

Coming July 19: “A Rite from the Stars” coming-of-age adventure for Win, Mac, & Linux (review copies available)

Fellow adventurers! We are announcing today that *A Rite from the Stars*, the clever, puzzle-filled, coming-of-age adventure game by Risin’ Goat, will launch on July 19th for PC and Mac on Steam, the Phoenix Online Store, and more. The Linux version will follow soon after. Check out the new trailer below!

[trailer link and/or embed]

Assets:

New Trailer:

Screenshots: http://pressroom.postudios.com/downloads/ARftS_Screens_07Jun18.zip

About A Rite from the Stars

Kirm, a mute boy from the Makoa tribe, has been chosen by the Stars to undertake a mystical rite of passage to become a legend among his people. To achieve this, players can freely explore the Mystical Island of Kaikala and pursue the three paths of Wisdom, Courage, and Spirit in any order they choose. Each path offers a new style of puzzles and obstacles to overcome, from solving riddles to manipulating ancient machinery to tag-team coconut dodgeball! Not to mention Kirm’s playable meerkat companion Mirk and guiding star Hoku, who are on hand to collaborate on puzzle solutions and lend insight along the way.

Inspired by classics like *Machinarium* and the *Legend of Zelda* series, *A Rite from the Stars* features vibrant 3D environments and a fully orchestrated soundtrack recorded with a live chorus. It’s voiced in the Makoan, the original language developed especially for the game, with subtitles in English, French, Italian, German, and Spanish. Learn more at the [Phoenix Online website](#).

Review copies

Windows and Mac review copies are available now -- reply to this email or contact press@postudios.com for yours. If you want to review the Linux version, let us know and we'll send you a copy when it's ready.

About Phoenix Online Studios – Every Game Has a Story™

Created by adventure game fans for adventure game fans, Phoenix Online Publishing is an award-winning game development and publishing studio that creates compelling games where story and character come first. Formed in 2004, Phoenix began as fans seeking to bring back their favorite genre with the King's Quest tribute game *The Silver Lining*. They followed up with the award-winning *Cognition: An Erica Reed Thriller*, Jane Jensen's *Moebius: Empire Rising*, and the remake of Jensen's classic hit game *Gabriel Knight: Sins of the Fathers*. In 2014, Phoenix opened a publishing branch to help other indie developers release games including *Quest for Infamy*, *Lost Civilization*, and *The Last Door: Collector's Edition Seasons 1 and 2*. More information can be found on the company's website, www.POStudios.com.

About Risin' Goat

Risin' Goat is an independent game development studio formed by a multifaceted group of video game enthusiasts with headquarters in Madrid, Spain. They want to transform that enthusiasm into titles full of innovation, meaning and, of course, lots of fun. For more information and to meet The Goat, visit www.risingoat.com.

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