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NEW INDIE GAME PUBLISHING LABEL PHOENIX ONLINE PUBLISHING™ HELPS GAME DEVELOPERS TELL THEIR STORY

Every Game Has a Story™ – 2014 Lineup Features Mix of Famed Designers, Indie Stars and Story-Driven Games in Every Genre

SAN JOSE, California (February 20, 2014) – Award-winning independent video game developer Phoenix Online Studios™ (*Cognition*, *The Silver Lining*) today announced the debut of its new indie game publishing label, **Phoenix Online Publishing™** (www.POStudios.com). Recognizing that Every Game Has a Story™, the new publishing division will bring titles featuring rich storytelling and atmosphere in every genre from role-playing to strategy and adventure to market via major digital and retail distribution platforms worldwide.

Four new games, including legendary game designer Jane Jensen's *Moebius: Empire Rising™*, indie role-playing smash *Quest for Infamy™*, and international breakout hit *The Last Door: Collector's Edition™* lead its growing charge into PC, Mac, iOS, Android, console, free-to-play, and online channels.

"Every game, and game developer, has a story waiting to be told... stories which it's our distinct pleasure to help creators tell by partnering with leading indies to successfully launch games across all genres and platforms globally," said Scott Steinberg, newly-appointed general manager of Phoenix Online Publishing. "By shining the spotlight on independent game developers, and providing the full range of business management, marketing, and promotional services they need to support their creative vision, we're proud to provide studios a lasting foundation for success, and bring players the deeper, richer, and more engaging game experiences that they crave."

Designed by indie game developers for indie game developers, Phoenix Online Publishing's launch lineup includes the following titles, which will be available for viewing at the Game Developers Conference in San Francisco this March. For more information, please see www.POStudios.com.

Moebius: Empire Rising™

Platforms: PC, Mac, Linux

Release Date: April 15, 2014 (PC/Mac)

Moebius: Empire Rising is the first in an all-new series of paranormal mystery adventures from award-winning game designer Jane Jensen, creator of the bestselling Gabriel Knight® series and Gray Matter™. Players will step into the shoes of Malachi Rector, a brilliant antiques dealer

and historian whose photographic memory and eye for deduction transforms locations and clues into interactive puzzle pieces and historical patterns to put together. By bringing shocking insights and evidence together, players will learn a startling truth about space and time in this metaphysical thriller: Our actions are but a single thread in a larger pattern of life and history, and it's up to you to stop others from pulling their strings.

Quest for Infamy™

Platforms: PC, Mac, Linux

Release Date: Q2 2014 (PC/Mac)

Return to the glory days of role-playing and adventure in *Quest for Infamy*, a humor-filled fantasy epic styled in the vein of classic PC RPGs, where you play the charming villain. Blending turn-based combat and spell-casting with puzzle solving and adventure, players can choose from three character classes—brigand (strength), rogue (stealth), or sorcerer (magic), each with unique storylines and adventures—in one of the largest retro role-playing experiences ever. Adventurers are invited to explore a world of hand-drawn wonder, as they wind their way through trap-infested dungeons, battle slaving beasts with swords or custom-made spells, and lie, cheat and steal their way to infamy.

The Last Door: Collector's Edition™

Platforms: PC, Mac, Linux, iOS, Android

Release Date: Q2 2014 (PC/Mac)

You've never truly felt what it's like to be alone in the dark until you've played *The Last Door: Collector's Edition*, a low-res, high-suspense horror adventure that's won multiple Best Games of the Year awards, which Penny Arcade calls "a love letter to H.P. Lovecraft." *The Last Door: Collector's Edition* features exclusive new scenes and puzzles, enhanced graphics, unlockable bonuses, and remastered sound in a special must-see edition of the popular point-and-click adventure. Exploring ancient manors, decaying tenements and twisting underground warrens with lamp and magnifying glass, four terrifying episodes of occult and otherworldly horror invite you to investigate Victorian England's deepest, darkest secrets. A critically-acclaimed "must-play" enjoyed by over one million people worldwide, discover why 148Apps calls this "a series not to miss out on" – and how *The Last Door: Collector's Edition* brings its horrifying secrets screaming back to life.

Release Date: Q2 2014

Lost Civilization™

Platforms: PC, iOS, Android

Release Date: April 15, 2014 (PC/Mac) / Q2 2014 (iOS/Android)

In *Lost Civilization*, race to unearth the mystery of a forgotten civilization and rescue your kidnapped fiancé in an atmospheric adventure, suitable for beginners and diehards alike, featuring a haunting blend of puzzle-solving and investigation. As amateur archaeologist Suzanne, journey from the dark corners of Prague to the forgotten chapters of Mayan civilization as you solve clever puzzles and unravel ancient secrets that could lead to proof that alien life exists on Earth. Featuring over 70 richly-detailed and animated scenes, haunting sound effects, and a refreshing variety of challenges ranging from clever brainteasers to eye-catching interactive mini-games, the fate of the world rests in your hands.

About *Phoenix Online Publishing* – Every Game Has a Story

Phoenix Online Publishing is a new independent video game publisher dedicated to bringing compelling and cutting-edge story-driven titles to market worldwide in every genre and across the full range of gaming platforms and devices. Providing game makers with business management, marketing, media and digital/retail distribution services, the company is committed to providing a platform for bringing titles with rich storytelling and atmosphere to life. Designed by indie game developers for indie game developers, Phoenix Online Publishing operates in parallel with Phoenix Online Studios, an award-winning game development studio (*The Silver Lining, Cognition*), and maintains a global network of development, publishing and distribution partners. More information about Phoenix Online Publishing can be found on the company's website, www.POStudios.com.

For game assets and information, please see <http://www.pressroom.postudios.com>.

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