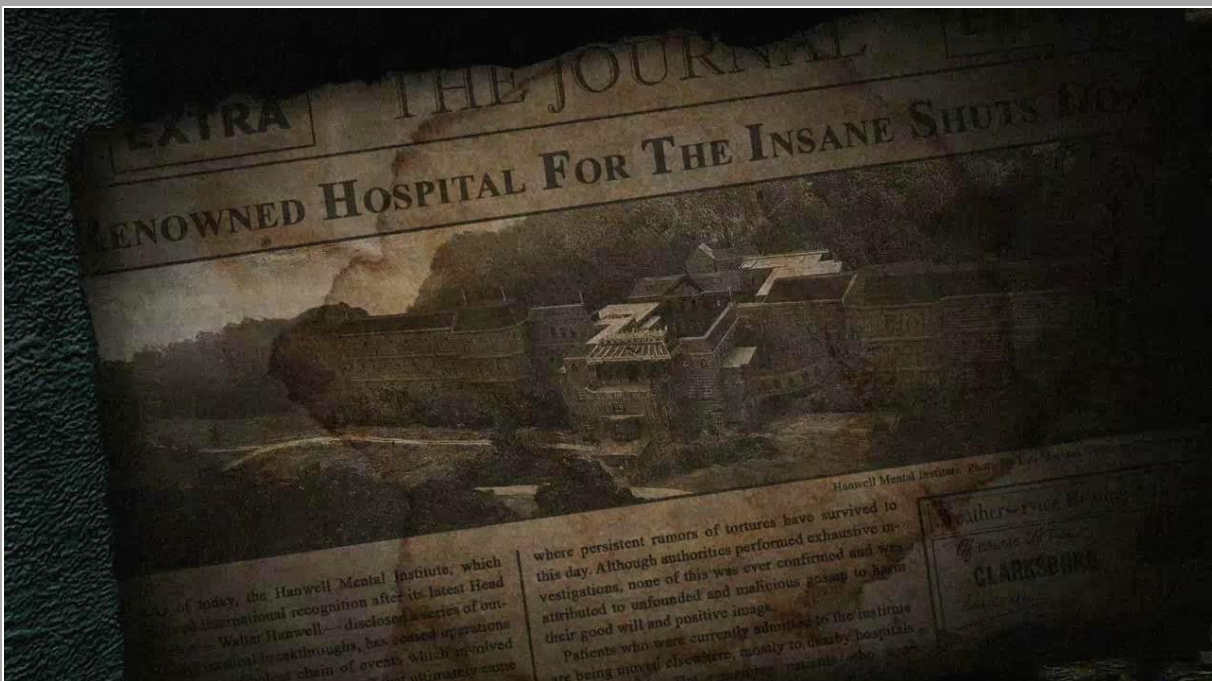
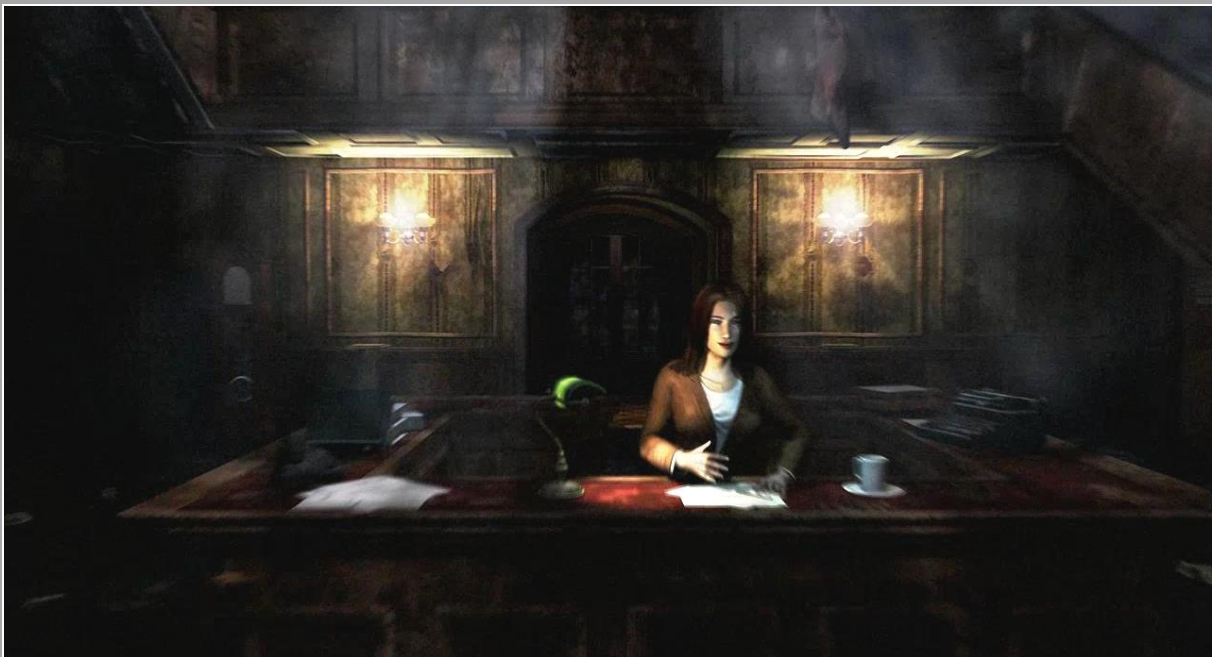


