

A collection of dark art, fantasy & sci-fi to entertain & horrify!

ASYLUM INK



Feb. 11



Mature
Content

LEVELS OF THE ASYLUM

SHOCK THERAPY: They pave the way with their obsessions.
PATIENT SCREENINGS: Curb violent tendencies with a look into horror cinema.
FEATURED PATIENT: Your retinas will burn at the sights you will behold.
ISOLATION WARD: Tales too disturbing for the outside world.
SELF MEDICATION: Drinks of the Asylum used to quiet the voices.

PSYCH EVAL: A review of the inmates psychosis.
CONFISCATED ITEMS: Objects of beauty & uniqueness that have no home.
MEET THE PATIENTS: Stop by and say hello!



Look for the BEST OF THE ASYLUM nominees and vote at our forum!

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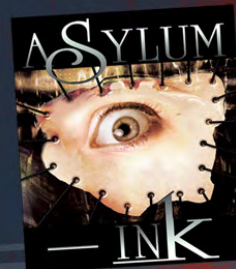
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Visit us online at asylumink.net





Shock Therapy

Your retinas will burn at
the sights you will behold!



"Ab insidiss diaboli"
Muriel D.



"Infected"
Zullateck



"Brutality"
Carl Chalupa

"Loss of Innocence"
(featuring model Kayce Duggan)
April A Taylor Photography



"Shaman"
Gracjana Zielińska - vinegar



**"Destroy The
 Humans"**
 Geff Bartrand /
 Dr. Twistid



**"Voo Doo That
 U Do"**
 Geff Bartrand /
 Dr. Twistid



"Skull Girl 2"
Jorge
Monreal
Forcada





Patient Screenings

Curb your violent tendencies
with a look into horror cinema



PATIENT NAME:

Nightbreed

STATE OF MIND:

Come meet the dead of night.

PATIENT HISTORY:

Set in the canadian wilderness, a search is on for a serial killer and an ancient tribe of monsters called the night-breed.

MANIC EPISODE:

☐ Less Than a Lot Of Killing ☐ More Than A Little Killing
☐ Just Right Killing ☐ Biblical scale killing

FETISH:

☐ Piercing ☐ Silk, satin, leather or latex ☐ Role playing
☐ Nudity ☐ Cutting

DIAGNOSIS:

☐ Psychotic Break -A ☐ Schizophrenia -B ☐ Bipolar Disorder -C
☐ Voyeurism -D ☐ Narcolepsy -F



PATIENT NAME:

In the Mouth of Madness

STATE OF MIND:

Lived Any Good Books Lately?

PATIENT HISTORY:

An insurance investigator begins discovering that the impact a horror writer's books have on his fans is more than inspirational.

MANIC EPISODE:

☐ Less Than a Lot Of Killing ☐ More Than A Little Killing
☐ Just Right Killing ☐ Biblical scale killing

FETISH:

☐ Piercing ☐ Silk, satin, leather or latex ☐ Role playing
☐ Nudity ☐ Cutting

DIAGNOSIS:

☐ Psychotic Break -A ☐ Schizophrenia -B ☐ Bipolar Disorder -C
☐ Voyeurism -D ☐ Narcolepsy -F

Featured Patient

They pave the way with their
artistic obsessions...



"Pray"
Logan Knight



THE ART OF:

Logan Knight
www.knightmanproductions.com



"Horrific Beauty"
Logan Knight

"Reconstruction"
Logan Knight



"Memories of Pain"
Logan Knight



"Fallen"
Logan Knight

"Growing Fantasy"
Logan Knight





"Living Deadgirl"
Logan Knight



"Post Human"
Logan Knight



"Sex And Violence"
Logan Knight



"Infection"
Logan Knight

"Rusting Beauty"
Logan Knight



"Smoke Ghost"
Logan Knight



Isolation Ward

Tales too disturbing for
the outside world.



ABHORRENT

By Lucas Mangum
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Twitter: @LMangumFiction

1

I kidnapped my mother today and murdered her boyfriend. It wasn't quite Oedipal, you see; he wasn't my father. My father walked on us when I was five. It doesn't matter. He wasn't good enough for her. None of the men she had shared a bed with over the years while I watched and jerked off were good enough for her. You should see her make love. She's a goddess.

Only I am worthy, so I've taken her away, protected her from their unworthy touches.

