

Asylum

A TEAM EPIC PRODUCTION

The player wakes up in the communal room of what appears to be a mental hospital. The Player is not aware of their identity, the location of the Asylum, nor how they came to be in their present situation. A bell rings and The Player stands and starts walking towards the medication window. (The Player gains control of the character at this point)

We find, as the story unfolds through various medical charts, logs, and various (primitive?) recordings, that The Player is a survivor of a recent massacre performed by a cult whom worshiped evil Jinn (Islamic deamons. Part of the 3 sapient creatures of God: Humans, Angels, and Jinn). As the story unfolds we find that the player was apparently connected to the cult. While the story will suggest that The Player is deeply involved, the true nature of their involvement will remain unclear until the final act.

ACT I:

- Player awakens and takes control while in communal room.
- The player goes to the infirmary medication window so they can take their medication, but another patient has a violent outburst, which causes the player to drop their pills. (and thus, miss their dose).
 - An audio clip/medical chart will reveal the fate of this patient.
- The Player starts to have lucid moments as they explore their environment.
 - The player overhears the word “Jinni” and suddenly recalls part of the massacre.
 - Jinni is a reference to an individual Jinn.
 - NPC’s will occasionally shift to appear deformed and slightly demonic.
 - Quick flashes at first that slowly raise horror meter.
 - Longer flashes as the game progresses, which can only be stopped by various calming objects, such as keep sakes, the player’s room/bed, medication, etc...
- In between the various shifts in reality, the player will find themselves seeing various doctors or nurses that seem to always be at the Asylum. These NPC’s will be briefly distracted or called away allowing the player to sneak around and gain access to various files and logs containing the player’s backstory.
 - The player will learn they are a survivor of a major massacre.
 - The massacre was committed by an Evil Jinn worshipping cult.
 - Details of the massacre are fuzzy, with very few witnesses.
 - The player was badly wounded, but survived against all odds.
 - All witnesses and survivors are in the Asylum with the player.
 - There are missing witnesses and survivors.
 - Some are in isolation.
 - Some are dead (and eventually found in the morgue).

- Some are missing entirely (and will never be found, but explained in one of the various logs the player will pick up).
- The staff will become increasingly suspicious of the player as they progress through the story, which triggers the longer flashes.
- Once all initial backstory pieces are collected, the staff will come for the player in the deformed reality, which won't stop until the horror meter is close to full, at which point the player passes out.
 - The final piece will be from a fellow survivor, which contains information that the cult was trying to bring a Jinn to Earth.
 - The "freak out" was an early attempt by the Jinn to take control of the player, which fails and leaves the Jinn weak.
- The player wakes up in the normal reality and in a procedure room where they are strapped down to the table.
 - A nurse and doctor are also in the room discussing the player's situation, heavily suggesting the player is being more of a prisoner than a patient.
 - The doctor gives the player a dose of medication, which makes the player fall asleep. As the player dozes off, he hears that "The Father" will be arriving soon.

ACT II:

- The player will awake to find themselves solely in the deformed reality.
- The story will still unfold through various medical logs and NPC's.
 - The player was dressed in clothing similar to the cult.
 - The player was injured by one of the cultist weapons.
 - There was a police response, and some of the officers were killed.
 - The cult is connected to the Asylum, and it is revealed that some of the staff members are really cult members. These are not the cult members from the massacre, but additional members who were not present at the massacre.
 - Differentiate from others by tattoos or other markings
- During the unfolding events, various NPC's will pursue the player causing the horror meter to rise.
 - The player will still be able to use their calming objects, medications, etc... to reduce the horror meter.
- The player finds out that they are possessed by the Jinn, and that they are struggling against the possession.
 - We find that the player was in a dream state created by the Jinn to break the player's resolve while they were unconscious from the drugs. However, all the information learned is accurate and based in reality.
- The player will soon find themselves waking up, still strapped down to the table.
 - The player has awoken earlier than they doctor intended, due to the regenerative powers of the Jinn.
 - The Church is behind the Asylum and the disappearance of the various patients. They are trying to discover which patient is possessed by the Jinn.

- The Father walks into the room, and we find that he is a priest and completely prepared to perform an exorcism on the player
 - As The Father starts the exorcism, the cult members that have infiltrated the Asylum attack the staff members and clergy and set the player free.

ACT III:

- The Player will be running from the Asylum staff and clergy as they try and escape. The Player will essentially have to escape the Asylum from the top most floor and/or furthest point from the entrance lobby.
- The Player will be in the normal reality. However, some of the Nurses and Doctors will still appear deformed and affect the player's horror meter.
 - The player is becoming overwhelmed by the Jinn possession. His power is increasing and it is more difficult for the player to hold him at bay.
 - The cult did not perform the ritual correctly, and the Jinn arrived too weak to immediately take control of the player. However, the longer the Jinn is in our realm and in possession of the players body, the strong he becomes.
 - Everyone was brought to the Asylum once the police arrived and took control of the situation.
 - The cult was responsible for causing the patient to freak out at the beginning of the game, which cause the player to miss their dose of medicine. The medicine was keep the player, and other patients, in a semi-catatonic state until the doctors could figure out which patient was possessed.
- One of the final pieces of back story to be revealed is that The Player was targeted by the cult as the prime host for the Jinn. The massacre took place in an abandoned mall, and many homeless and other "undesirables" were used for the blood sacrifice.
 - It remains unknown how the police found out, though we could do some kind of "will of God" explanation.
- The Jinn will continue to try and horrify The Player as they flee the staff and clergy.
- The Player will ultimately be overwhelmed as they approach the entrance lobby to escape the Asylum.
 - This could be through divine intervention. Such as the Archangel Michael arriving at the last second and distracting and/or eventually incapacitating The Player/Jinn so the exorcism may be performed.
- As the game comes to a close, The Father performs the exorcism on The Player. The Jinn is banished from earth, and The Player dies from the ritual.

Win Condition:

Player dies, Jinn exorcised

Lose Condition:

Player becomes horrified and is taken over by the Jinn.

The Horror Meter and what it means to the story and the game:

The Horror meter will essentially represent the player's resolve, will power, mental capacity, etc... to resist the Jinn. If the meter is empty, the player is in no danger of being taken over by the Jinn. If the meter is full, the player will lose all sense of himself and submit to the will and authority of the Jinn. The player won't die, but be trapped in his own mind and left helpless to observe the horrors that the Jinn will bring to the Earth.

- Calming Items:
 - Pills
 - Bedroom/Bed
 - Keep sakes (player's watch, ring(s), pictures, etc...)
 - They might not readily mean anything to the player, but will still bring a calming and relaxing effect.
- Do we want a "meditation" option that will allow the player to meditate to lower horror? Such as holding the L and R joysticks in certain positions for an amount of time to decrease the meter.
- The Jinn is trying to break the player's resolve by frightening him to the point that his mind breaks and submits the will of the Jinn.

Story Notes:

- Patient outburst at the beginning was a result of the cult members infiltrating the staff and inducing a psychotic episode. This was to throw off the doctors and nurses to allow the Jinn more time to gain control of the player. An exorcism was performed on the patient, but they died during the ritual. An autopsy reveals that the episode was induced with drugs.
- The player was able to survive their wounds because of their possession by the Jinn, which bestows limited, but powerful, regenerative abilities. Though it did cause the player to suffer from amnesia.