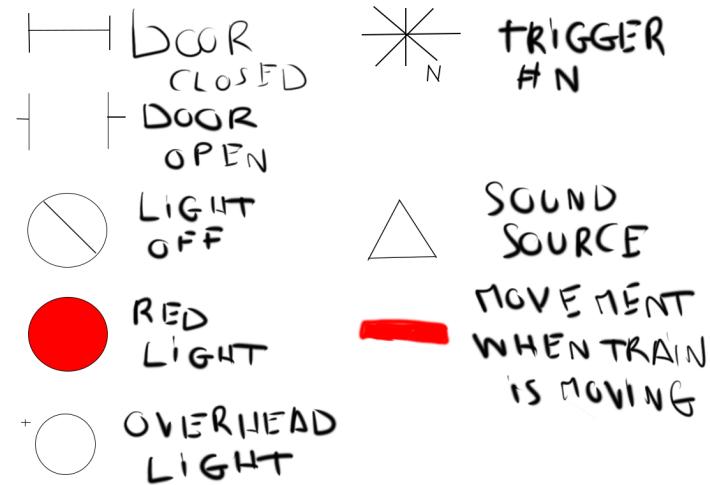
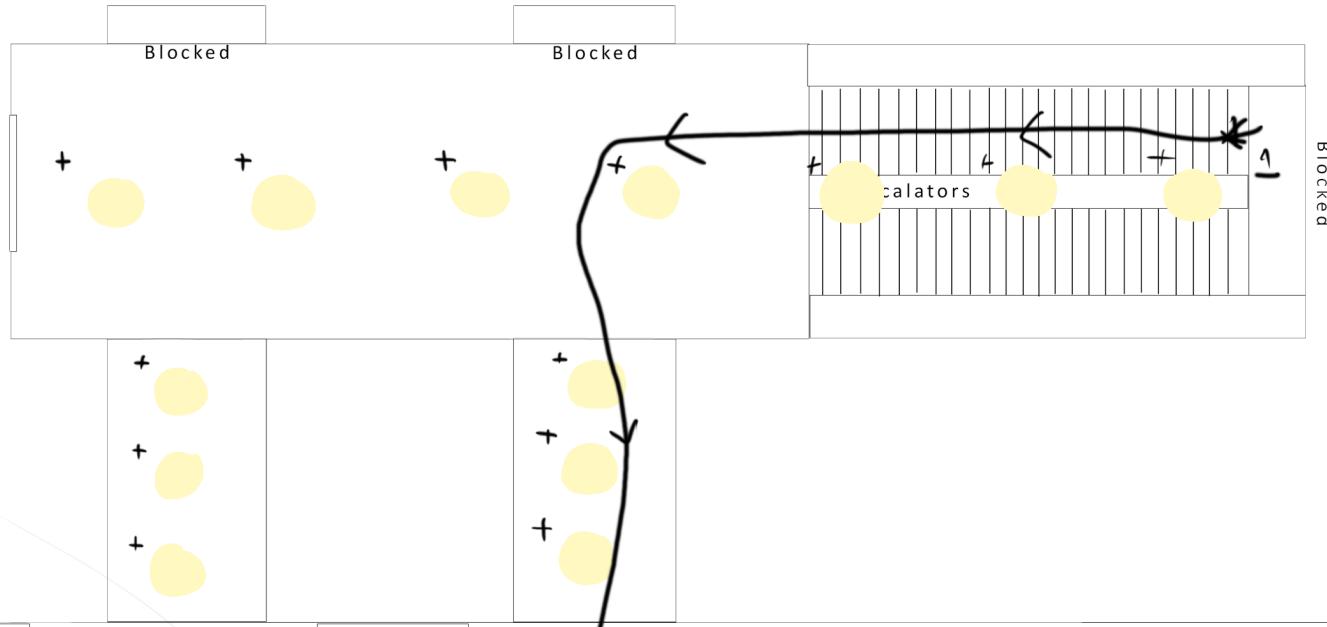


