

<http://www.delawarestjohn.com/announcements.html>

The familiar call for help becomes personal when it's Kelly's voice crying for help after she disappears to explore the remains of the Drake Asylum.

Upon arriving at the site of the derelict building it's clear to Delaware something is using Kelly as bait.

Ghostly apparitions try to lead him astray and it isn't long before they succeed in confusing him between what's real and what's a nightmare.

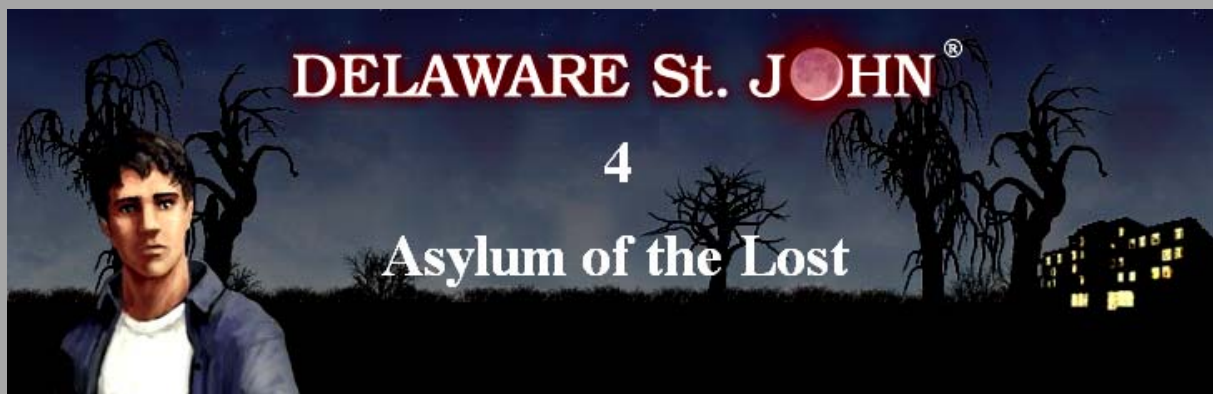
Delaware finds himself shifting from the cold, run down building to being a patient in a fully operational hospital at the mercy of the corrupted staff.

It's here he meets a mysterious young woman with a relation to the events behind Midnight Manor and may hold the answers Delaware has been looking for... The Delaware St. John series continues with Asylum of the Lost, the most terrifying adventure yet. Coming

Requirements:

Pentium 600 or better,
256MB Memory,
16x CD ROM,
SVGA Graphics Card,
Sound Card,
Mouse, Keyboard,
DirectX 9

Windows Vista/XP/2000/ME/98



News: 25. Januar 2012

We are currently working on the pre-production for the long-awaited fourth Delaware game.

This means we're finalizing the story, design and puzzles before building the production schedule to bring the game to light!

There will be some very welcome improvements to the technology behind the Delaware games including real-time 3D graphics enabling a 360 degree camera.

This will help create the most immersive, interactive game in the series to date!

I will post more details when we move into production.

Thank you to everyone who's contacted me over the years inquiring about the 4th game. I promise it'll be worth the wait!





http://www.delawarestjohn.com/story_asylum.htm

Softwareservice - Kratz

<http://www.gamepad.de>

Update: 01. Februar 2012