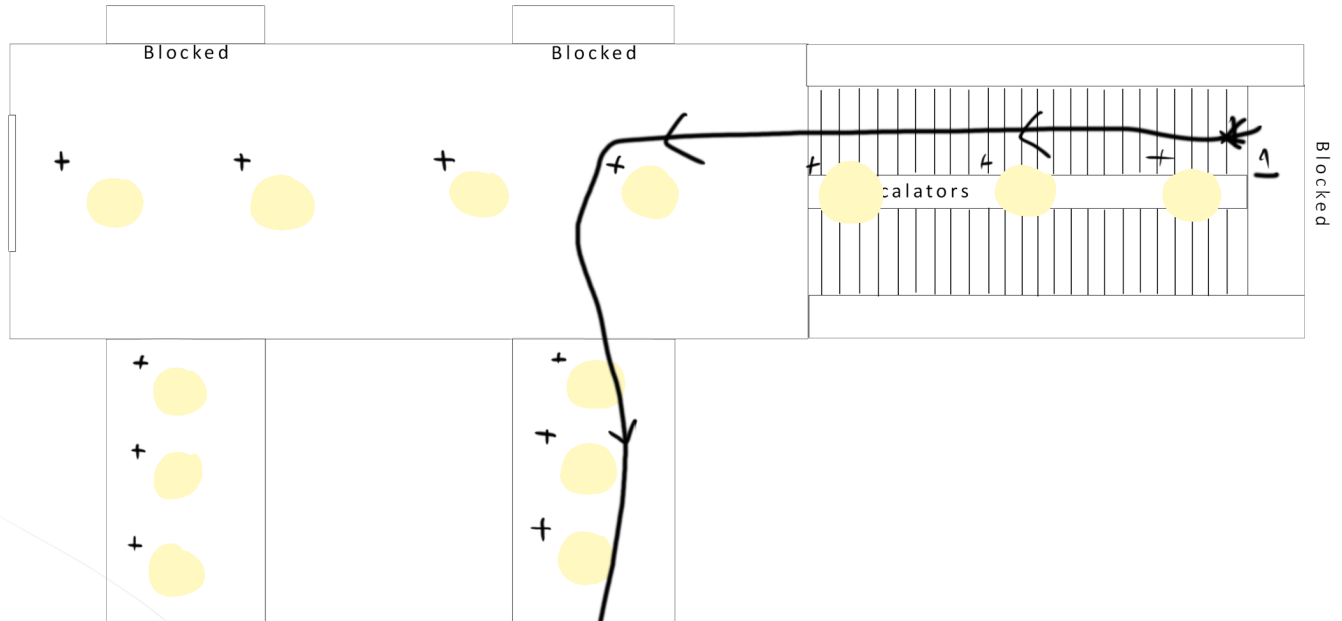


# Loop 0

## LEGEND:

- ⌋⌋ DOOR CLOSED
- ⌋⌋ DOOR OPEN
- ⊘ LIGHT OFF
- RED LIGHT
- + ○ OVERHEAD LIGHT
- ⋆ TRIGGER #N
- △ SOUND SOURCE
- MOVEMENT WHEN TRAIN IS MOVING