Loop O

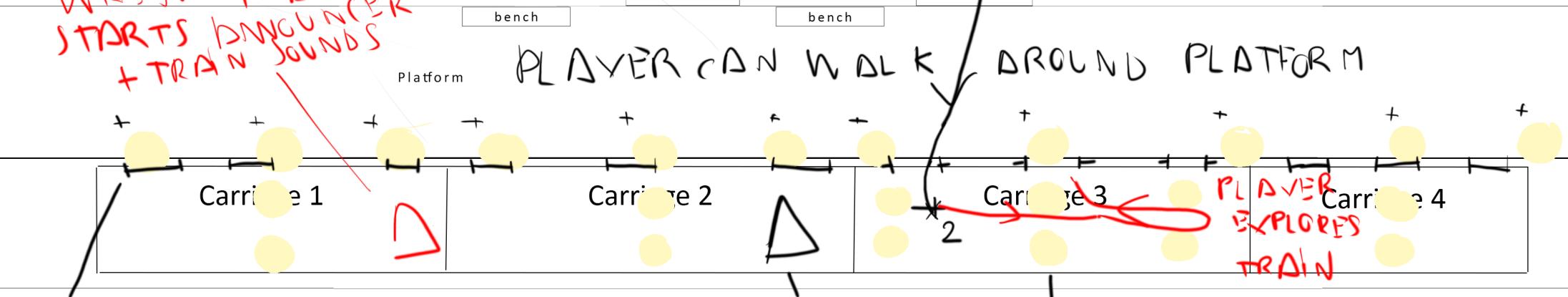
LEGEND:



- *₁ SOUND OF TRAIN DRIVING AND DOORS OPENING. ALSO FIRST TRAIN ANNOUNCER MESSAGE
- *₂ TRAIN STARTS MOVING WHEN PLAYER ENTERS CARRIAGE 3