ASYLUM

<http://www.facethehorror.com/>

Inspired By H. P. Lovecraft





SENSCAPE
INTERACTIVE

<http://www.senscape.net/>

News: 10. April 2010

Dear friend, i hope this email finds you well.
You are receiving this because you either played or knew about my previous work, *Scratches*. I basically wanted to let you know that my new company, **Senscape Interactive**, has just launched along with a terrifying new adventure game under production. It's currently being dubbed "Unnamable Project" until it's officially unveiled within the next few months.

Needless to say, if you enjoyed *Scratches* and are craving for another scary and unforgettable experience, you'll want to stay in touch. Thus, I invite you to visit our brand new website and join our forums at: <http://www.senscape.net>

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Teaser:

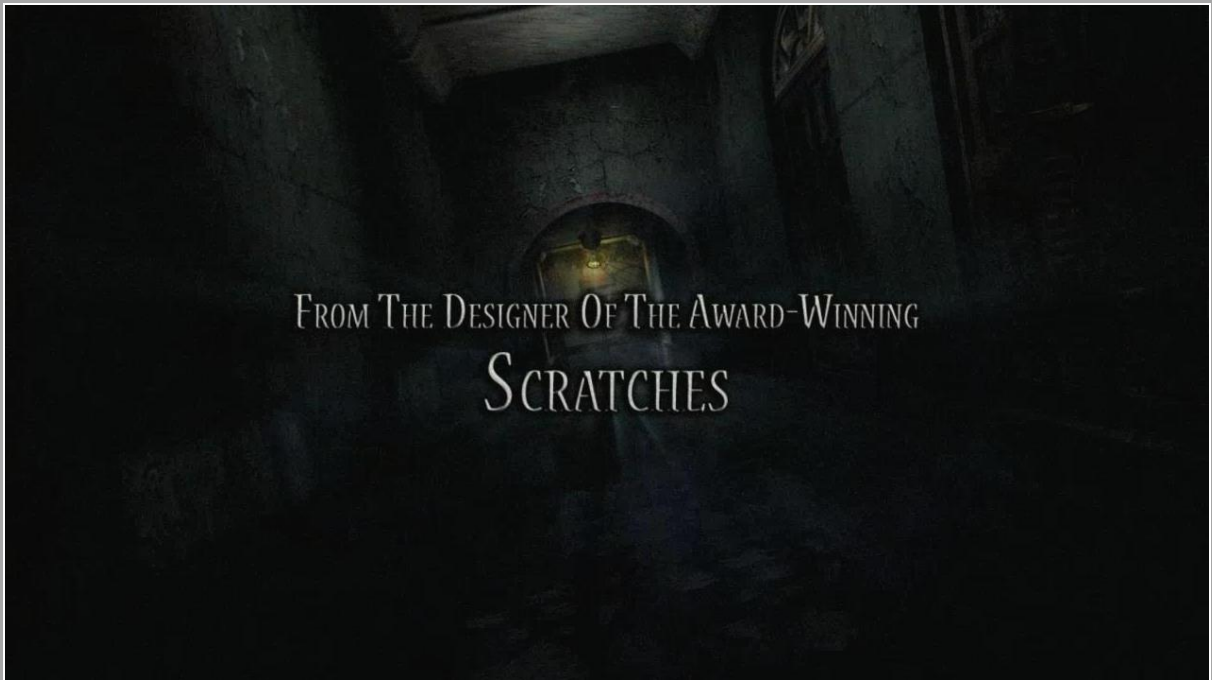
<http://www.youtube.com/watch?v=fNkUcXPr8BY&fmt=22>