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



WHEN TRAIN STARTS ANNOUNCER + TRAIN SOUNDS

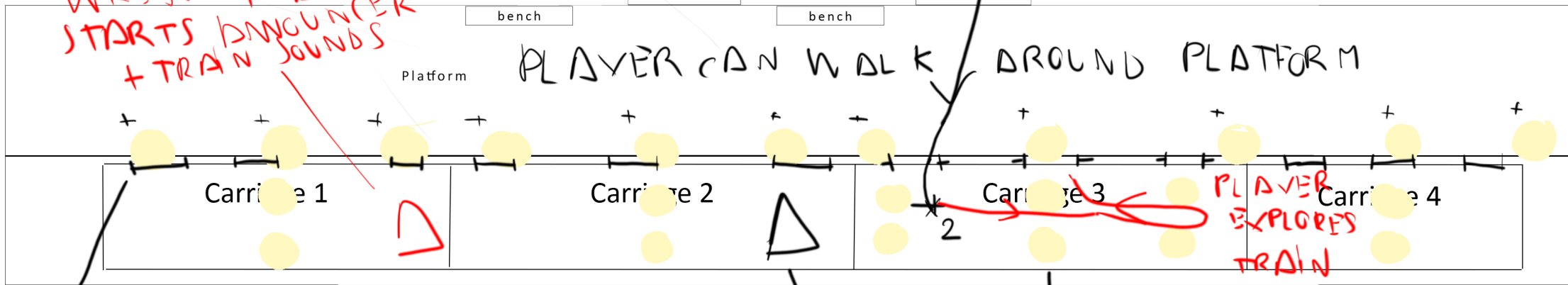
PLAYER CAN WALK AROUND PLATFORM

PLAYER EXPLORES TRAIN

OVERHEAD LIGHTS ON PLATFORM CEILING

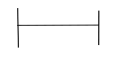
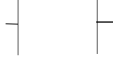

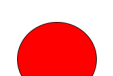
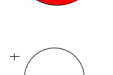



TRAIN DRIVING + DOORS OPENING

LIGHTS AT HEAD LEVEL INSIDE TRAIN



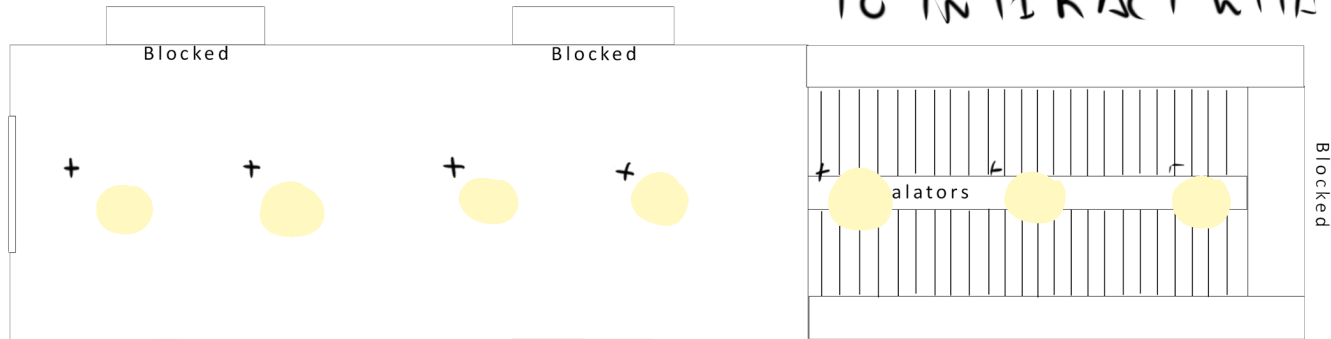
# Loop 1

## LEGEND:

-  DOOR CLOSED
-  DOOR OPEN
-  LIGHT OFF
-  RED LIGHT
-  OVERHEAD LIGHT
-  TRIGGER #N
-  SOUND SOURCE
-  MOVEMENT WHEN TRAIN IS MOVING

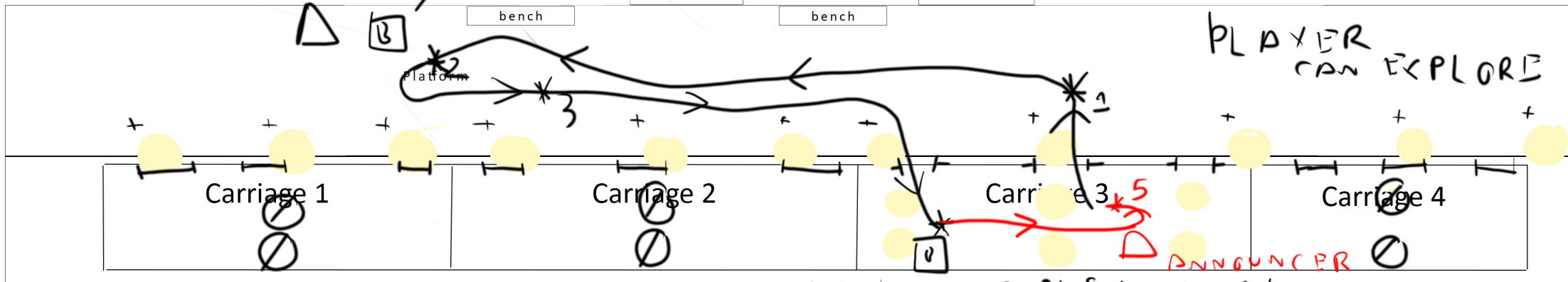
\*<sub>2</sub> PLAYER INTERACTS WITH THE DOOR AND THE DOORS OPEN FOR CARRIAGE 3. + ANNOUNCER

