
Asylum Lab Facing Exit Doors		1
Characters:	3D Studio	Alias
Kyle	1	/
Dr. Rx	1	/
	1	/
	1	1
Objects:	3D Studio	Alias
Straight Jacket	1	1
	1	1
	1	1
	-1	1
Background Elements	3d Studio	Alias
Asylum Lab Facing Exit Doors	1	1
Release Switch	/	1
Blood tables	1	7
Blood containers	1	/
Desk/chair		/
Straight Jacket	/	1

Notes:		
<b>Pivots</b>	are	2251.

Pivot		Dn	: X
Dialo	gue:	X Act	tion:
Static	. H * H	AV:	•
	Exan	nine	
Talk	X Fig	ght	Bleed
Linear	Ri	itton	ligeaw

Date:

7/13/95

Block# / Shot#

2250



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		1
Dr. Rx	7	1
	1	1
	1	1
Objects:	3D Studio	Alias
Straight Jacket	1	1
	/	1
	J	1
	/	/
Background Elements	3d Studio	Alias
Asylum Lab Facing Exit Doors	1	
Release Switch	/	1
Blood tables	1	1
Blood containers		/
Desk/chair		7
Straight Jacket	-/	/

N	0	te	26	2	
I A	U	~	50	>	

Pivots are 2252.

Pivot	t:	X	Dn:
Dialogue:		: X	Action:
Stati	c:		AV:
	Ex	amin	e
Talk	X	Fight	Bleed
I inco		D.,44	

Date:

7/13/95

Block# / Shot#

2251



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	1	1
Characters:	3D Studio	Alias
Kyle		/
	1	1
	1	1
	/	1
Objects:	3D Studio	Alias
	1	/
	1	1
	1	1
	1	/
Background Elements	3d Studio	Alias
Book of Nod	1	1
	1	/
	/	1
	1	/
		/
	1	1

N	ot	20	•
IA	OU	5	

Pivots are 2238.

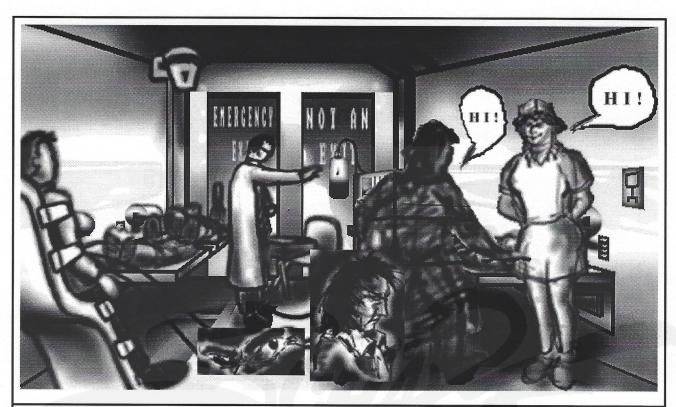
Pivot:	Х	( Dn		
Dialog	gue:	Act	tion:	X
Static		AV:	1	X
	Exami	ine		
Talk	Figl	nt	Bleed	
Linear	But	ton	ligsaw	

Date:

7/13/95

Block# / Shot#

2252



Description: Kyle can talk to the Nurse.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Lab Facing Exit Doors	/	1
Characters:	3D Studio	Alias
Kyle		/
Dr. Rx, Transexual Nurse	1	1
Annise, Gorgon, Laura, & Vincent	. /	1
The Justicar	/	1
Objects:	3D Studio	Alias

The Justicar	/	1
Objects:	3D Studio	Alias
Straight Jacket	/	1
	1	1
	1	1
	/	1
Background Elements	3d Studio	Alias
Asylum Lab Facing Exit Doors	1	/
Release Switch		1
Blood tables		1
Blood containers	1	1
Desk/chair	1	1
Straight Jacket		1

Notes:

Pivots are 2254.