<http://www.youtube.com/watch?v=2p7OBfgTRGw&fmt=22>

<http://www.youtube.com/watch?v=f6XIZFIPz2w>

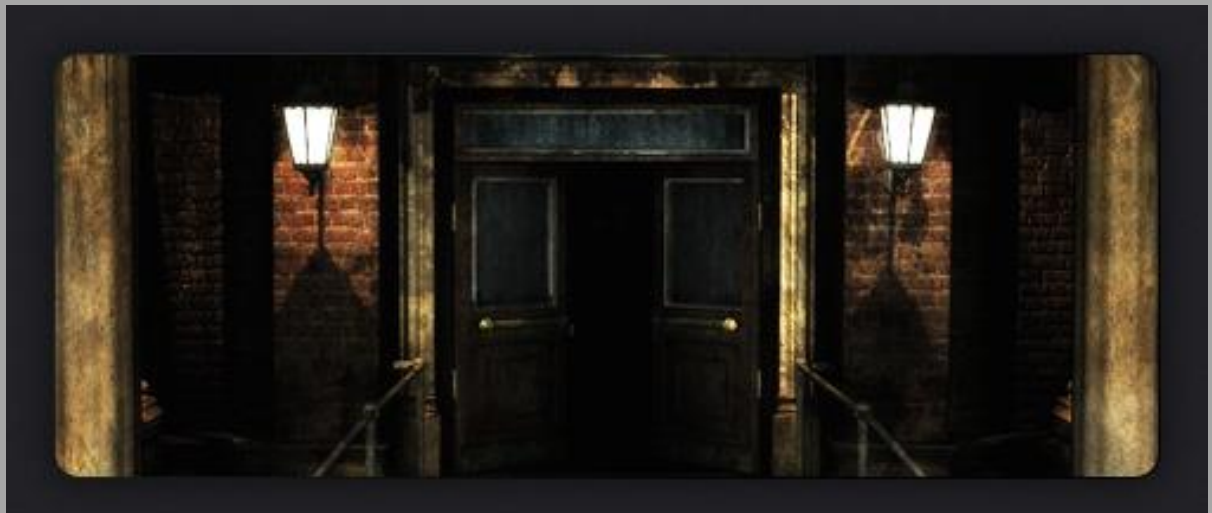
<http://www.youtube.com/watch?v=Vn0PDYOOaMw&fmt=22>





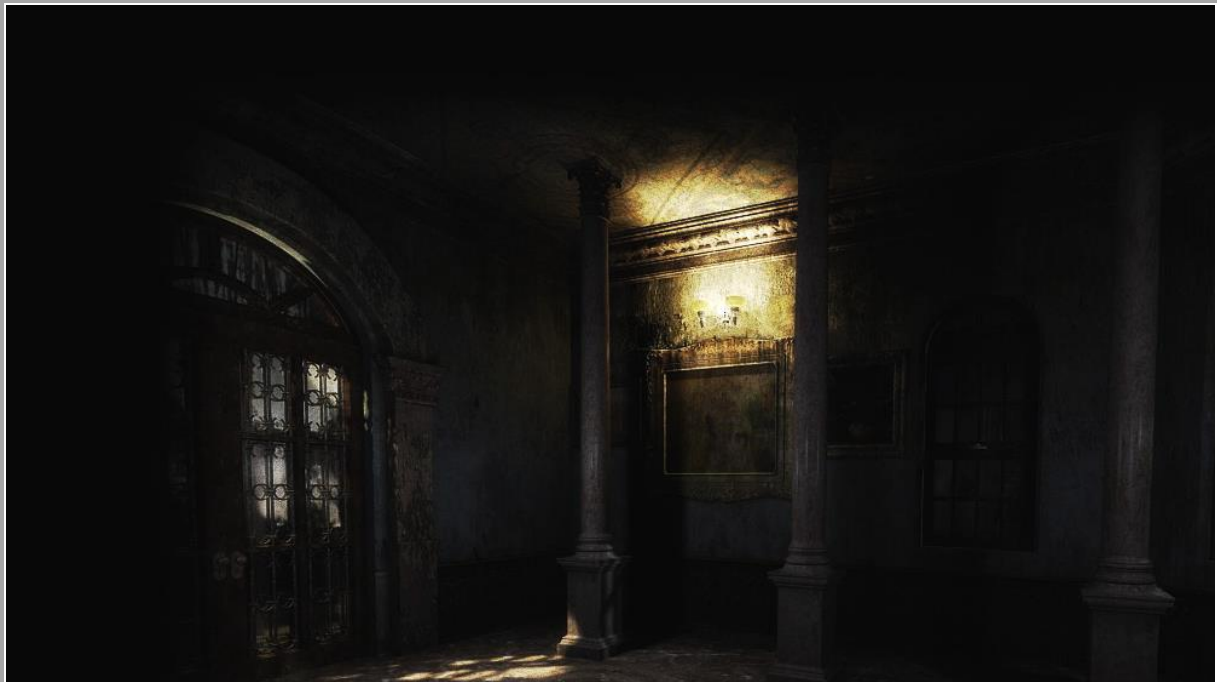
Trailer: http://www.facethehorror.com/Asylum_Trailer.mp4

http://www.youtube.com/watch?v=RLYjDv0RTUU&feature=player_embedded#!