\*<sub>4</sub> A "CLOSE DOOR" BUTTON IS IN THE CARRIAGE, LIT AND INVITING PLAYER TO INTERACT WITH IT



\*<sub>5</sub> RADIO BECOMES AUDIBLE. PLAYER IS INVITED TOWARDS ITS ORIGIN (WHERE THE BEAR IS)

PLAYER CAN EXPLORE




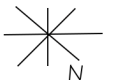




\*<sub>3</sub> THE DOORS START BEEPING CONSTANTLY UNTIL YOU ENTER THE CARRIAGE AND PRESS THE START BUTTON

\*<sub>5</sub> LIGHTS FLICKER INSIDE TRAIN + SHADOW OF TRAIN IN CARRIAGE

# Loop 2

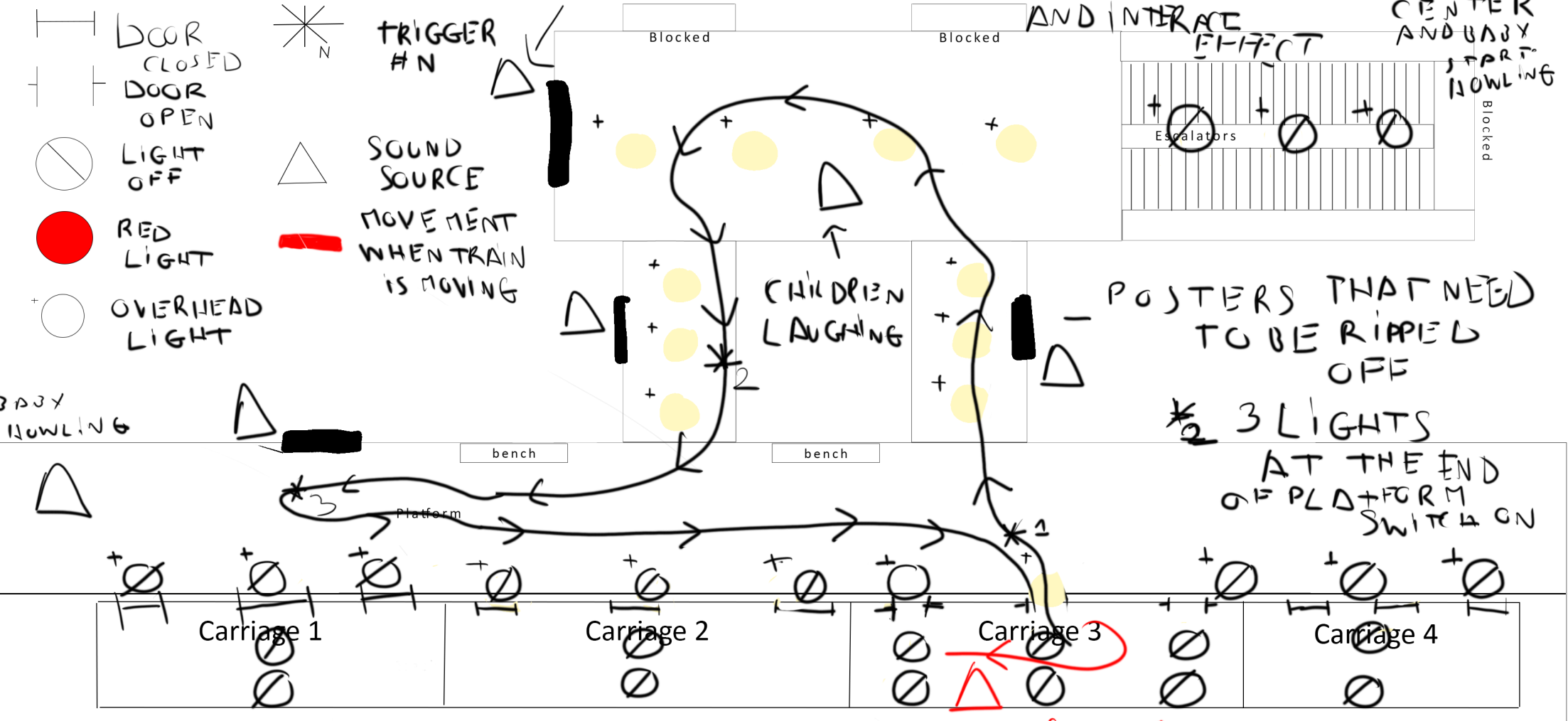
## LEGEND:

-  DOOR CLOSED
-  DOOR OPEN
-  LIGHT OFF
-  RED LIGHT
-  OVERHEAD LIGHT
-  TRIGGER #N
-  SOUND SOURCE
-  MOVEMENT WHEN TRAIN IS MOVING

\*<sub>1</sub> CHILDREN LAUGHING STARTS, KEEPS GOING UNTIL PLAYER GETS THERE

\*<sub>3</sub> THREE OVERHEAD LIGHTS TURN OFF INVITING PLAYER BACK TO CENTER AND BABY START HOWLING

UNCOMFORTABLE BUZZING FROM POSTERS AND INTERACT EFFECT





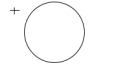





ONCE ALL POSTERS ARE RIPPED OFF, LIGHTS INSIDE CARRIAGE 3 SWITCH ON WITH DOORS

OR CRASH SOUNDS DURING TRAIN RIDE

# Loop 3

## LEGEND:

-  DOOR CLOSED
-  DOOR OPEN
-  LIGHT OFF
-  RED LIGHT
-  OVERHEAD LIGHT
-  TRIGGER #N
-  SOUND SOURCE
-  MOVEMENT WHEN TRAIN IS MOVING

LOUD BREATHING TOO



Platform

Carriage 1

Carriage 2

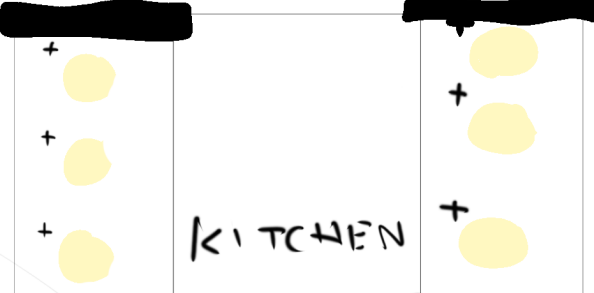
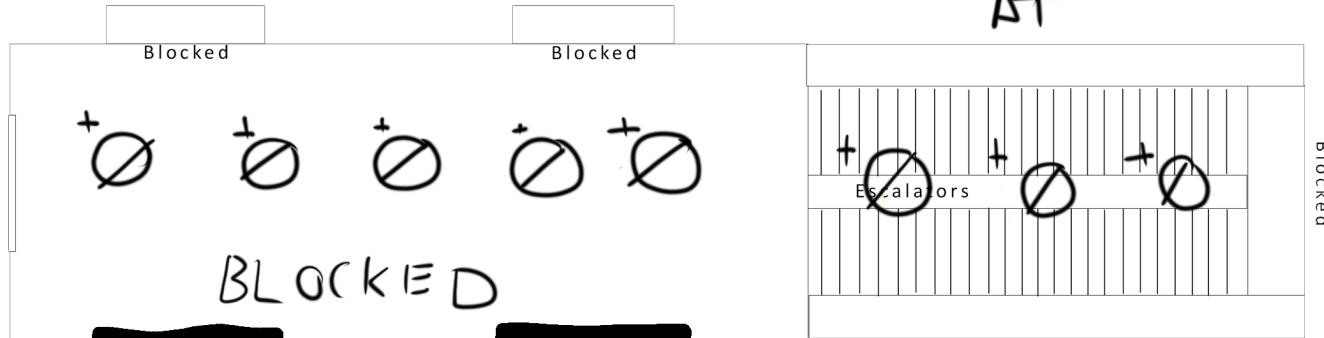
Carriage 3

