

I'm thrilled to announce that Bleeding Moons, the interactive adventure novel about fate, duty, and free will, is available now! The debut release from IAN Games, Bleeding Moons releases today for PC, and can be found on Steam, GOG, the Phoenix Online Store, and more for \$9.99, with a 10% discount for launch week. Check out the release trailer and screenshots below.

Assets:

New Trailer: <http://youtu.be//dpn9oYdHmYM>,

http://pressroom.postudios.com/downloads/BleedingMoons_Trailer_03Sept20.zip

Screenshots:

http://pressroom.postudios.com/downloads/BleedingMoons_Screens_06Aug20.zip

Store Links:

Steam: https://store.steampowered.com/app/874060/Bleeding_Moons/

GOG: https://www.gog.com/game/bleeding_moons

Phoenix Online Store: <https://store.postudios.com/products/bleeding-moons>

About Bleeding Moons

As the second son of the Count de Valmain, Ian de Valmain was neither destined for greatness nor to inherit his father's noble title. But when the King of the neighboring nation is assassinated, old rivalries, unchecked ambition, and political intrigue thrust Ian into a world of war and violence he isn't prepared for. In order to save his county, Ian must go undercover in a mercenary camp, where he will be pushed to his limits, forced to choose what lines he's willing to cross and which ones he cannot live with. Can he protect those he loves and find happiness and love for himself? How far is he willing to go? Whatever he chooses, one thing is certain: Ian's life will never be the same.

Winner of 7 Alex d'Or awards, including Best Game and Best Story, Bleeding Moons is a mature interactive adventure about fate, duty, honor, love, and free will. The decisions you make as Ian de Valmain will change both your life and those of the people around you. Determine the outcome of a war and the fate of several countries as you take on vital missions, meet unexpected friends and powerful enemies, find love with one of three remarkable women, and navigate your way to multiple possible endings in this fully interactive world.

Learn more at the [Phoenix Online website](#).

Review copies

Review copies are available now -- reply to this email or contact press@postudios.com for yours.

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 IAN Games

IAN Games is Olivier Larrieu's one-man studio born from the wish to bring together his two passions: writing and playing video games, with a French touch! Using his 30 years experience in both, his first game, *Bleeding Moons*, was winning awards for writing, story, and characters even before its release. He's determined to carry that momentum forward as he continues to develop well-written, story-driven adventure games and leave his mark on the genre. For more information, visit www.iangames.com.

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