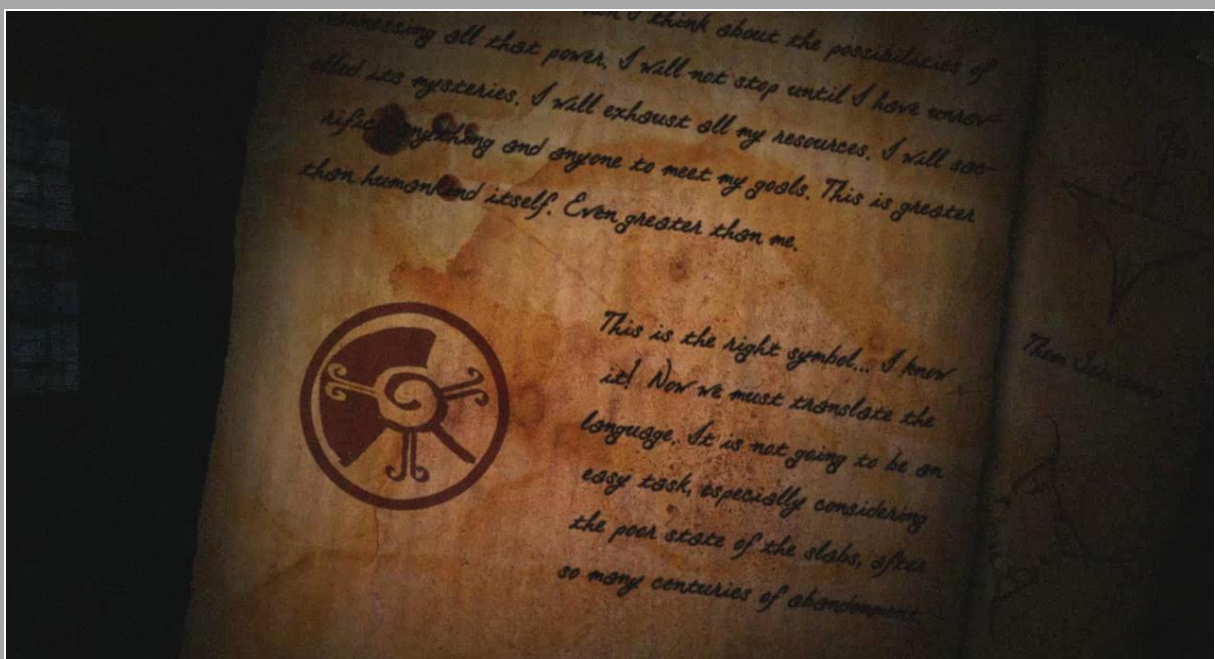
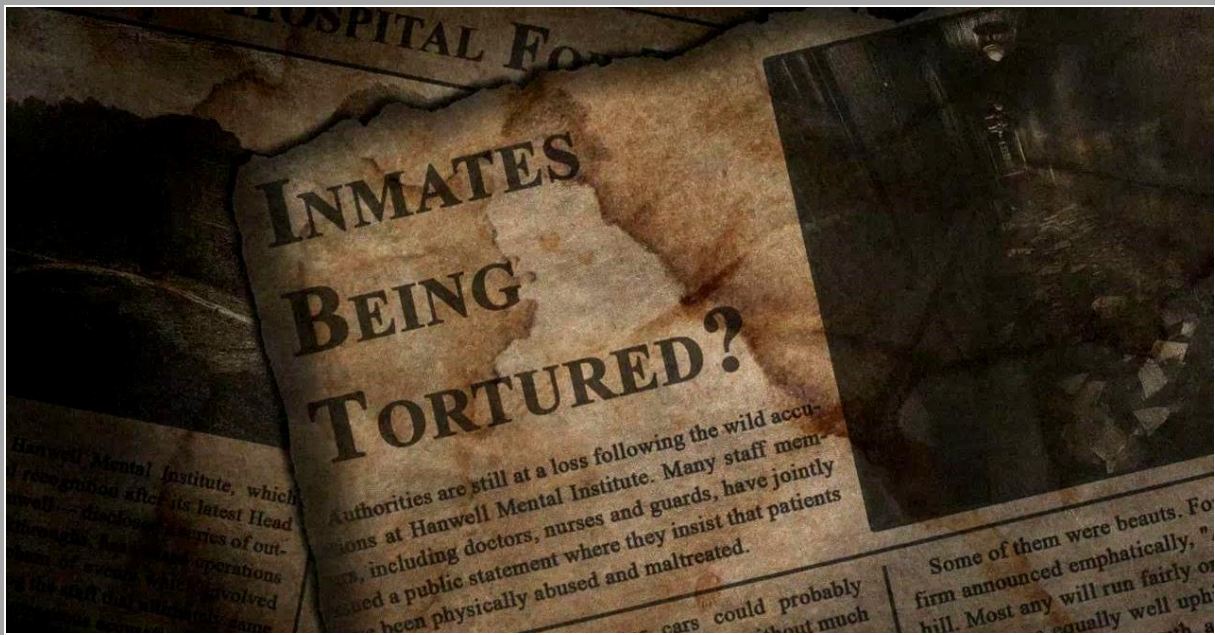


Point & click gameplay!





BUENOS AIRES, ARGENTINA — July 9, 2010. Sensescape is finally ready to lift the veil of secrecy surrounding the game until now referred to as "Unnamable Project." The name and nature of this long awaited horror adventure are revealed along with a lengthy and moody trailer that shows its frightening atmosphere as well as a large selection of concept artwork, including the entire cast of characters in the game. While details are still scarce, it has transpired that players will be able to explore at leisure a vast and vivid asylum known as the Hanwell Mental Institute, while diving into a disturbing horror storyline unlike anything that has ever been seen before in the adventure genre. Authored by Agustín Cordes, designer of the popular and award-winning *Scratches*, the project aims to provide a genuinely heart-stopping and menacing experience. "We have created something very special here," said Agustín. "The decaying Hanwell institute seems to have a life of its own and was designed from the ground up after real blueprints of vintage asylums. It may be one of the largest virtual structures ever created for a game." This announcement is the culmination of a unique and successful viral promotion that involved a series of YouTube videos by an inmate on the run called "Leonard Huntings" and the fake homepage of the Hanwell Mental Institute. Many who have been requesting admissions to the asylum can look forward to a very special surprise.