Carriage 4

RADIO SEGMENT ON MENTAL HEALTH

\*<sub>1</sub> FRIDGE DOOR IS OPEN AND CLOSES ABRUPTLY WHEN PLAYER APPROACHES LIGHTS IN CARRIAGE? <sup>SWITCH OFF</sup>

\*<sub>2</sub> TRIGGER ANNOUNCER IF FRIDGE PHOTOS ARE LOOKED AT











IF PLAYER GOES IN DARKNESS, HEAR LOUD BREATHING

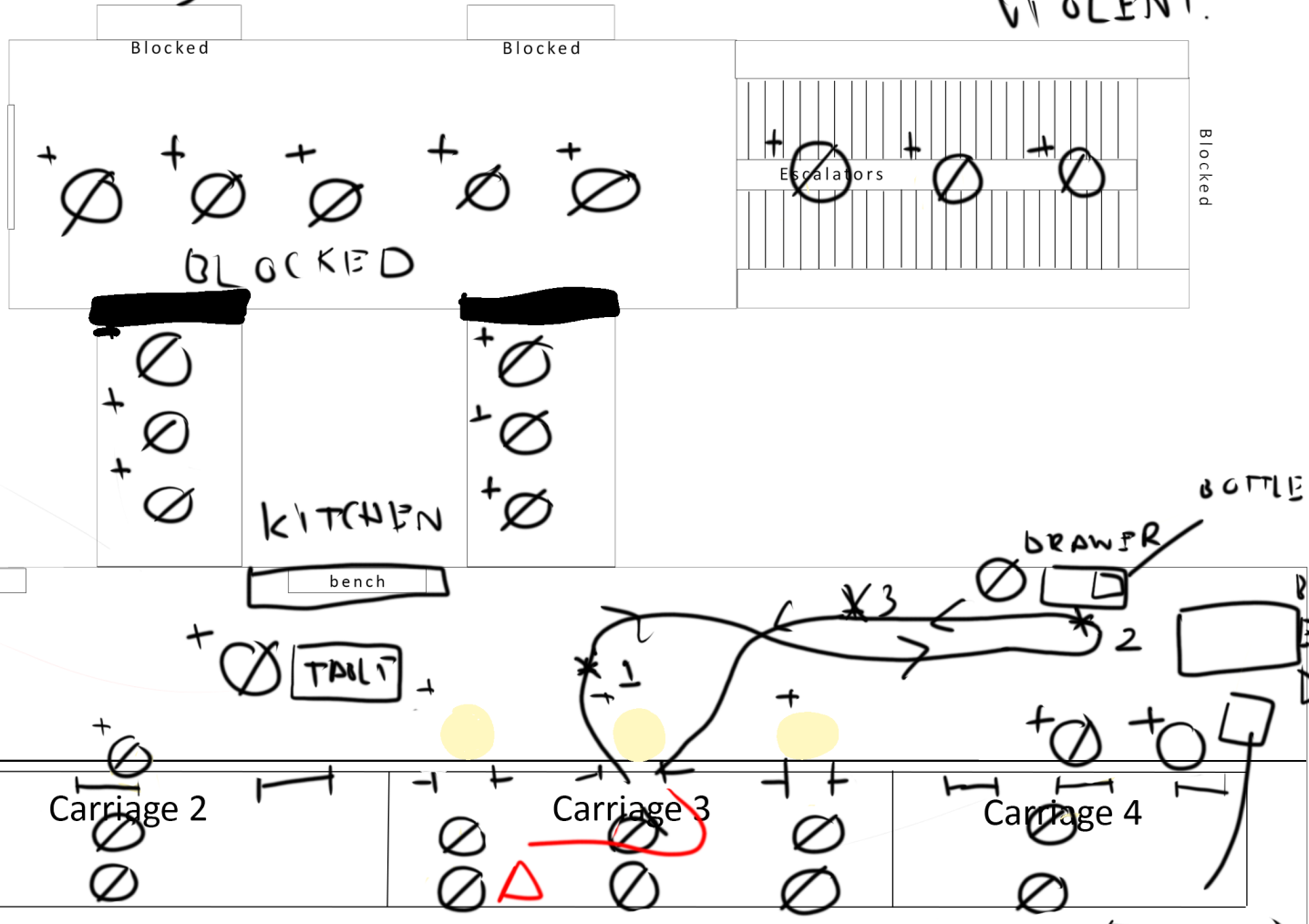