WHEN TRAIN STARTS DRIVING + TRAIN SOUNDS



OVERHEAD
LIGHTS ON PLATFORM CEILING

TRAIN
ARRIVING
+
DOORS OPENING

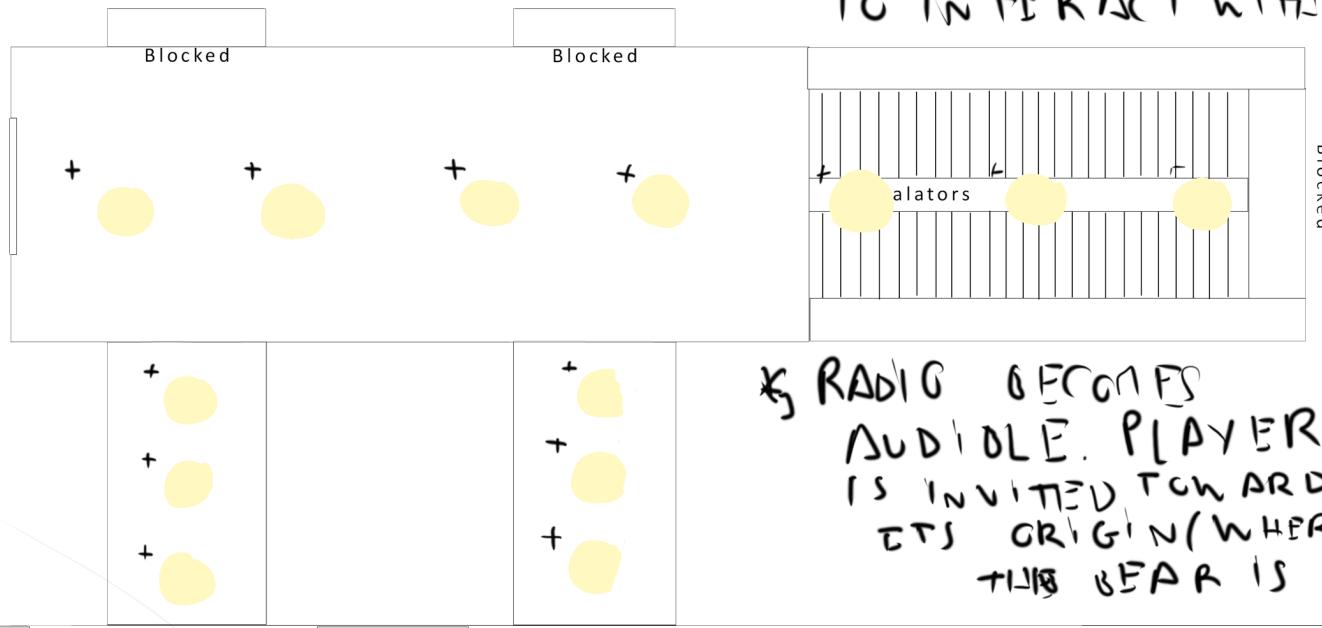
LIGHTS AT HEAD LEVEL
INSIDE TRAIN

Loop 1

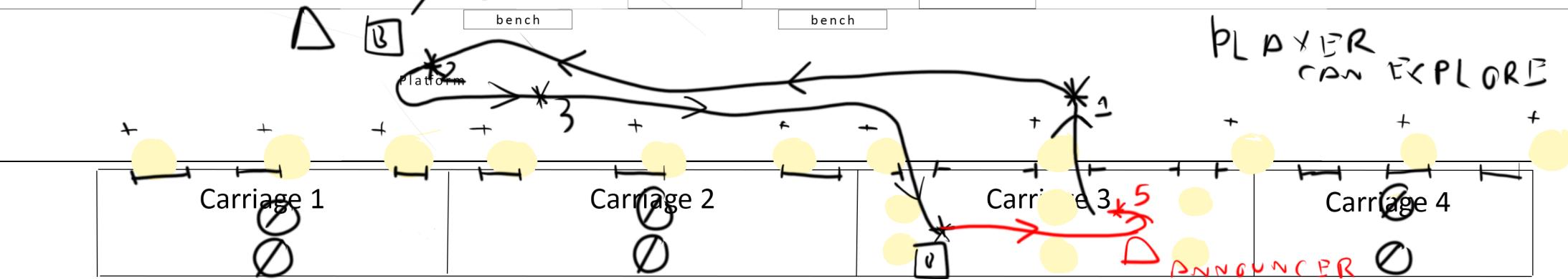
LEGEND:



- *₂ PLAYER INTERACTS WITH THE
DEAR AND THE DOORS OPEN
FOR CARRIAGE 3. + ANNOUNCER
- *₄ A "CLOSE DOOR" BUTTON IS IN THE
CARRIAGE, LIT AND INVITING PLAYER
TO INTERACT WITH IT



X RADIO BECOMES
AUDIOLÉ. PLAYER
IS INVITED TOWARDS
ITS ORIGIN (WHERE)
THE BEAR IS



~~AS YOU ARE IN THE CARRIAGE~~ ~~TRAVEL~~ ~~TO THE DOORS~~ ~~START KEEPING~~ ~~CONSTANTLY UNTIL~~
THE DOORS START KEEPING CONSTANTLY UNTIL
YOU ENTER THE CARRIAGE AND PRESS THE
START BUTTON

Loop 2

LEGEND:

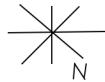
H DOOR
CLOSED
DOOR OPEN

(\times) LIGHT OFF

RED LIGHT

+ OVERHEAD LIGHT

BABY HOWLING



TRIGGER #N



SOUND SOURCE

MOVEMENT
WHEN TRAIN
IS MOVING



UNCOMFORTABLE BUZZING FROM POSTERS

AND INTERACT

EFFECT

Blocked

Blocked

Blocked

PLAYER

JACK TO CENTER

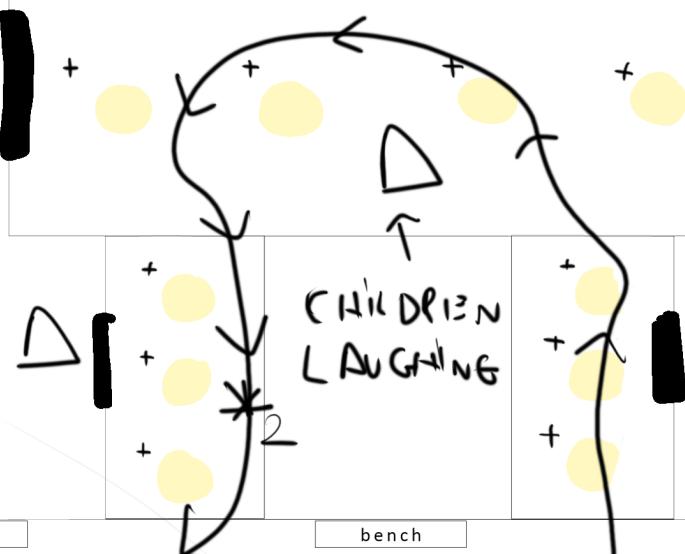
AND BABY SPRT

HOWLING

Blocked



Escalators



bench

bench

Platform

Carriage 1

Carriage 2

Carriage 3

Carriage 4

Carriage 1

Carriage 2

Carriage 3

Carriage 4

POSTERS THAT NEED
TO BE RIPPED
OFF

*2 3 LIGHTS

AT THE END
OF PLATFORM
SWITCH ON

ONCE ALL POSTERS ARE
RIPPED OFF, LIGHTS
INSIDE CARRIAGE 3 SWITCTHON WITH DOORS

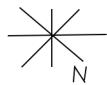
car crash sounds

DURING TRAIN RIDE

Loop 3

LEGEND:

H DOOR
CLOSED



TRIGGER
IN

H DOOR
OPEN

LIGHT
OFF

RED
LIGHT

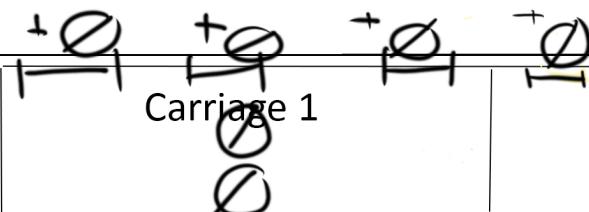
OVERHEAD
LIGHT

LOUD
BREATHING TOO



bench

Platform



Carriage 1

Carriage 2

Carriage 3

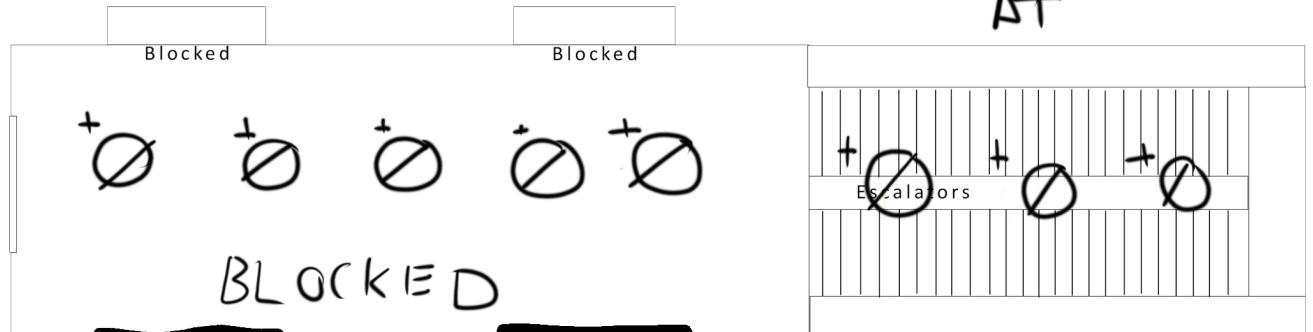
Carriage 4

RADIO
SEGMENT ON
MENTAL HEALTH

CRASH SOUNDS AGAIN

*₁ FRIDGE DOOR IS OPEN AND CLOSES
ABRUPTLY WHEN PLAYER
APPROACHES LIGHTS IN CARRIAGE ^{SUMMER}
_{OFF}

*₂ TRIGGER ANNOUNCES IT + FRIDGE
PHOTOS ARE LOOKED
AT



BLOCKED



KITCHEN

IF PLAYER
GOES IN DARKNESS,
HEAR LOUD
BREATHING



Loop L

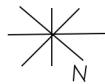
LEGEND:

