**Atmospheric PC Adventure Game *Face Noir* Will Release In English on July 18**
*Collaboration from indie developers Mad Orange and Phoenix Online Studios*
*can be preordered at POStudos.com*

SAN JOSE, Calif. – June 27, 2013 – Indie adventure game developer Phoenix Online Studios is announcing their next release, *Face Noir*, is now available for $15.99 preorder from FaceNoirGame.com. A noir mystery game set in New York City during the Great Depression, *Face Noir* will release for PC download on July 18, 2013. The preorder deal includes a 20% discount over the regular $19.99 price and a free MP3 soundtrack.

A moody tale that combines the intrigue and atmosphere of a Raymond Chandler novel or Humphrey Bogart film with classic point-and-click adventure gameplay, *Face Noir* follows private eye Jack del Nero as he's falsely accused of murdering the man who left a little girl in his protection. As Jack tries to figure out who she is and clear his name, the disillusioned detective finds himself up against a city infested with corruption and economic uncertainty. And he discovers more about human nature than he ever wanted to know along the way.

Developed by Italian indie studio Mad Orange, *Face Noir* released in Italy and Germany in 2012. Phoenix Online Studios, the team responsible for episodic adventure games *The Silver Lining* and *Cognition: An Erica Reed Thriller*, teamed up with Mad Orange to provide full English localization as well as additional programming support. Based on player feedback, this new version has had its user interface updated, pixel hunts eliminated, and some puzzles tweaked.

The *Face Noir* preview joins several third-party games on Phoenix Online's store as the company pursues its goal of creating a hub for indie adventures. Current offerings include award winner *The Cat Lady* (Harvester Games), the first installments of the episodic adventures *Reperfection* (Tinnitus Games) and *Shadows of the Vatican* (10th Art Studio), and puzzle game *Vampires!* (CBE Software), along with Phoenix's own games. Visit http://store.postudios.com for details.

**About Phoenix Online Studios**
Established in 2004, Phoenix began as a group of *King's Quest* fans from around the world that came together to create an unofficial sequel to the series. The resulting project, *The Silver Lining*, earned widespread community support and withstood two cease-and-desist orders to become one of the most ambitious fan projects ever made. After completing four Silver Lining episodes, the team shifted their focus to commercial projects with *Cognition: An Erica Reed Thriller*, which debuted in October 2012, and an English localization of Mad Orange's *Face Noir*. The team's next project is Jane Jensen's upcoming adventure game *Moebius*, for which they are providing art and programming. Learn more at http://www.postudios.com.

**About Mad Orange**
In 2009, Gabriele Papalini and Marco Sgolmin set up a PC on the kitchen table, and an indie studio was born. Mad Orange deeply believes that video games can embody an effective means of communication that goes beyond pure and simple entertainment. Their first project, a noir detective game set in New York City during the Great Depression, became such a massive undertaking that they had to split it into two parts during development. The first part, *Face Noir*, released in Germany and Italy in 2012, with an English version coming in summer, 2013. Mad Orange is working on the sequel now. To date, Mad Orange is the only studio managed by an orange. Learn more at: http://www.madorange.it

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