Pivot:		On:	X
Dialogue:	X	Action:	
Static:		AV:	
Exar	nin	e	
Talk Fi	ght	Bleed	

Date:

Linear

7/13/95

Button

igsaw

Block# / Shot#

2253



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

	3D STUDIO	ALIAS
Background/Animation Filename:	2D Childia	Attac
Asylum Lab Facing Exit Doors	3D Studio	Alias
Characters:	3D Studio	Alias
Kyle	/ July July July July July July July July	Alias /
Dr. Rx, Transexual Nurse	,	1
Annise, Gorgon, Laura, & Vincent	/	1
The Justicar	1	1
Objects:	3D Studio	Alias
Straight Jacket	1	1
	1	1
	1	1
	/	/
Background Elements	3d Studio	Alias
Asylum Lab Facing Exit Doors	/	1
Release Switch	1	/
Blood tables	/	/
Blood containers	/	1
Desk/chair	1	1
Straight Jacket	/	/

Notes: Pivots are 2185.

Pivot:		X Dn:		
Dialo	gue:	Act	Action:	
Static		AV:		X
	Exam	ine		
Talk	Fig	ht	Bleed	
Linear	Bu	tton	ligsaw	

Date:

7/13/95

Block# / Shot#

2254



Description: Kyle can bleed the Nurse.

	3D STUDIO	ALIAS
Background/Animation Filename:	2D Chadie	Attan
Asylum Lab Facing Exit Doors	3D Studio	Alias /
Characters:	3D Studio	Alias
Kyle		14 / L
Dr. Rx, Transexual Nurse	1	1
Annise, Gorgon, Laura, & Vincent	1	/
The Justicar	1	1
Objects:	3D Studio	Alias
Straight Jacket	1	1
	1	1
	,	

	4 may 4 - 15 - 45 - 45
3D Studio	Alias
/	1
3D Studio	Alias
1	1
1	1
/	1
/	1
3D Studio	Alias
1	1
/	1
/	1
/	1
3d Studio	Alias
I	/
	1
1	
1	/
	1
1	7
	Jan Studio  / / / / 3D Studio / / 3D Studio / / / / / / / / / / / / / / / / / / /

N	0	4,	36		
IA	U	LE	7	•	

Pivots are 2256.

Pivot:		Dn:		X
Dialogu	ie:	Actio	n:	X
Static:	X	AV:		
	Examir	ie		
Talk	Fight		Bleed	
Lincor	Rutt	an l	iacom	

Date:

7/13/95

Block# / Shot#

2255



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
		Aller St. St. St.
Background/Animation Filename:	3D Studio	Alias
Asylum Lab Facing Exit Doors	1	1
Characters:	3D Studio	Alias
Kyle	1	
Dr. Rx, Transexual Nurse	1	1
Annise, Gorgon, Laura, & Vincent	/	/
The Justicar	1	1
Objects:	3D Studio	Alias
Straight Jacket	1	/
	/	1
	1	1
	/	-/-
Background Elements	3d Studio	Alias
Asylum Lab Facing Exit Doors	/	/ 11.00
Release Switch	/	//
Blood tables	/	<del>'</del>
Blood containers	/	7
Desk/chair	7	7
Straight Jacket	/	/

Notes:

Pivots are 2185.

Pivot:	X	Dn:	
Dialogu	ıe: X	Action:	
Static:		AV:	X
	Cxamin	ie 📗	
Talk	Fight	Bleed	X
Lincor	D.,44	I I I I I I I I I I I I I I I I I I	

Date:

7/13/95

Block# / Shot#

2256



Description: Kyle can fight the nurse.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Lab Facing Exit Doors	1	1
Characters:	3D Studio	Alias
Kyle		1
Dr. Rx, Transexual Nurse	1	1
Annise, Gorgon, Laura, & Vincent	1	1
The Justicar	1	1
Objects:	3D Studio	Alias
Straight Jacket	. /	1
	1	1
	1	1
	/	1
Background Elements	3d Studio	Alias
Asylum Lab Facing Exit Doors	1	/
Release Switch	/	/
Blood tables	7	7
Blood containers	/	/
Desk/chair	1	/
Straight Jacket	// /	/

