



FOR IMMEDIATE RELEASE

Two New Adventures from Phoenix Online Publishing Coming in 2018: “A Rite from the Stars” and “Bleeding Moons”

Phoenix Online Publishing, where Every Game Has a Story™, is today announcing two exciting new additions to their adventure game catalog: *A Rite from the Stars*, releasing this summer, and *Bleeding Moons*, coming later this year. Both games will be available for download from the Phoenix Online store (<https://store.postudios.com/>), as well as Steam and other channels.

About A Rite from the Stars

The debut game of Spanish developer Risin' Goat, *A Rite from the Stars* is a fun and clever 3D point & click adventure game about Kirm, a young mute boy chosen by the Stars to undertake a mystical rite of passage to become a legend among his people.

In this coming-of-age story, players will explore the Mystical Island of Kaikala, home to the Makoia tribe, and pursue the three paths of Wisdom, Courage, and Spirit in any order they choose. Each path introduces new mechanics to solve unique challenges, ranging from action sequences to musical puzzles, with Kirm's playable meerkat companion Mirk and guiding star Hoku on hand to collaborate on puzzle solutions and lend insight along the way.

A Rite from the Stars features beautiful 3D environments, a fully orchestrated soundtrack recorded with a live chorus, and a complete original Makoian language developed for the game! *A Rite from the Stars* will be released for PC, Mac, and Linux, and feature French, Italian, German, and Spanish translations on release. Learn more at www.risingoat.com.

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

Review copies will be available in a few weeks. Please contact press@postudios.com (or reply to this email) to be considered for a copy.

About Bleeding Moons

Winner of seven Alex d'Or awards, including Best Game and Best Story, *Bleeding Moons* is the first game from IAN Games and designer Olivier Larrieu. This interactive narrative game thrusts players into the role of Ian de Valmain, a young nobleman-turned-assassin who must infiltrate a mercenary camp to help save his homeland.

A second son not destined for greatness or inheritance, Ian is caught up in political intrigue and a violent war he was not prepared for, and now struggles with what he must do. Your choices will affect not only the outcome of the war but also the shape of Ian's soul and the love of his life as you navigate to one of many possible endings. *Bleeding Moons'* top-down graphics and focus on storytelling are reminiscent of Freebird Games' *To The Moon*, which IAN Games cites as an inspiration. Learn more at www.iangames.com

Screenshots: http://pressroom.postudios.com/downloads/BleedingMoons_Screens_07Jun18.zip

About Phoenix Online Publishing – 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*, the 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*. More information can be found on the company's website, www.POSudios.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.

About IAN Games

IAN Games is Olivier Larrieu's one-man studio born from the wish to reconcile two passions, writing and playing video games, with a French touch! Using his 30 years experience in both, he is devoted to bringing a new momentum to adventure games. His first attempt, *Bleeding Moons*, and the awards it has won so far have convinced him that he can add his share to the video game world. For more information, visit www.iangames.com.

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