She will accept me after I have kept her long enough and cared for her the way she has cared for me. And then she will let me back in.

2

I dreamed of a flood in a once barren land, a place far away from here, Africa maybe.

I was a teenage missionary along with Beth and Rob. Beth was in her mid-thirties and still a knockout with her wide hips, flat stomach, and sky blue eyes. Rob was her minister husband, a Southern preacher complete with ramblings of hellfire and brimstone. I wanted to fuck Beth.

There was a tribe in the valley. A boy's test of manhood was to

enter his mother's tent and try to seduce her. If he succeeded, he was counted as a man. If he got her to come, he became the next king.

We were condemning this practice and telling the tribe to convert to Jesus. Well, the others were. I was thinking about fucking Beth. When the flood came it destroyed our mission, the natives' village, everything. We had to hide in the caves until it passed.

All that remained was a statue of Mary that had stood outside our mission. In the dream, I remember a similar, though much smaller statue falling from the shelf in my mother's room the first time I watched her with a lover.

While Rob slept, I fucked Beth and made her come where our mission once stood.

3

I've been having that dream for years. It's like God is speaking to me.

4

I tried to feed her today. She won't eat. She won't even look at me. I guess I don't blame her. This may take longer than I thought.

5

It has been a week. Tonight, I cooked for extra spicy spaghetti and meatballs, flavored with crushed red pepper and Montreal Steak Seasoning. I went upstairs carrying the dish like a waiter in one of those fine restaurants.

She lay in her bed gagged with her hands and feet bound. Her

face was smeared with dirt, makeup and dried blood. I wished I could keep her somewhere more comfortable.

"Hi, Mom."

I set the plate down, removed the gag, untied her hands and sat her up. Her breath was terrible. I had tried to brush her teeth for her the first night, but she had head-butted me.

I caressed her cheek and twirled the spaghetti on the fork, just like she had taught me, and brought it to her mouth.

"You disgust me."

I slammed the fork down.

"Goddamn it, Mom, you have to eat something."

"You're a bastard."

"Shut up, Mom, just let me..."

"I wish I never had you. You're sick."

That hurt.

"I'm sick, Mom? But I'm..."

We stared at each other. Her face was contorted into a grimace.

"Look. Just eat something, Mom, please."

She lunged forward and bit my lip. She drove her knee into my groin and spat in my face. She must have untied her feet while I fell off the bed because as I tried to get up, she was headed for the

door. I grabbed her ankle and took her off her feet. She kicked and spat and screamed, but I pinned her, my heart a rapid thud in my chest. I couldn't hear what she was saying. All I heard was a chaotic and discordant symphony of white noise in my head as I closed my hands around her throat.

6

You will say I am abhorrent. I have cut her from groin to throat and am lying inside her gutted remains. I am warm, quiet, and at ease. Once I finish this, I will cut my own throat. I will be dead soon enough and it is only right that I return to where I came from, to the womb of the goddess, safe from the lies and the filth. It is better this way for the both of us. We forget the slain



By Alex Ness

There are predators
Amongst us
Who long to steal our life
From the tribe's most innocent
Or most vulnerable
They are darkness, to our light
They seek to destroy us
Consume us
Contain us
Devour us
Hoping against hope
Without justice
They are the Beast
We are human
They desire to harm us
From greatest to least

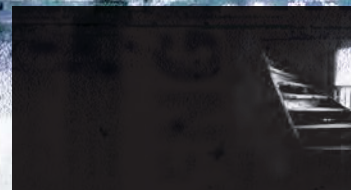
They are not proud
They see their slaughter
Rather as work
Needing to be done
We forget the slain
In the madness
They hunt to cull the weak
Hunt to threaten the strong
Announce their crimes
And taunt the order
Mock the victims
Threaten the tribe
And the cause of it all
Is simply humanity betrayed

A SECRET SOCIETY DETERMINED
TO SAVE THE WORLD..