Notes:		
<b>Pivots</b>	are	2258

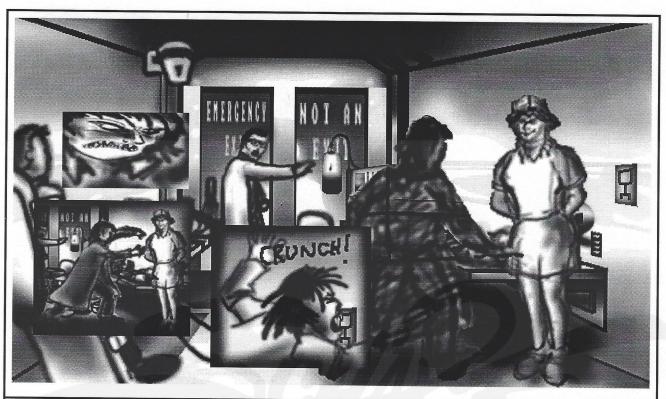
Pivot:	Pivot: Dialogue:		On: Action:		
Dialo					
Static		A	V:		
	Exam	ine			
Talk	Fig	ht	X	Bleed	
Linear	But	ton		igsaw	

Date:

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Block# / Shot#

2257



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:	2D Studio	Alina
Asylum Lab Facing Exit Doors	3D Studio	Alias
Characters:	3D Studio	Alias
Kyle	/	/ (1145
Dr. Rx, Transexual Nurse	1	7
Annise, Gorgon, Laura, & Vincent	/	/
The Justicar	1	/
Objects:	3D Studio	Alias
Straight Jacket	1	/
	/	1
	/	1
	/	/
Background Elements	3d Studio	Alias
Asylum Lab Facing Exit Doors	1	/
Release Switch	1	/
Blood tables		/
Blood containers	1	/
Desk/chair	/	/
Straight Jacket	1	1

Notes:	
Divete eve	2405

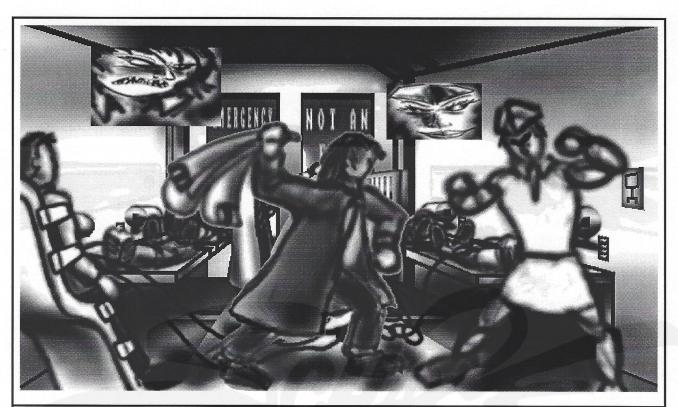
<b>Pivot</b>	: X		Dn:			
Dialo	gue:	X	Action:			
Static	. # '#		41	J:		X
	Exa	min	e			
Talk	F	ight		X	Bleed	
Linear	В	utto	n		ligsaw	

Date:

7/13/95

Block# / Shot#

2258



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	1	11-11-
Dr. Rx, Transexual Nurse	1	1
Annise, Gorgon, Laura, & Vincent	1	1
The Justicar	1	1
Objects:	3D Studio	Alias
Straight Jacket	1	1
	/	1
	1	1
	1	/
Background Elements	3d Studio	Alias
Asylum Lab Facing Exit Doors		1
Release Switch	1	/
Blood tables	1	1
Blood containers	/	/
Desk/chair	1	1
Straight Jacket		