DOOR
 CLOSER
 DOOR
 OPEN

LIGHT
 OFF

RED
 LIGHT

OVERHEAD
 LIGHT

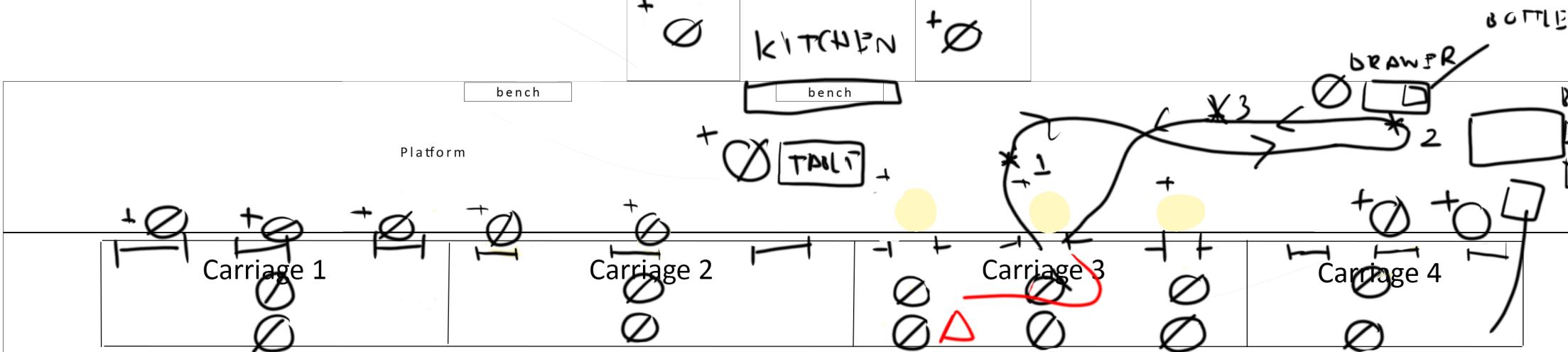
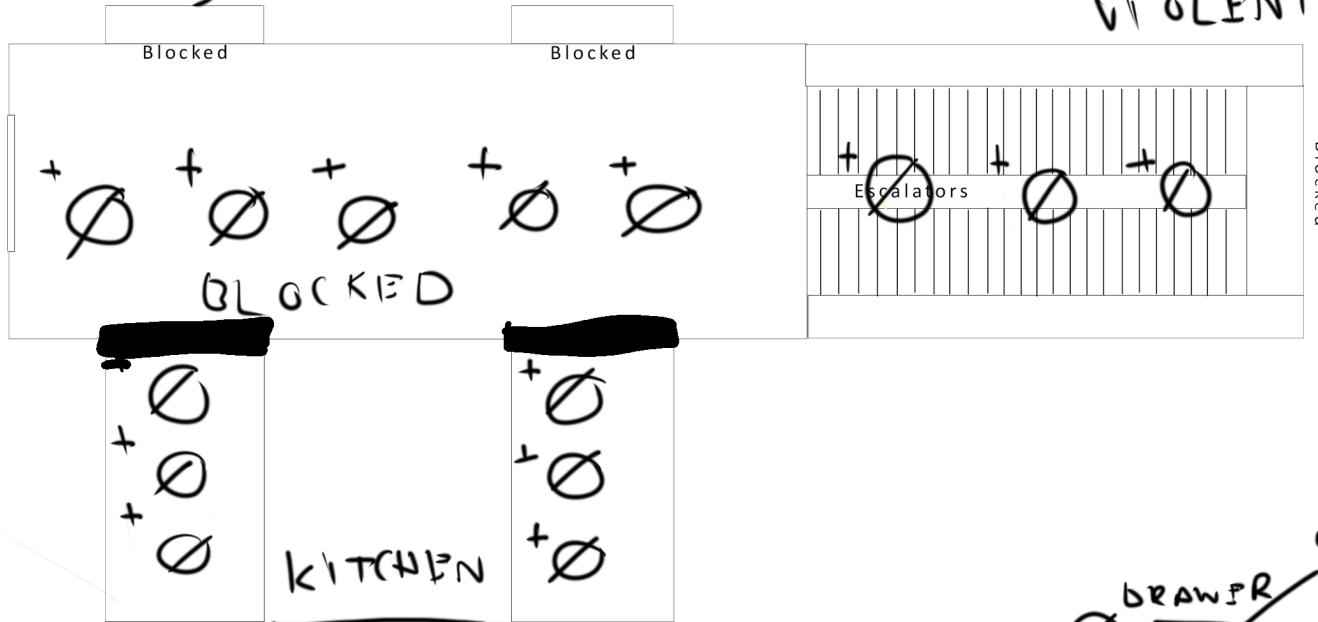


TRIGGER
IN



SOUND
 SOURCE
 MOVEMENT
 WHEN TRAIN
 IS MOVING

- *₁ SOUNDS OF BOTTLE FALLING FROM THE BEDROOM (IN THE DARKNESS). THEN THE BEDROOM LIGHT SWITCHES ON.
- *₂ TRAIN DOORS OPEN
- *₃ BANGING FROM FRIDGE STARTS. VERY VIOLENT.



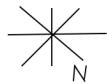
CAR CRASHES
 SOUNDS AGAIN

FRAMED
 PICTURES
 PL A VER
 CAN LOOK AT

Loop 5

LEGEND:

|-| DOOR
CLOSED
|-| DOOR
OPEN



TRIGGER
#N

(circle with slash) LIGHT
OFF



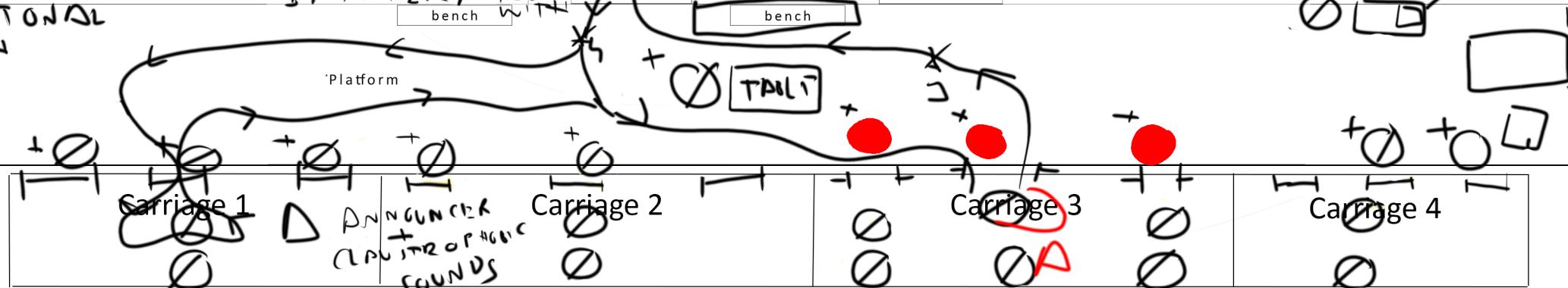
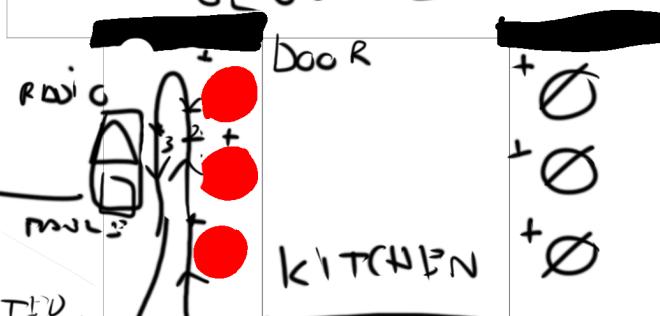
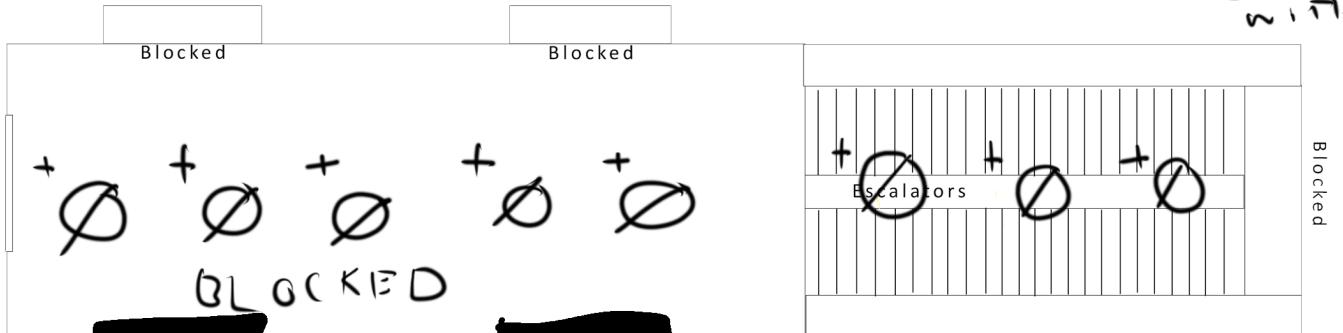
SOUND
SOURCE
MOVEMENT
WHEN TRAIN
IS MOVING