ASYLUM



Interview

mit **Augustin Cordes**



<http://www.adventure-treff.de/artikel/interviews.php?id=73>

<http://www.adventure-treff.de/artikel/interviews.php?id=74>

<http://www.adventure-treff.de/artikel/interviews.php?id=75>









Es begann alles vor ein paar Monaten.

Zuerst ein unbestimmtes Gefühl der inneren Unruhe, dann einige Blackouts, die schließlich einige Minuten dauerten.

Nun gibt es mehrmals täglich Halluzinationen.

Manchmal zeigen sie nur kurze Fragmente, vorbeiziehende Träume ohne erkennbaren Sinn, Episoden mit merkwürdigen Erscheinungen, die sich unterhalten und manchmal auch Dich ansprechen.

Eine Geschichte breitet sich vor Deinen Augen aus und mischt sich mit den Ereignissen Deines Alltages, wird immer komplexer und unübersichtlicher und bedroht Dein Leben, immer öfter.

Die einzige mögliche Erklärung verursacht ein widerliches Ekelgefühl.

Es ist die Jahre her, als Du die Hanwell Irrenanstalt verlassen hat, letztendlich geheilt und Du wolltest für nichts auf der Welt dorthin zurückkehren.

Es war ein verabscheuungswürdiger Ort, wo nur Hass und Schmerz erlebt wurde; die Insassen waren häufig menschlicher als die verantwortlichen Doktoren.

Es lässt sich nicht leugnen, dass man weiterhin die Gesichter in Visionen sieht, die Geschichten als real erscheinen, aber alles auch unerträglich ist.



Etwas Schreckliches ist hier geschehen und es hat Dich irgendwie beeinflusst.

Es war Deinem Gedächtnis verborgen bis heute.

Du kannst die Wirklichkeit vom Eingebildeten nicht mehr unterscheiden und bist nicht in der Lage, in Frieden zu leben, bis Du das Vergangene enträtselt hast und herausgefunden hast, was mit Dir geschah.

Es ist Zeit zurückzukommen und sich dem Horror zu stellen.

Das Verderben umgibt Dich, Angst wartet an jeder Ecke.

Du fühlst Dich eingesperrt während Deines endlosen Weges und musst dennoch bemüht sein, die Wahrheit herauszufinden.

Mit jedem Schritt nähert Du Dich der dunklen Bedrohung.

Unvorstellbare Grausamkeiten verbergen sich zwischen diesen Wänden...

Was ist dort geschehen und was hat man mit Dir gemacht?



Trailer:

http://www.youtube.com/watch?v=Yx8bZUXmUIM&feature=player_embedded



Holiday Greetings From Senscape (28. Dezember 2010)

<http://www.youtube.com/watch?v=6ZW-2UU45mg>



Diary of Madman 1 bis 4

<http://www.slightly-deranged.com/>

ASYLUM



www.FaceTheHorror.com

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News: 12. April 2012

<http://www.senscape.net/forum/viewtopic.php?f=6&t=1171>

ASYLUM

THE INTERACTIVE TEASER

14. August 2012

<http://www.FaceTheHorror.com/teaser>





The malfunctioning light tubes are hurting my eyes.





News: 13. September 2012

<http://steamcommunity.com/sharedfiles/filedetails/?id=95795715>

News: 25. September 2012

Hi Martin,

Yes, there will be a lengthy and "proper" demo released shortly before the game.

We don't know the release date for sure yet, sorry.

For now it's late 2013 :)

Cheers, Webmaster Senscape

www.senscape.net



***ASYLUM* TO BRING HORROR IN MULTIPLE LANGUAGES**

BUENOS AIRES, ARGENTINA - September 27, 2012.

Thousands of players around the world are already dreaming uneasily as the upcoming title from Senscape rises in popularity.

Asylum is a chilling journey through the intricate floors of the Hanwell Mental Institute, in which unimaginable atrocities have occurred in the past.

Over four years in production, this horror adventure aims to marry cutting edge visuals with thrilling storytelling to give players the ultimate experience in fear.

Asylum is authored by the designer of the award-winning and cult sleeper hit *Scratches*.

Following an acclaimed "Interactive Teaser" released at Gamescom 2012 and downloaded over 50.000 times, *Asylum* was submitted to Steam Greenlight with great success: in only ten days it broke the Top 50 games on the site and keeps climbing the charts.

By popular demand from the gaming community, Senscape is now announcing its commitment to ensure the game is available in several more languages besides English: French, **German**, Italian, Russian, Spanish, Greek and Turkish are confirmed. Steam Greenlight is a new system that enlists the community's help in picking some of the next games to be released on Steam.

The publication for *Asylum* can be found [here](#).



