



FOR IMMEDIATE RELEASE

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

All 4 Episodes available now for PC, Mac, and Linux with Exclusive Bonus Content

Boston, MA – March 29, 2016 – In an echo from beyond the Veil, Phoenix Online Publishing and The Game Kitchen sent forth an unworldly and non-Euclidean announcement that the hit indie point-and-click horror adventure The Last Door Season 2 Collector's Edition released today for PC, Mac, and Linux. The sequel to Season 1's "love letter to Lovecraft", the new 4 episode collection of the low-res graphics, high suspense horror delves further into the madness of the Veil and introduces new characters, a larger world, more puzzles, new mysteries, upgraded art and effects, and even more gameplay, plus exclusive bonus content. Season 2 is available now for \$9.99 on the Phoenix Online Store (store.postudios.com), Steam, the Humble Store, GOG.com, and other online retailers, as well as a bundle of both seasons at a 10% discount.



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?

"We're truly humbled by the support of the fans who have helped us in crafting this story, and we believe we've managed to create an epic conclusion to the series for them," says Mauricio Garcia, CEO of The Game Kitchen. "We believe it's time to finally meet what's waiting for you beyond the Veil."

The Game Kitchen has been developing and releasing *The Last Door* with their own unique crowdfunding subscription-based model on their website, where players have had early access to beta builds. The community feedback has been a part of shaping the game from the very beginning of the first Season.



The first season of *The Last Door: Collector's Edition*, released in 2014, included all four episodes as well as exclusive bonus content and became a best-selling retro-themed horror adventure, earning high marks from fans and critics alike. A "love letter to Lovecraft", 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. Season 1 is 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
- Includes 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).

Media Assets:

- **Screenshots:** http://pressroom.postudios.com/downloads/TLDS2_Screens_29March15.zip

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 <http://www.thelastdoor.com> 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>.

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