



PINKERTON ROAD STUDIO

FOR IMMEDIATE RELEASE

GABRIEL KNIGHT: SINS OF THE FATHERS® NOW AVAILABLE ON IPAD AND ANDROID TABLETS

The “Remake Done Right” of the 1993 Sierra Classic Debuts Today on Mobile Tablets as a Free Download with In-App Purchases (www.GabrielKnight20th.com)

“A great remaster of a great adventure game.” – Eurogamer Spain, 8/10
“All the things that made the original a legend – while improving the graphics and audio.” – JustAdventure, A+

Mount Joy, Penn. – July 23rd, 2015 – Pinkerton Road Studio and Phoenix Online Studios today announced that *Gabriel Knight: Sins of the Fathers 20th Anniversary Edition*, Jane Jensen’s remake of the 1993 classic Sierra hit, is available now for iPad and Android tablets. With gorgeous updated high-res graphics, new scenes and puzzles, a remastered soundtrack and bonus behind-the-scenes content, this “remake done right” (Digital Spy, 4/5) combines everything that made the original moody, mature murder mystery a “provocative story experience” (Adventure Gamer, 4.5/5) with modern graphics, gameplay, and audio. First released for PC & Mac in October 2014, Day 1 of the mobile version is available as a free download, with in-app purchases for the remaining Days available upon release, priced at \$2.99 and \$3.99, and can be found in the iTunes Store (<https://itunes.apple.com/us/app/id972316145>) and on GooglePlay (<https://play.google.com/store/apps/details?id=com.postudios.gk1>). The new mobile trailer can be viewed [here](#), and more information is available at www.GabrielKnight20th.com.



Gabriel Knight's mobile debut contains all the same features available in the completely updated PC release, including:

- Gorgeous high-res 3D backgrounds and models with more New Orleans flavor
- The classic Gabriel Knight soundtrack, remastered and reorchestrated by original composer Robert Holmes
- New playable scenes and puzzles
- A tiered in-game hint system
- All-new special edition material, including behind-the-scenes material from the original Gabriel Knight, from concept art to storyboards and more, plus new interviews with members of the original team

Pinkerton and Phoenix Online also recently completed the release of "The Temptation," the free graphic novel complement to *Gabriel Knight: Sins of the Fathers: 20th Anniversary Edition*. Set six months after the third game, and finds the finds the Schattenjäger back in Germany, alone, with Grace having departed for parts unknown, and wondering just what one does after fulfilling their destiny. The complete comic and short story are available as free downloads at www.GabrielKnight20th.com.



Gabriel Knight: Sins of the Fathers® 20th Anniversary Edition is available now for PC & Mac on the Phoenix Online Store (store.postudios.com), Steam, GOG.com, and other online retailers for \$19.99.

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Review codes for Gabriel Knight are available for iPad and Android tablets! Contact Katie Hallahan at pr@pinkertonroad.com for yours. Please include what platform you would like.

New assets for Gabriel Knight are available at <http://pressroom.postudios.com>.

- Trailer:
http://www.postudios.com/company/pressroom/downloads/GabrielKnight20th_MobileTrailer.zip,
<http://youtu.be//oaykB1La76o>
- Screenshots:
http://www.postudios.com/company/pressroom/downloads/GK_Screens_23July15.zip

"The Temptation" comic can be downloaded here:

https://s3.amazonaws.com/POStudios_Games/GK1/GK_TemptationComic_Ch01-03.zip

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](#).

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 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.

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