CRASH SOUNDS A GAIN

# Loop 4

## LEGEND:

-  DOOR CLOSED
-  DOOR OPEN
-  LIGHT OFF
-  RED LIGHT
-  OVERHEAD LIGHT
-  TRIGGER #N
-  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 RIDGE STARTS VERY VIOLENT.



CAR CRASHES  
SOUNDS AGAIN

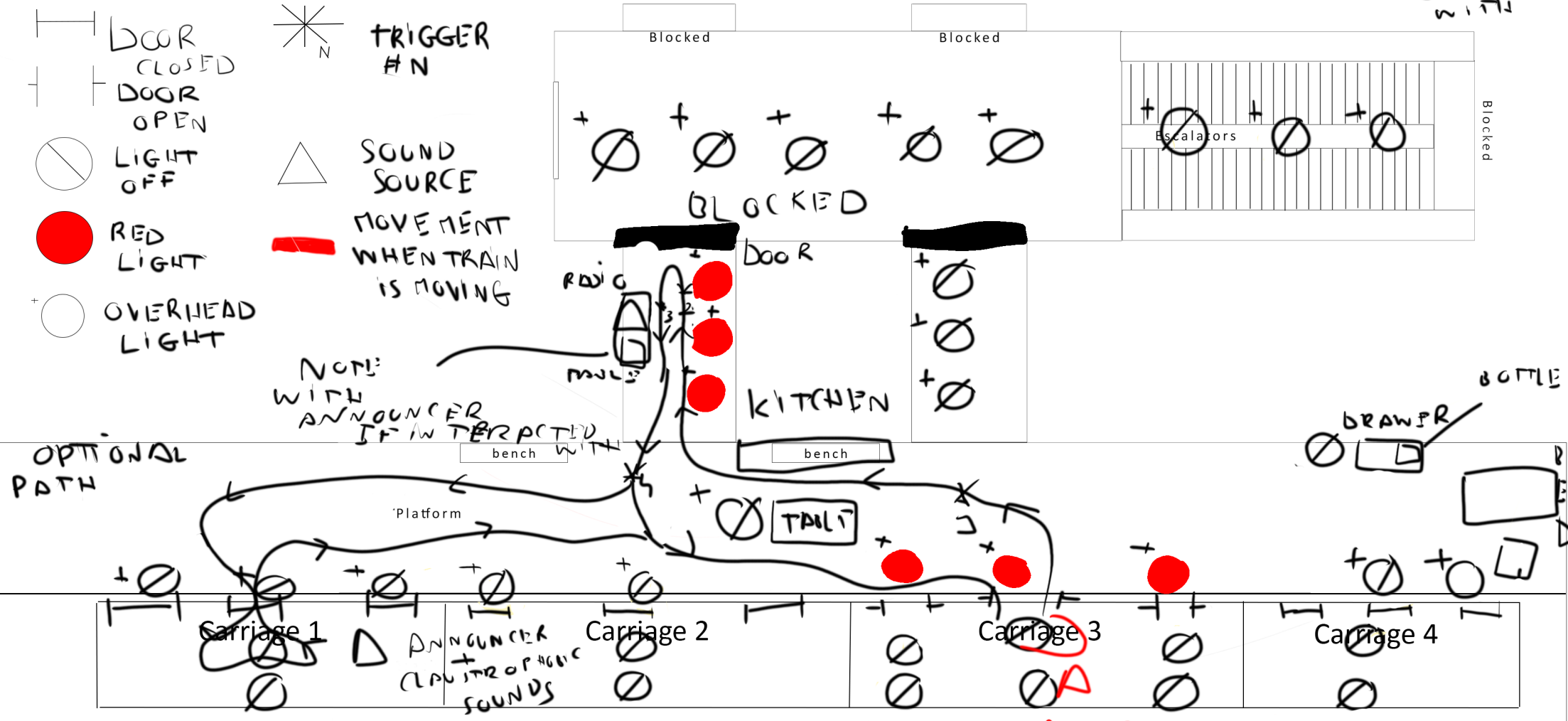
FRAMED  
PICTURES  
PLAYER  
CAN LOOK AT