ELLUM



WHETHER WE WANT THEM TO OR NOT!
FREE ONLINE AT
WWW.ASYLUMINK.NET



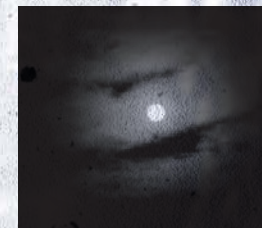
Living In Hell

By Alex Ness

We live in hell
We know it is real
We exist here
Rather than thrive
Since we learned
The dead were alive
The first wave was brutal
We barely survived the attack
Since the terror began
We were the only
Ones to survive
In the midnight depth
Darker than black
A velvet shroud
Of night falls
And then
Before there is time
To sleep
The dead call
Their flesh is cold
Their eyes gray
They walk forever



And hunt
And slay
They have no spirit
Moving their being
Simply animated bones
And skins and sinews
As they gather the living
To build
A throne
Of bones and flesh
To celebrate death
We are alive
But just so
And the days are short
And the dead walk
So now is the time
To pray
For a great fire
That consumes
The dead
If not the living



And pray that
All of this world
Burns
And our own flesh
And soul
Are forgiven
We know hell
Exists
And know
In our soul
It kills





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Your message is seen by young adults, ages 18-36, all looking for electronics, food, drink, & entertainment.

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Contact Stacy at sales@asylumink.net to create an ad campaign today, reaching not only Asylum Ink, but our affiliate and social media sites as well.

Get noticed today!

Ad rates available upon request.

The image features a person whose skin is covered in a network of fine, dark cracks, giving it a parched or weathered appearance. The person is wearing a dark, patterned garment with a prominent, ornate necklace featuring large, circular, metallic-looking elements. They are holding a small, clear glass filled with water in their right hand. The background is a dark, textured collage of various elements, including fragments of text in different fonts and colors (white, yellow, red), and abstract, painterly textures in shades of blue, purple, and brown. The overall mood is somber and evocative.

Self Medication

Drinks of the Asylum used
to quiet the voices

Fat Man's Bliss

Ingredients to use:

3 tbsp. Sugar (raw)
2 tbsp. Butter (melted)
1 cup(s) Bailey's Irish Cream
1 tsp. Cinnamon
1 pinch(es) Nutmeg

Directions:

Combine Baily's, sugar, cinnamon and nutmeg in a small saucepan. Heat slowly over low heat. Gently stir in melted butter. Serve with an apple pie garnish.

Springbokkies

Ingredients to use:

1/2 oz. Amarula Cream Liqueur
1/2 oz. Peppermint Liqueur

Directions: Layer in a shot glass.

Horny Southerner

Ingredients to use:

1 oz. Midori
1 oz. Southern Comfort
1/2 oz. 7-Up
1/2 oz. Sweet and Sour Mix

Directions:

Swirl and strain into a shot glass. ENJOY!!!!

Black Devil

Ingredients to use:

2 oz. White Rum
1/2 oz. Dry Vermouth

Directions:

Stir with ice and strain into a cocktail glass. Garnish with a black olive.

Crow's Nest

Ingredients to use:

3 oz. Pina Colada Mix
3 oz. Sour Mix
1 1/2 oz. Admiral Nelson's Vanilla Rum
1 1/2 oz. Melon Liqueur

Directions:

In a blender combine ingredients with ice and enjoy!

Triple B

Ingredients to use:

1 part(s) Bailey's Irish Cream
1 part(s) Banana Liqueur
1 part(s) Butterscotch Schnapps

Directions: Tilt a brandy snifter and pour in the amaretto. While still tilting, add grand marnier. Gently "roll" snifter in the tilted position, set upright, and serve.



Psych Eval

A review of the
patients psychosis



BATMAN: ARKHAM ASYLUM

9 thumbs up / 10 thumbs

The Badass

- You will leave this game trying to grapple hook your way up the nearest Gamestop. Yeah... That's how much you'll feel like the Cape Crusader while playing this game.
- Level design and high caliber character animation makes this gaming experience stand out ahead of the pack.
- Includes an impressive roster of villains ranging from the sadistic Joker, Harley Quinn, Croc, Poison Ivy, and a personal favorite, Bane!

The Not So Badass

- Though the game has an awesome combat system that everyone will like to a degree, the two button fighting system consisting of attacking and countering limits the limitless Batman.

WELCOME TO THE MADHOUSE, BATMAN!!

Welcome to the Dark Knight's worst nightmare! The Joker and you have unfinished business, but this time he has a plan to turn all of Gotham against you. It is up to the caped crusader to call upon everything in his classic and rejuvenated utility belt to sneak, investigate, fight, and locate the escaped inmates and lock them back up while preventing Joker from killing millions more.