# Notes:

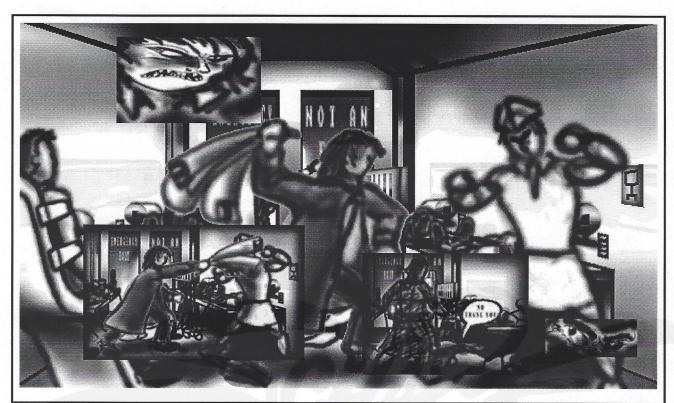
Pivots are 2260.

Pivot:			Dn:		X
Dialog	gue:	X	Acti	on:	
Static	:		AV:		
	Exai	nin	ıe		
Talk	F	ight	X	Bleed	
Linear	В	utte	on	ligsaw	

Date:

7/13/95

Block# / Shot#



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	1	1
Characters:	3D Studio	Alias
Kyle		/
Dr. Rx, Transexual Nurse	1	- /
Annise, Gorgon, Laura, & Vincent	1	/
The Justicar	7	-I
Objects:	3D Studio	Alias
Straight Jacket	1	1
	1	1
	/	1
	1	1
Background Elements	3d Studio	Alias
Asylum Lab Facing Exit Doors	1	/
Release Switch	1	1
Blood tables	1	1
Blood containers	7	7
Desk/chair		7
Straight Jacket	/	/

Notes:

Pivots are 2185.

Pivot:		X	On:				
Dialog			Dialogue: X Ac		Acti	ction:	
Static			AV:		X		
	Exa	mine	)				
Talk	3	ight	X	Bleed			
Linear	E	Butto	n	ligsaw			

Date:

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Block# / Shot#

2260



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

	3D STUDIO	ALIAS
Background/Animation Filename:	2D Chudia	Alles
Asylum Lab Facing Exit Doors	3D Studio	<u>Alias</u>
Characters:	2D 041!-	/ A1:
	3D Studio	Alias
Kyle Dr. Rx, Transexual Nurse	7	/
Annise, Gorgon, Laura, & Vincent	/	/
The Justicar	/	/
Objects:	3D Studio	Alias
Straight Jacket	1	/
	1	1
	1	1
	,	
Background Elements	3d Studio	Alias
Asylum Lab Facing Exit Doors	/ /	Allas /
Release Switch	7	<del>'</del> ,
Blood tables	<u> </u>	7
Blood containers	7	<del>'''</del>
Desk/chair	1	7
Straight Jacket	1	7

Notes:

Pivots are 2244.

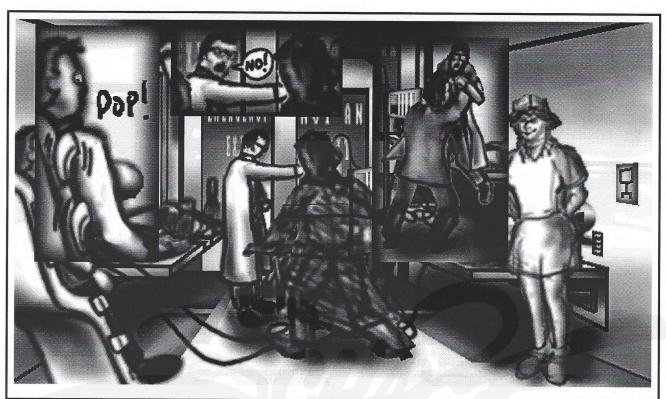
Pivot:	X	Dn:	
Dialog	ue:	Action:	X
Static:	X	AV:	
]	Examir	e	
Talk	Fight	Blee	ed
Linear	Butt	on ligs:	aw

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Block# / Shot#

2261



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	1	1
Annise, Gorgon, Laura, & Vincent	1	/
The Justicar	1	1
Objects:	3D Studio	Alias
Straight Jacket	1	1
	1	1
	1	1
	1	/
Background Elements	3d Studio	Alias
Asylum Lab Facing Exit Doors	1	1
Release Switch	1	7
Blood tables	/	1
Blood containers	/	1
Desk/chair	7	1
Straight Jacket	/	/

Notes:		
Pivots	are	none.