● RED
LIGHT



OPTIONAL
PATH

NOTE:
WITH
ANNOUNCER
IF INTERACTED



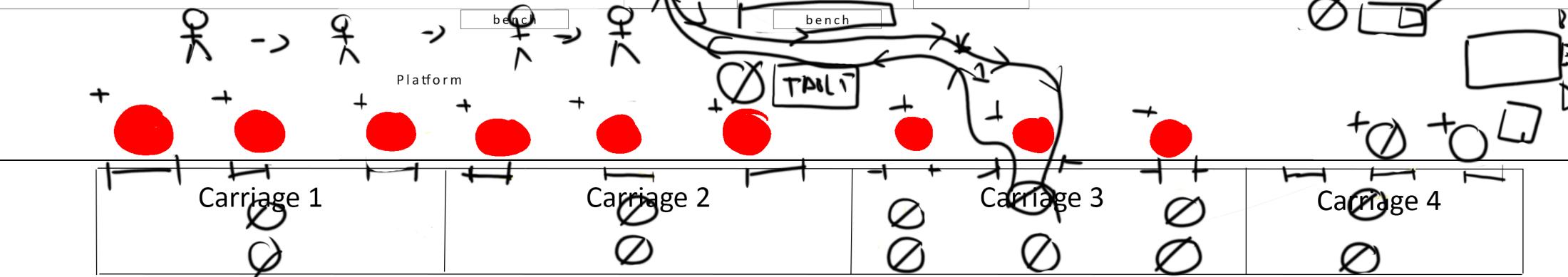
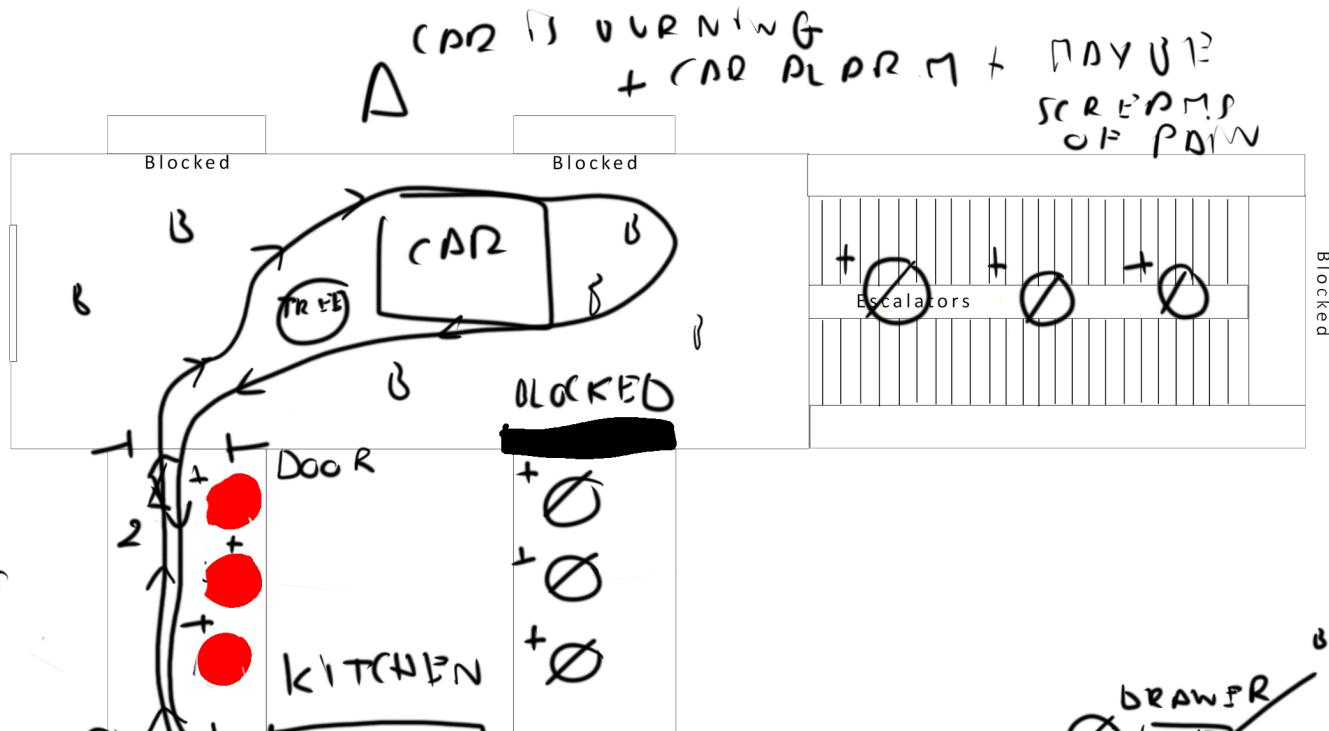
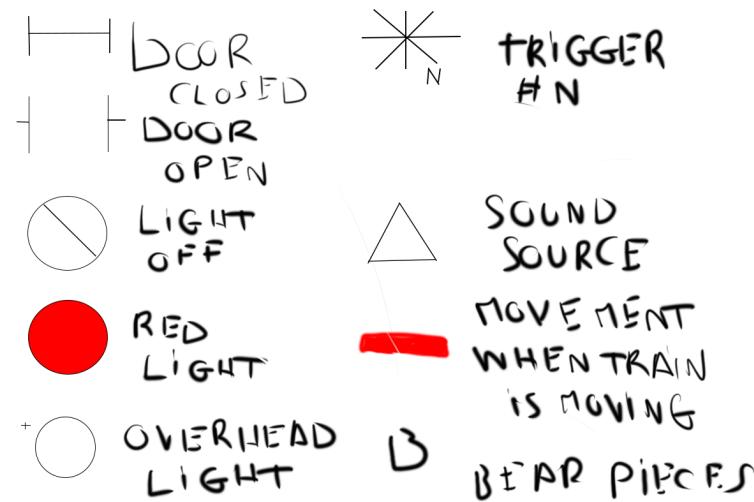
*₄ CARRIAGE 1 DOORS ARE OPEN
AND LIGHTS ARE ON. IF PLAYER
GOES IN, DOORS CLOSE BEHIND. LIGHTS IN SAME CARRIAGE
SWITCH OFF.

