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RETRO FANTASY ROLE-PLAYING EPIC QUEST FOR INFAMY™ TO DEBUT JUNE 26, 2014 FOR PC, MAC, LINUX

Humor-Filled Fantasy RPG Adventure Asks Players to Become a Charming Rogue

SAN JOSE, Calif. – April 30, 2014 – Phoenix Online Publishing™ today announced that Quest for Infamy, the funniest retro fantasy role-playing adventure of the year, will be available for PC, Mac and Linux via all major digital distribution outlets, and the Phoenix Online Store (www.postudios.com) on June 26, 2014. Quest for Infamy is a humor-filled, fantasy epic styled in the vein of classic PC RPGs, in which you play the charming villain.



Blending turn-based combat and spell-casting with puzzle solving and adventure, the game invites players to choose from three character classes—brigand (strength), rogue (stealth), or sorcerer (magic), each with unique storylines and adventures—in one of the largest retro role-playing experiences ever. Adventurers can explore a world of hand-drawn wonder as they wind their way through trap-infested dungeons, battle slaving beasts with swords or custom-made spells, and lie, cheat or steal their way to infamy. Being bad has never felt so good!

“Imagine if Game of Thrones and The Secret of Monkey Island had a bastard child; that’s exactly what Quest for Infamy is: funny, irreverent and at times a little raunchy. In short, the kind of game you always wanted to play as a kid, but your parents probably wouldn’t let you,” said Steven Alexander, co-founder of Infamous Quests. “We set out to offer Quest for Infamy as a game that taps into the nostalgia of yesterday, where great story and humor trumped fancy graphics. And judging by the very positive feedback we’ve received, we’ve created a game that fans have been eagerly awaiting!”



Quest for Infamy’s Key Features Include:

- Humorous retro fantasy RPG packed with adventure, puzzles, combat and spellcasting
- Play as one of three distinctly different anti-heroes with unique quests: Brigand, Rogue or Sorcerer
- Use swords, spells or wits to blaze a path to victory: Styles vary with every play

- Hand-drawn world seamlessly blends role-playing and adventure
- Over 50 NPCs and 200 rooms to explore and interact with
- Customize your own spells, skills and adventures

About Infamous Quests

Founded in 2012 by Steven Alexander and Shawn Mills, Infamous Quests is a dedicated team committed to making games we would love to play ourselves. They came together with the common goal of creating fantastic games – ones that would feel like they came from and fit perfectly with the best titles of the golden era of adventure games. Visit <http://www.infamous-quests.com> for more information.

About Phoenix Online Publishing – Every Game Has a Story™

Phoenix Online Publishing is a new 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), 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.

For game assets and information, please see <http://pressroom.postudios.com>.

Contact:

Phoenix Online Publishing

Katie Hallahan, PR Director

617-901-5294

katie.hallahan@postudios.com