Interview (28. November 2012):

<http://www.adventuregamers.com/articles/view/23362>



Written by Ingmar Böke



Key features include:

A mature and disturbing horror storyline that will haunt players for years to come

High definition graphics that remain sharp on the largest monitors

One of the biggest virtual buildings ever created for a game

Around 100 rooms to explore in breathtaking detail

Featuring the voice of industry veteran Josh Mandel

Over 15 hours of gameplay estimated





Dieses Spiel hat von der Community grünes Licht erhalten!



Die Community hat genug Interesse an diesem Spiel gezeigt. Valve ist nun mit diesem Entwickler in Kontakt getreten, um auf die Veröffentlichung auf Steam hinzuwirken.

News: 15. Januar 2013

Asylum Has Been Greenlit By The Community!

WE DID IT!!

After months of waiting and many anxietytics, we've been finally approved on Steam Greenlight.

This means Asylum will be immediately released on the Steam platform the minute it's available.

Also, Asylum happens to be the first game from Argentina to pass this process.

We couldn't have achieved this without your help and endless support,
SO...

THANK YOU VERY, VERY MUCH!





ASYLUM UNVEILS ITS KICKSTARTER OF HORRORS

BUENOS AIRES, ARGENTINA - January 30, 2013.

The highly anticipated horror adventure game has joined the ranks of Kickstarter projects with a campaign as wacky as it is creepy.

After four years of production, the Sensescape team aims to fund the final lap of development with the help of the community.

Inspired by the writings of H. P. Lovecraft and building upon the success of cult hit *Scratches*, *Asylum* has recently enjoyed a new burst of popularity following a successful campaign on Steam Greenlight, after which it became the first game from Argentina to be Greenlit by Valve.

Similarly, it happens to be the first game ever on Kickstarter from the country.

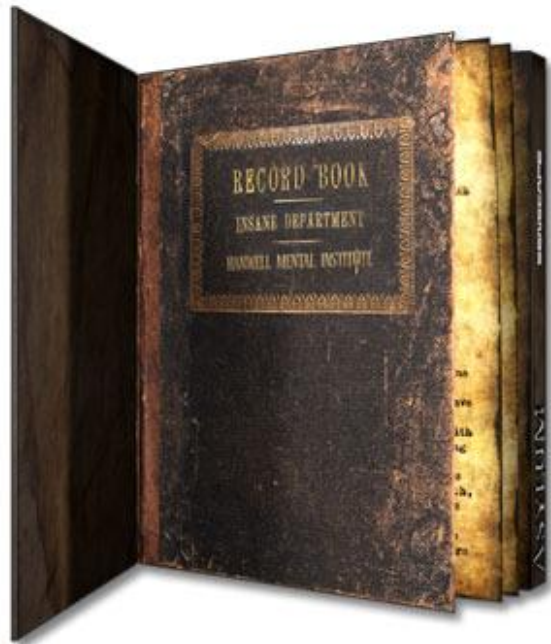
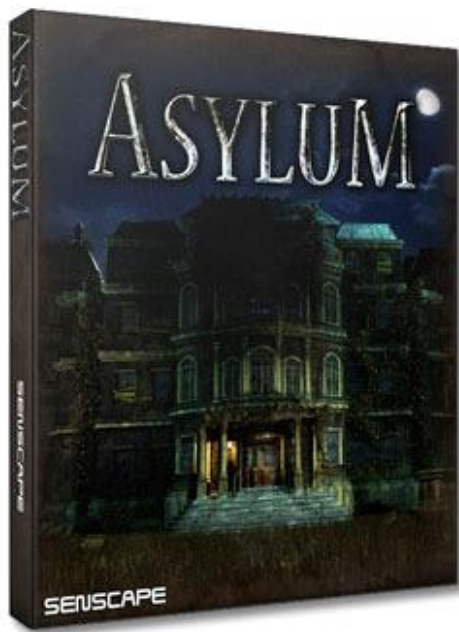
Featuring some of the most unusual Kickstarter rewards yet, backers have the chance to become permanent denizens of the Hanwell Mental Institute, the massive virtual asylum where the game takes place, by, among others, appearing as dead inmates in the morgue or being themselves residents of their very own cell.

“The number one request from fans has been that they want to become part of this engrossing setting we have created,” said project leader and designer Agustín Cordes.

“And we have listened.

”At the time of this writing *Asylum* is currently 13% funded in its first day.

Pressemeldung



Kickstarter Project:

<http://www.kickstarter.com/projects/agustincordes/asylum-kickstart-the-horror>

Kickstarter Video:

<http://www.youtube.com/watch?v=5RXVgv-QZKQ>

News (13. Februar 2013)

Kickstarter Video (Bonus)

<http://www.youtube.com/watch?v=Z5n3jcIKERQ&feature=youtu.be>

News (20. Februar 2013)

<http://www.kickstarter.com/projects/agustincordes/asylum-kickstart-the-horror/posts/410272>

ASYLUM

News (25. Februar 2013)

<http://www.kickstarter.com/projects/agustincordes/asylum-kickstart-the-horror/posts/414022>

And so we reveal the mysterious final stretch goal of \$166,666, which is a *complete* rework of Asylum that will be distributed as an expansion. Whereas the original game is gritty, dark and oppressive, the additional content which we are dubbing Asylum: Memories will be dreamy, melancholic and **gasp** even beautiful.