# Loop 5

## LEGEND:

- ⌋ DOOR CLOSED
- ⌋ DOOR OPEN
- ⊘ LIGHT OFF
- RED LIGHT
- ⊕ OVERHEAD LIGHT
- ⊛ TRIGGER #N
- △ SOUND SOURCE
- MOVEMENT WHEN TRAIN IS MOVING

\* RADIO STARTS PLAYING  
 x<sub>2</sub> DOOR STARTS BANGING VERY VIOLENTLY. THEN STOPS AFTER A BIT  
 x<sub>3</sub> ANNOUNCER VOICE STARTS WHEN NOTE INTERACTED WITH



x<sub>4</sub> CARRIAGE 1 DOORS PRE OPEN AND LIGHTS ARE ON. IF PLAYER GOES IN, DOORS CLOSE BEHIND. LIGHTS INSIDE CARRIAGE SWITCH OFF.

ANNOUNCER NO CAR TRAIN SOUNDS

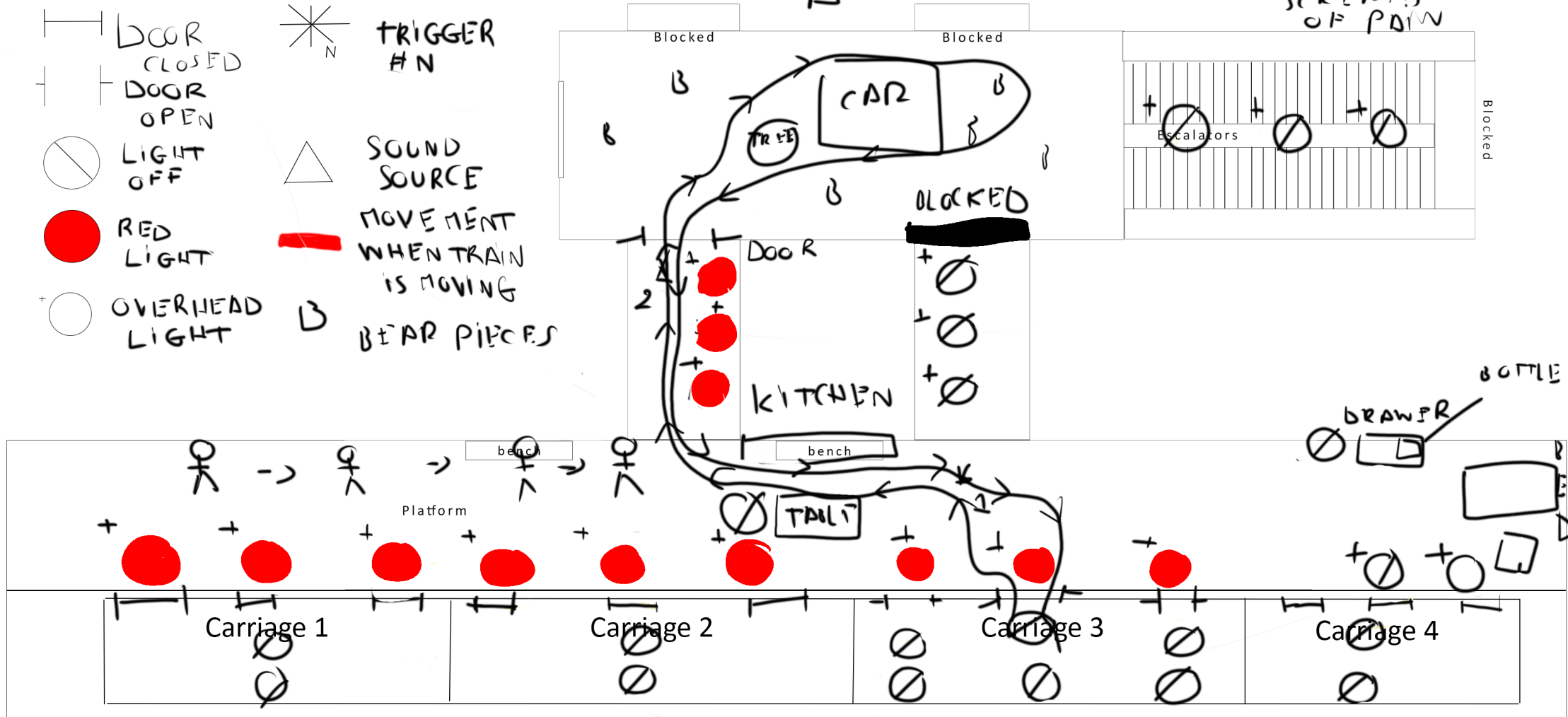
# Loop 6

## LEGEND:

- DOOR CLOSED
- DOOR OPEN
- LIGHT OFF
- RED LIGHT
- OVERHEAD LIGHT
- TRIGGER #N
- SOUND SOURCE
- MOVEMENT WHEN TRAIN IS MOVING