Be ready to bust out your grapple hook at any time to stalk your enemies from the rooftops. Shift seamlessly into investigative mode to locate your

George Blue's Killer Game Reviews



opponents through walls with infrared, follow trails of finger prints or scents to find bad guys, or see highlighted Easter eggs the creators left for you! Throwing batarangs at Bane, exploding glass ceilings in coordinated attacks, slow motion spin side kick-age into henchmen's heads! Oooo In the words of the Joker, "Let the fun, Begin! Hahaha!"

The Story

Batman captured the Joker and locked him up in the Asylum, Arkham Asylum. Sounds like the end, right? Wrong! Batman has sprung Joker's trap that has been in the making for months, and now the Dark Knight is the only creature that stands between Gotham City and every crazed inmate in Arkham Asylum. [Insert badass Batman theme song!]

The whole event will take you somewhere in ball park of ten to twelve hours to complete. If you are wondering how you can spend twelve hours in an Asylum building then you are sorely mistaken at the size of this Asylum! We are talking an entire island open for exploration, access to a dozen multi level buildings, and not to mention a secret cave system Batman designed as a backup Bat cave.

What starts off as a straight forward mission to lock up escaped psychopaths will quickly turn into a complicated mess as you peel back the devious layers of this Asylum and find its secrets. Friends that you thought were good guys will become bad guys, and bad guys will become... well, bad'er bad guys! Become the greatest detective this planet has ever seen and figure out how to stop this web of evil from tearing Gotham City apart!

The Game Play

One of the greatest aspects of this game is its ability to transition between game play modes. One minute you could be acrobatically fighting off a dozen goons in slow motion as they surround, the next you'll be atop a gargoye statue planning your silent attack, and then you'll be path finding your way through Scarecrow's fear hallucinogen reliving Bruce Wayne's parent's death.

In beat em' up combat you rely on four main buttons which consists of block, stun powder, counter, and attack. You fight using a series of timed attacks while

George Blue's Killer Game Reviews



pressing in the direction of your enemies trying to chain your combinations and countering when attacked. If there is one complaint that I have, it would be the lack in choice of the exact moves that you throw in combat. While you can unlock a few throws and select moves, most of the combinations are done through timing and directional choice. It's just one of the little things you want when you're an expert in every martial art, to kick ass exactly the way you want to kick ass! With that said, the combat system in this title will be more than enough to get the job done, and with the graphics and slow motion framing for power strikes... oh baby, oh baby!

Night stalking is where this game shines brighter than any other! Crouch in the rafters above a dozen armed henchmen in a dark warehouse and plot your strategic assault to complete your objective. Use investigative mode to monitor your opponents' heart rates to know if they are calm, nervous, or terrified, and use their emotions against them as you call upon over ten different utility belt gadgets to take them all down! Divide and conquer, use distractions, work silently moving under the floorboards or using the ventilation system, or drop in the middle of them go hand to hand! You decide! The Mechanics

As mentioned before, the graphics in Arkham Asylum have grapple hooked its way up to the top with the best of them. The audio hits its target as well, bringing back the majority of the signature voices from the classic WB cartoon, including Mark Hamill as the Joker! The rest of the voice over's fit appropriately to each character, and every time you locate one of The Riddler's Easter eggs hidden throughout the game, look forward to actually getting a laugh from some of the insults he throws at you.

The Wrap-Up

What I'm trying to say is- [Insert badass Batman theme song!]. This game has badass written all over it. Awesome graphics, badass audio, as well as a solid story, and fresh character reprisals, it's all here! With shockingly good gameplay and only minor complaints in regards to the hand to hand combat, Asylum Ink is happier than a victim of Joker's laughing gas to give Batman: Arkham Asylum nine thumbs up out 10!

Confiscated Items

Objects of beauty and uniqueness with no other home...





"Zuki Akula"
Clockwork Creature Studio



"Underground Explorer"
Tom Banwell





SoMK
Tokali-li.com



"T-shirt - Knight Serie"
SoMK

"K 10"
Monster Kookies
(Artist: Kimberly Hart)

"Dragon Eye"
Chris Kapono of
MandarinMoon



"Easter
Pendant"
SoMK



Meet The Patients

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"For me, insanity is super sanity. The normal is psychotic.
Normal means lack of imagination, lack of creativity."

~ Jean Dubuffet

NEXT
Issue...

If looks could kill...
3-07-77



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