*₅ RADIO STARTS PLAYING
DOOR STARTS BONGING
VERY VIOLENTLY. THEN STOPS AFTER
ANNOUNCER VOICE STARTS
WHEN NOTE
INTERACTED WITH

Loop 6

X₂ VISION IS OLOUDY WITH POST FX,
FACT INTERACTION MAKES IT LESS
+ ANNOUNCER SPEAKS SO

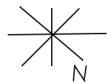
LEGEND:



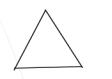
X₃ LIGHTS AT END OF PLATFORM SWITCH ON AND OFF WITH SILHOUETTE (SCREAMING) GETTING CLOSER.
ONLY DARKNESS REMAINS

Loop 7

LEGEND: C CANDLE



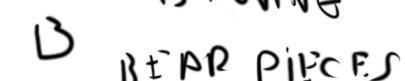
trigger
#N



SOUND
SOURCE

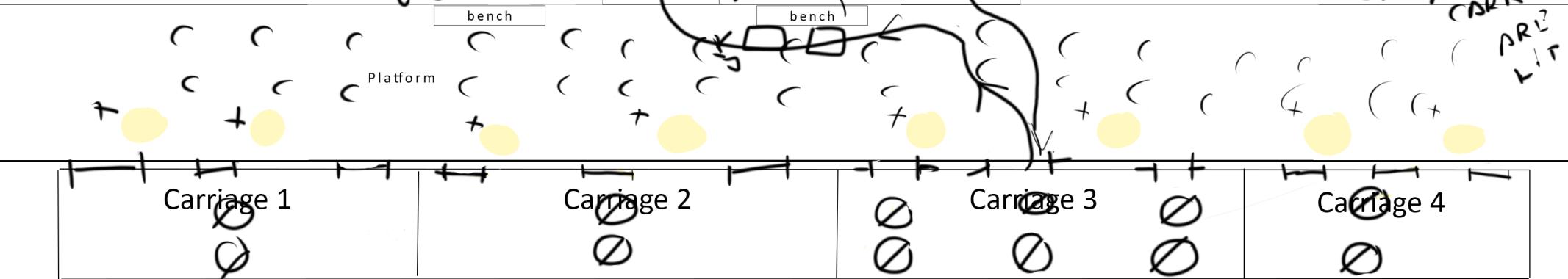


MOVEMENT
WHEN TRAIN
IS MOVING



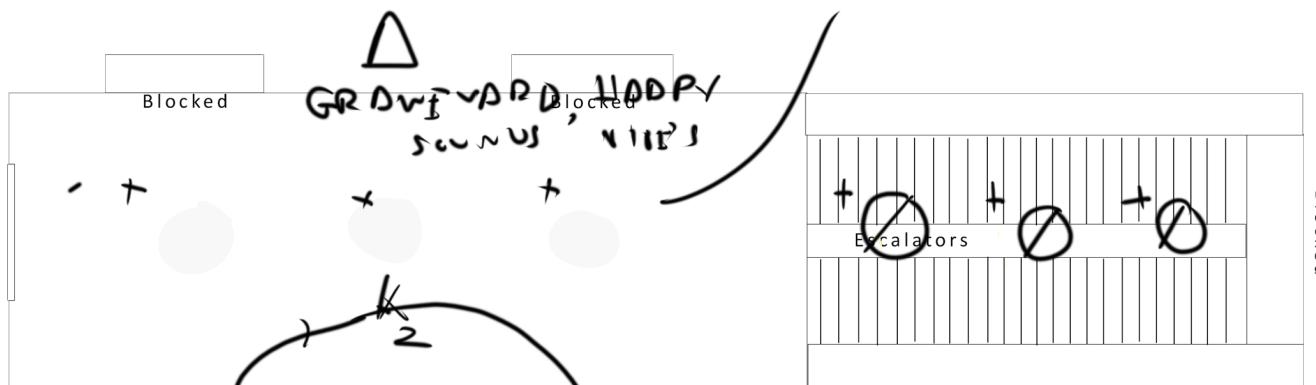
BEAR PICTURES

DIM LIGHTS VIGIL VOLT



* LOOK AT PICTURES OF KIDS
* FIND HUSBANDS TOMBSTONE

MOON LIT ATMOSPHERE



CAN BOARD ON TRAIN LAST LOOP. PLAT FORMS