- BEAR PIECES

\*<sub>2</sub> VISION IS BLURRY WITH POST FX,  
EACH INTERACTION MAKES IT LISS  
+ ANNOUNCER SPEAKS SO

△ CAR IS BURNING  
+ CAR ALARM + MADDIE'S  
SCREAMS OF PAIN



\*<sub>3</sub> LIGHTS AT END OF PLATFORM SWITCH ON AND OFF WITH  
A SILHOUETTE (SCREAMING) GETTING CLOSER.  
ONLY DARKNESS REMAINS

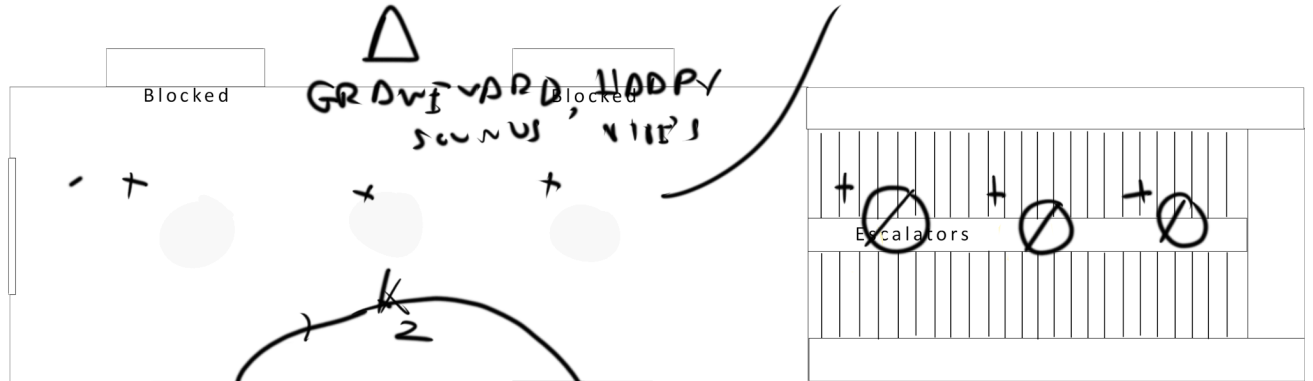
# Loop 7

\* Look AT PICTURES OF KIDS  
 \* FIND HUSBANDS TOMSTONE

MOON LIT ATMOSPHERE

LEGEND: C CANDLE

- ⊢ DOOR CLOSED
- ⊢ DOOR OPEN
- ⊘ LIGHT OFF
- RED LIGHT
- ⊕ OVERHEAD LIGHT
- ⊛ TRIGGER #N
- △ SOUND SOURCE
- MOVEMENT WHEN TRAIN IS MOVING
- B BEAR PIECES



DIM LIGHTS FOR VIBES

CAN BOARD ANYWHERE ON TRAIN TO GET LAST CARRIAGE ARE LIT