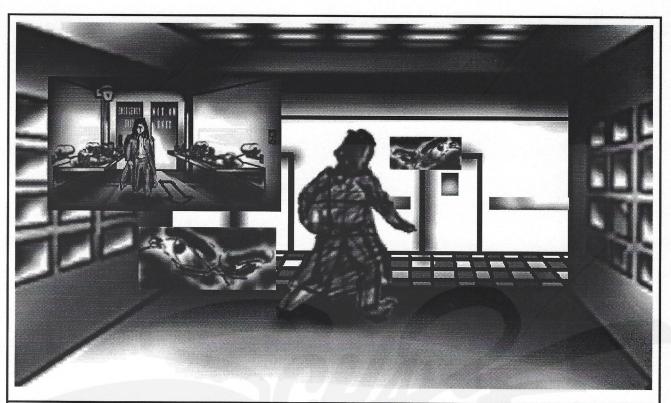
Pivot:	ı	X Dn:		
Dialog	gue:	Act	ion:	X
Static		AV:		X
	Exa	mine		
Talk	F	ight	Bleed	
Linear	В	utton	ligsaw	

Date:

7/13/95

Block# / Shot#

2262



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		//
	1	1 /
	1	1
	1	- 1
Objects:	3D Studio	Alias
	1	1
	-/	1
	/	1
	1	/
Background Elements	3d Studio	Alias
Asylum Lab Facing Vault/Corridor	1	1
	1	1
		1
	/	
	1	
	/	1

Notes: Pivots are 2173.

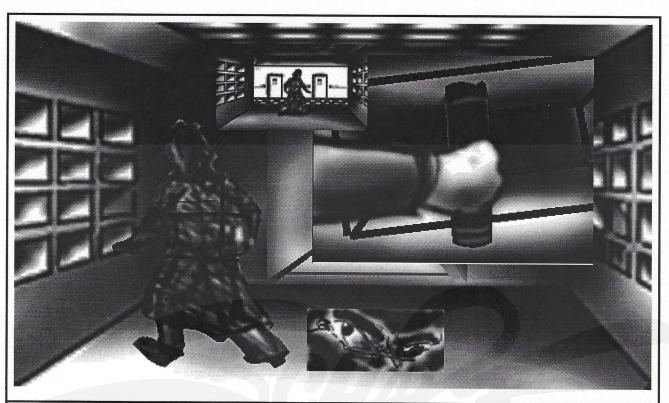
Pivot:		Dn:	X
Dialogi	ie:	Action:	X
Static:	X	AV:	
	Examin	ie	
Talk	Fight	Bleed	
Linear	Rutt	on liggor	,

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Block# / Shot#

2263



Kyle can take the Malkavian Book of Nod piece.

	3D STUDIO	ALIAS
Background/Animation Filename:	3D Studio	Alias
Asylum Vault Facing Wall of Shelves	/ /	Allas /
Characters:	3D Studio	Alias
Kyle		/
		1
		1
	1	/
Objects:	3D Studio	Alias
Malkavian Book of Nod piece	1	1
	1	1 - 1
	1	1
Deskaraund Flamente	0.1.0(-1)	/
Background Elements	3d Studio	Alias
Asylum Vault Facing Wall of Shelves	1,	/
Malkavian Book of Nod piece	/,	/
	/,	
	/,	
	/,	
		1

Notes:

Pivots are 2173.

Pivot:		Dn:	X
Dialogu	ıe:	Action:	X
Static:	X	AV:	
E	xamin	ie	
Talk	Fight	Bleed	
Linear	Rutt	on linear	,

Date:

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Block# / Shot#

2264