Fans of Scratches will feel right at home with its similar atmosphere of decaying beauty and sadness.

I mean, look at these early screenshots:



Courtyard.



Solarium.



Chapel.

http://www.youtube.com/watch?v=3smcx4DORq4&feature=player_embedded

News (26. Februar 2013)

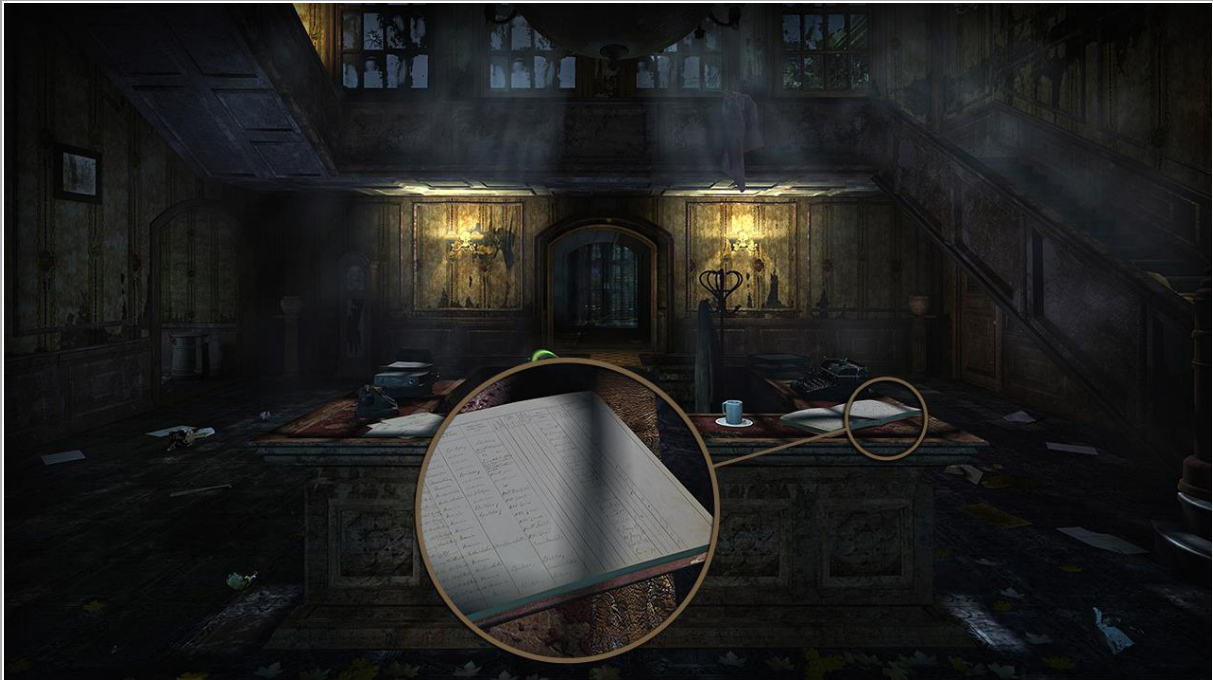
<http://www.kickstarter.com/projects/agustincordes/asylum-kickstart-the-horror/posts/414946>



