



PINKERTON ROAD STUDIO

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GABRIEL KNIGHT: SINS OF THE FATHERS® COMIC BOOK “THE TEMPTATION” CHAPTER 2 RELEASES TODAY

Second Installment of the Gabriel Knight Comic Is Now Available
(www.GabrielKnight20th.com), Final Chapter Coming Soon

Mount Joy, Penn. – February 11th, 2014 – Pinkerton Road Studio and Phoenix Online Studios, developers of the recent *Gabriel Knight: Sins of the Fathers 20th Anniversary Edition*, today released Chapter 2 of “The Temptation,” a brand new comic book version of the short story written by Jane Jensen, at www.GabrielKnight20th.com. Also available in short story form, the comic is the first new story in the Gabriel Knight series since the third game, *Blood of the Sacred, Blood of the Damned*, was released in 1999.

A complement to *Gabriel Knight: Sins of the Fathers: 20th Anniversary Edition*, recently released for PC and Mac, “The Temptation” takes place six months after the third game in the series, and finds the Schattenjäger back in Germany, alone, with Grace having left for parts unknown, and wondering just what one does after fulfilling their destiny. On a new case in the Bavarian countryside, Gabriel now meets an elderly woman who’s surprisingly knowledgeable about the supernatural and may be able to help find his new quarry, a creature that feeds on the souls of others.

Chapters 1 and 2 of the comic book adaptation are available for free today at www.GabrielKnight20th.com, with 3 coming soon. *Gabriel Knight: Sins of the Fathers® 20th Anniversary Edition* is available now on Steam, GOG.com, and other online retailers for \$19.99, and is currently on sale at the Phoenix Online Store (store.postudios.com) at a discounted price of \$13.99.



Gabriel Knight and Gabriel Knight: Sins of our Fathers are registered trademarks of Activision Publishing, Inc. All rights reserved.

“The Temptation” comic Chapters 1 and 2 can be downloaded here:

http://www.postudios.com/company/pressroom/downloads/GK_TemptationComic_CH01-02.zip

Review codes for Gabriel Knight are also available! Contact Katie Hallahan at pr@pinkertonroad.com for yours.

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* in October 2014. 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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