



PINKERTON ROAD STUDIO

FOR IMMEDIATE RELEASE

GABRIEL KNIGHT® REMAKE PREORDERS NOW AVAILABLE, RELEASES ON OCTOBER 15TH FOR PC AND MAC

***Jane Jensen's Gabriel Knight: Sins of the Fathers® 20th Anniversary Edition Coming to
Steam, GOG and Other Online Retailers for PC & Mac***

Mount Joy, Penn. – September 9th, 2014 – Pinkerton Road Studio today announced that the highly-anticipated *Gabriel Knight: Sins of the Fathers® 20th Anniversary Edition*, a modern remake of one of Sierra's greatest adventure games of all-time, is expected to be available for purchase on PC and Mac on October 15th, 2014. Licensed from Activision Publishing, Inc, overseen by original series creator Jane Jensen, and developed in partnership with leading indie team Phoenix Online Studios, this high-definition update of the adventure game classic *Gabriel Knight* adds brand new puzzles and scenes, gorgeous new high-res backgrounds, a remastered soundtrack, and more New Orleans flavor to the beloved original story, plus exclusive new behind-the-scenes material including original concept sketches, articles and brand new audio interviews with Jane Jensen and members of the original Sierra development team to provide a more complete view on the *Gabriel Knight* series than has ever been available before. Preorders are now available at Steam, GOG.com, the Phoenix Online Store and more at 15% off the \$19.99 retail price, and include the pre-order exclusive soundtrack by Robert Holmes.

In anticipation of the release, starting on October 6th, Pinkerton and Phoenix will be running a "10 Days of *Gabriel Knight*" countdown with a host of new assets releasing daily, including screenshots, music downloads, cutscenes from the game, and a brand new *Gabriel Knight* short story by Jane Jensen—the first new addition to the official *Gabriel Knight* canon since 1998!

Hailed by Adventure Gamers as one of the most well-written games ever and given an Honorable Mention in the AV Club's Top 100 Games of All Time, *Gabriel Knight: Sins of the Fathers 20th Anniversary Edition* invites players to relive the classic voodoo murder mystery that's captivated generations of game enthusiasts for two decades. In the game, players will take on the role of roguishly handsome *Gabriel Knight*, a struggling author and owner of a bookstore in New Orleans, who is

investigating the Voodoo Murders for his new book: a series of savage ritual killings surrounded by voodoo trappings. But his search into the dark underbelly of New Orleans will reveal far more than who's behind the killings, as Gabriel is drawn to the beautiful and aloof Malia Gedde, learns the secrets of his family history, and must come to grips with his own destiny if he's going to survive.

"It's been a dream to be able to work on Gabriel Knight again, and I'm so excited to bring it to a new audience. I think it looks amazing and it has all the classic gameplay," said Jane Jensen, creator of the series.

"Gabriel Knight is the reason why I became a developer. It was a groundbreaking game that showed the power of Jane Jensen's storytelling," added Cesar Bittar, CEO of Phoenix Online and producer of the project. "The honor of working alongside Jane in remaking one of the most beloved adventure games of all times is definitely for me a golden opportunity, but also a huge responsibility, and we are doing our very best to ensure old fans and new will be thrilled by the results and ready to play as a Schattenjäger once again."

More information is available at www.GabrielKnight20th.com.

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Review codes will be available soon, and previews are available now! Email Katie Hallahan at pr@pinkertonroad.com to be added to the list for yours. Reviews are embargoed until 9 AM EST on Oct. 15th, 2014.

About Jane Jensen & Pinkerton Road

Jane Jensen and Robert Holmes founded Pinkerton Road in 2012 to create narrative games for tablet and desktop computers. A game designer and writer, Jane is best known for her work on the Gabriel Knight® adventure games and hidden object games such as *Dying for Daylight*. Robert is a composer, producer, musician, and strategic digital marketing executive whose music has appeared in numerous video games. The studio's first projects are *Moebius: Empire Rising*, a Kickstarted adventure game released for PC and Mac in April 2014, and the *Gabriel Knight: Sins of the Fathers® 20th anniversary edition*. The studio has also released a children's ebook, *Lola and Lucy's Big Adventure™*, for iPad. To learn more, visit <http://www.pinkertonroad.com>. Follow Jane on Twitter [@jensen_jane](https://twitter.com/jensen_jane).

About Phoenix Online Studios – Every Game Has a Story™

Created by adventure game fans for adventure game fans, Phoenix Online Studios is an award-winning game development studio that seeks to put create 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 fangame *The Silver Lining*, they've followed up with the award-winning *Cognition: An Erica Reed Thriller*, Jane Jensen's *Moebius: Empire Rising*, and are working with Jensen on the remake of her classic hit game *Gabriel Knight: Sins of the Fathers*. Phoenix also opened a publishing branch in 2014, putting indie games including *Quest for Infamy*, *Moebius: Empire Rising*, *Lost Civilization*, and *The Last Door: Collector's Edition*. More information can be found on the company's website, www.POstudios.com.

Assets for Gabriel Knight are available at <http://pressroom.postudios.com>.

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