Artroom



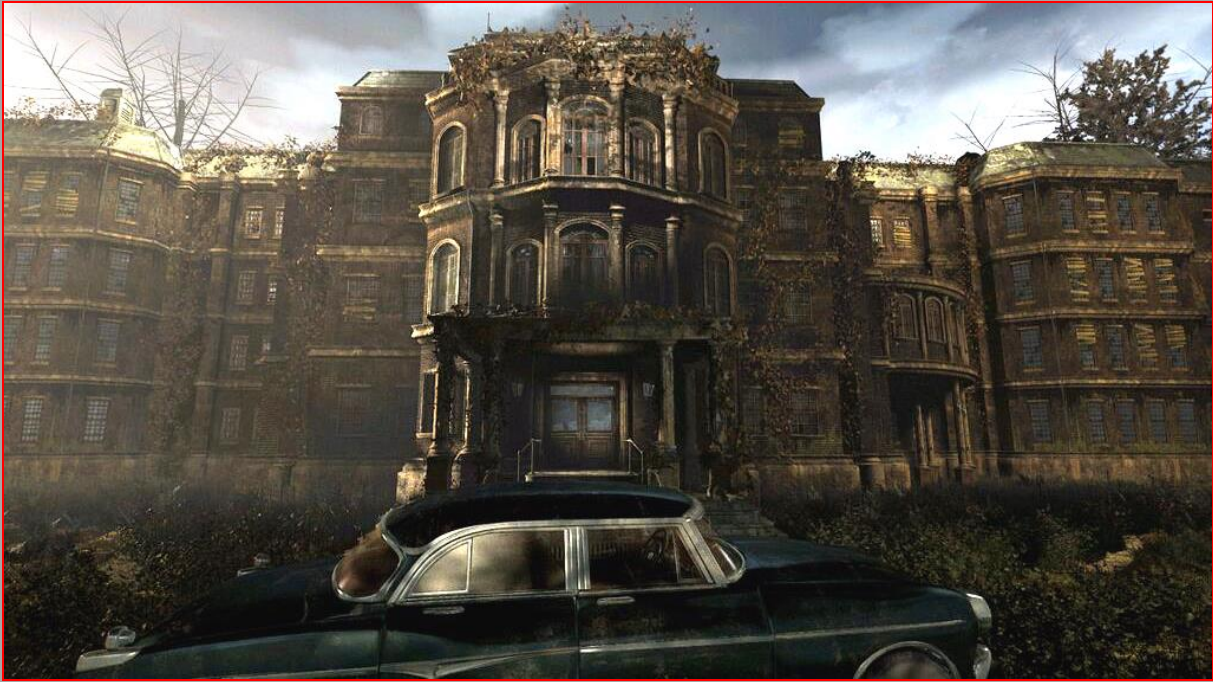
Classroom



Foyer



Workshop



News (31.Dezember 2013)

We are saying goodbye to an incredible year.

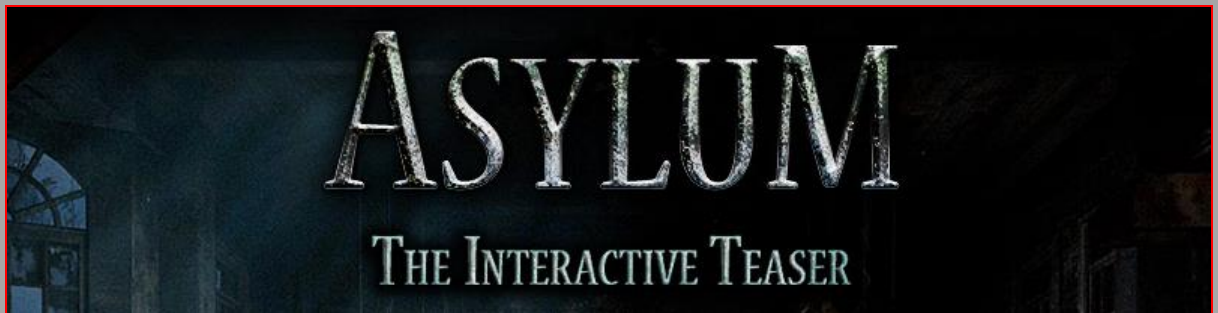
**First we made it to Steam back when Greenlight was a thing.
Then you helped us fund via Kickstarter the remainder of the Asylum
development, which by now is taking us... five years.
Yes, FIVE. It's crazy — the game itself and our stubborn determination to
make it one of the most epic horror experiences ever.**

**But there's already light at the end of the tunnel: Asylum is in alpha status
and already feeling like a game.**

**It's going to be some more months of work, but 2014 is the year.
As always, we wouldn't be here if it wasn't for your incredible support AND
patience, and we're going to make it worth!**

**Be sure to read the update for an upcoming surprise, and hope you have a
fantastic New Year!**

Drink safe, and don't be summoning the wrong Elder God!



<http://www.facethehorror.com/teaser/>

COLOGNE, GERMANY — August 13, 2014. Sensescape's highly anticipated supernatural horror adventure *Asylum* has hit alpha after five years in production, partially funded through a successful Kickstarter campaign. Following a migration to the Unity engine, *Asylum* has gained remarkable new features such as striking weather effects and a completely revised interface. The massive Hanwell Mental Institute comes to life thanks to eerie time-of-day transitions, sinister storms, punishing rains, and hideous fog, promising hours of damnable fun and unutterable terrors in one of the largest virtual buildings ever conceived for a video game. The release date remains to be confirmed, but Sensescape is confident players will not have much longer to wait before diving into these nether gulfs of nightmare

ASYLUM

News: 19. Juli 2014

<https://www.facebook.com/media/set/?set=a.769998033042297.1073741826.103011693074271&type=1>

Today we bring you some real-life asylums that served as a source of inspiration for the Hanwell Mental Institute.

Coming straight from our internal and massive folder of references, every picture shows an element that was included in the game.

Don't be creeped out!



ASYLUM

Links:

[Asylum: Volumetric fog](#)

[Asylum: Time-of-day transition](#)

[Asylum: Thunderstorm](#)

Gamescom 2014

<https://www.kickstarter.com/projects/agustincordes/asylum-kickstart-the-horror/posts/984131>



ASYLUM

News: 28. Dezember 2014

Die neue Demo scheint wohl bald veröffentlicht zu werden.

Zitat:

Finally, the Asylum demo is ready and I'm working with Humble Bundle to start distributing Steam keys and standalone downloads. I don't want to do a Steam-only release because some of our backers hate the platform and I believe it's best to offer a good solution for everyone before releasing the demo. It weighs over 2GB and we can't distribute it ourselves. Sorry about the delay, it will be released soon. Holidays have slowed us down.

**Logged
Agustín Cordes**



**Gruss
Torsten**



<http://www.adventureinsel.de/>

Loeke

Update: 28. Dezember 2014