



FOR IMMEDIATE RELEASE

HAUNTING LOW-RES HORROR ADVENTURE THE LAST DOOR: SEASON 2 COLLECTOR'S EDITION™ IS AVAILABLE NOW FOR MOBILE

All 4 Episodes available now for iOS and Android with EFIGS localization, updates coming soon to PC/Mac/Linux

Boston, MA – October 27th, 2016 – Just in time for Halloween, Phoenix Online and Publishing and The Game Kitchen today announced the release of the mobile edition of *The Last Door: Season 2 Collector's Edition* on the iTunes (<https://itunes.apple.com/us/app/id1124033801?mt=8>) and Google Play (<https://play.google.com/store/apps/details?id=com.postudios.tlds2>) Stores. In Season 2 of this "must-play for those who enjoy stories about the occult," (AdventureGamers.com), players will delve further into the madness of the Veil across four episodes of the low-res graphics, high suspense horror adventure. Already featuring new characters, a larger world, more puzzles, new mysteries, upgraded art and effects, more gameplay, and exclusive bonus content, the mobile version also offers full EFIGS localization, which will soon make its way to the PC version. The first episode of this chilling horror tale inspired by the works of Edgar Allen Poe and H.P. Lovecraft is available for free, with the rest available for a one-time in-app purchase of \$3.99, and the PC versions of both seasons are part of the Halloween sale going on now in the Phoenix Online Store (store.POStudios.com).



As Dr. John Wakefield, psychiatrist to Season 1's protagonist Jeremiah Devitt, players will set out in search of his missing client and soon be drawn into the haunting web of forbidden knowledge, madness, and a deeper conspiracy hiding it all. As the search moves beyond England, can Jeremiah be found? Or will Wakefield merely find that he, too, is about to become lost in the search for the Last Door?



"The three years we've been working on *The Last Door* series has been an incredible journey!" says Mauricio Garcia, CEO of The Game Kitchen. "We have given our best to create a meaningful experience for everybody, and we strongly believe that we've created something unique, that people are enjoying as much as they did the first season."



Released for PC, Mac, and Linux in March of this year, *The Last Door: Season 2 Collector's Edition* quickly joined Season 1 in becoming a best-seller, receiving praise from critics and fans alike for its compelling story, haunting soundtrack and sound design, and for bringing a satisfying conclusion to the series. In the first season, a "love letter to Lovecraft" (PennyArcade.com) released in 2014, players stepped into the shoes of Jeremiah Devitt to explore ancient mansions, decaying tenements, and the twisting, fog-filled alleys of London in search of memories Devitt had forgotten, but which had driven an old friend to suicide. Seasons 1 and 2 are available for PC, Mac, and Linux, as well as on mobile platforms for iOS and Android.

Key Features:

- Sequel to the award-winning point-and-click Victorian era horror adventure, *The Last Door*
- Four episodes and exclusive extras and bonus content in one limited-edition set
- Guide Dr. Wakefield through new locations, characters, scenes, and puzzles in a new compelling mystery
- Search for and uncover forbidden knowledge that may drive you mad in a game inspired by the works of H.P. Lovecraft and Edgar Allan Poe

- Full translations available in French, Italian, German, and Spanish
- Features a brand new haunting, original musical score by Carlos Viola

For more information, visit www.POStudios.com.

Review codes are available now! To get yours, contact Katie Hallahan (katie.hallahan@postudios.com). Please specify iOS or Android platform.

Media Assets:

- **Screenshots:** http://www.postudios.com/company/pressroom/downloads/TLD_Screens_13Oct16.zip
- **Trailer:** http://www.postudios.com/company/pressroom/downloads/TLDS2_Trailer_27Oct16.zip,
<https://youtu.be/-8mggwUy9T0>

About Phoenix Online Publishing – Every Game Has a Story™

Phoenix Online Publishing is an 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*, *Gabriel Knight*), 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.

About The Game Kitchen

The Game Kitchen is a small indie team based in Seville, Spain. Founded in 2009, the Spanish developer creates games for mobile devices and PC, always keeping accessibility and social change in mind, and is currently focused on creating independent original titles. In addition to *The Last Door* Seasons 1 and 2, an episodic point-and-click horror adventure game series, they are also the developers of *Rotor'scope: The Secret of the Endless Energy* (XBLA, 3rd prize winner in Dream.Build.Play 2009) and *Dungeon Defiler* (iOS, 2012). Learn more at <https://thelastdoor.com/presskit/> and www.thegamekitchen.com.

Assets and additional information for The Last Door: Collector's Editions and other Phoenix Online Publishing games are available at <http://pressroom.postudios.com>.

Contact:

Phoenix Online Publishing
Katie Hallahan, PR Director
617-901-5294
katie.hallahan@postudios.com