



The French Quarter is abuzz about the serial killings plaguing their town, the so-called "Voodoo Murders". Voodoo

implements and symbols are always found around the victim, but the police are certain that the evidence is meant to lead them away from the real killer.

You are Gabriel Knight, a young man whose bookstore specializes in rare books. Your dream is to one day turn out a blockbuster mystery novel, but writer's block is hampering the conclusion of

# MURDERS IN THE HEART OF MODERN NEW ORLEANS...

**SIERRA'S GABRIEL KNIGHT: SINS OF THE FATHERS WILL LEAVE YOU HEART COLD AND YOUR HANDS CLAMMY.**



St. Louis Cathedral. The original church on this site was built in 1724 and was named for Louis IX of France. That church burnt in the great fire of 1788. The present church dates from 1851.

The game is filled with interesting and accurate information about New Orleans.

your latest (and, to date, only) book. Not to mention those strange nightmares that have ended only when you awaken to the sound of your own screams.

Although Gabriel doesn't know it, he is the last in a lineage of Schattenjägers, or Shadow Hunters. He is fated to fight the dark forces of the supernatural, tormented by a centuries-old curse. He must spend every waking moment scouring the side streets and alleys of New Orleans for the key to his past. And when he sleeps, the nightmare begins.

For this adventure game, Sierra has updated its venerable gaming engine; commands are now somewhat easier to access with the more intuitive interface. The game is dark and—forgive me for

using the word, but nothing else fits—gothic. The backgrounds are dark and gritty, much like New Orleans (more specifically, the warehouse district of the French Quarter) at night. They are beautifully rendered, and not much in the way of the so-called "hot" colors are used; deep blues and greens dominate.

Conversation now takes place away from the game; each person you can talk to appears in a separate segue away from the action of the game. Conversation is menu- and event-driven; you can only talk in generalities until a specific topic has been broached by the NPC you're talking to. Once you've



"How have you been, Granny?"

Is your Granny a woman with a dark secret or just an innocent bystander?

## Gabriel Knight

by Sierra

### Game Summary

A graphical adventure game, you must unearth the clues and put together the evidence to solve the serial murders that have recently plagued New Orleans.

**Overall Rating:**

**91%**

Requirements:	386, 4MB RAM, VGA
Sound Support:	Sound Blaster, AdLib, Roland, PAS
Controller:	Mouse
Available for:	PC and compatibles
Designed by:	Sierra
Distributed by:	Sierra
Retail Price:	\$69.95
Hard Drive Space:	16.9 Meg
No. of Players:	One player



Conversation takes place away from the action of the game.

uncovered a new topic, it gets added to your conversation menu, and you can ask almost anyone about the new topic.

Movement from one distinct location to another is done through the use of an icon map. For instance, to get from Jackson Park to St. Louis Cathedral, you exit the park, a map comes up, and you click on the St. Louis Cathedral icon. This is a departure for Sierra; anyone who's ever played any of their games and is expecting more of the same will be surprised. Even though New Orleans is beautiful, what game designer would want to hand-render it?



Most of the concrete locations have a dark, urban gothic feel.

A warning for parents: this game is meant to be for adults only. There are scenes of graphic violence, and the language has less in common with King's Quest 6 than it does with Stephen King. If you are going to let your child (or children) play or watch you play this game, you do so at your own risk. When he or she starts having nightmares, you'll have no one to blame but yourself.



An icon-driven movement map helps you get from place to place.

Interface • Playability • Graphics • Sound • Replay Value  
84 • 86 • 89 • 95 • 42

Wow. Sierra has produced a point-and-click adventure game that I actually like. GK has the lush feel of a real story, combined with the textured detail of a graphic engine and truly dazzling music. The background music in Gabriel's bookstore in the very beginning introduces a theme that will be found many times again, a hauntingly simple tune that will stay in your head for days. While GK features (I should say suffers from) the trademark Sierra interface, it manages to invoke the interface so smoothly and easily that I am forced to admit that point-and-click can work on occasion. Atmosphere is paramount in GK; the designers chose an odd variation on horror that I am very

pleased with. Instead of attempting standard horror, which rarely works on a computer, GK uses an intellectual approach, whereby the title character begins in a slightly creepy but perfectly normal world. Slowly, through increasing encounters and terrifying dreams, he finds his world dissolving into a chaotic and violent world just under the surface of New Orleans. It's an approach that works well in novels and films, and works well in GK. I urge you to purchase the CD version if your computer is so equipped, since the voice talent Sierra recruited for this game is excellent and adds to the atmosphere immeasurably. GK breathes new life into the hackneyed graphic adventure. See it.  
-Kevin

Interface • Playability • Graphics • Sound • Replay Value  
89 • 89 • 87 • 87 • 71

Sierra hasn't turned out a game in about three years that I've actually enjoyed playing, and I didn't think the streak would end with Gabriel Knight. But, as you can see from my score, the streak has ended and Sierra is back in my playground. This game is disturbing, nightmarish, and just generally creepy; the designers managed to get me deeply involved in the storyline, to my surprise. The only reasons the game didn't score higher were based on economics: the game is expensive and requires a high-end machine to run with any kind of speed (it seemed a bit punchy in places on our 486-66). Getting to the meat of the action, let me expound on the virtues of the game. Although

the animations are a little chunky, the backgrounds are delightfully rendered; the designers apparently went to a lot of trouble to add at least one subconsciously disturbing image to each (e.g., the pictures in Granny's living room). Even though I'd like someday for someone to come up with a sound schema that codecs on the fly, it ain't happened yet. Voices would be nice (the CD version has them), but text will suit for now. The music is haunting; it really enhanced my enjoyment of the game. The interface is nicely placed away from the main game area, so you don't run into it with the mouse too much. I still don't like point-and-search, but this game was compelling enough to make me forget I was having to do it.  
-Ted

Interface • Playability • Graphics • Sound • Replay Value  
84 • 88 • 90 • 89 • 45

What can you tell me about...action/adventures? It looks like the programmers responsible for Gabriel Knight can tell a lot of people everything they'd want to know. GK is a tremendous game, filled with atmosphere, horrific elements, occasional wit and a lot of charm. My experiences in New Orleans are admittedly limited, but it seems that GK has captured much of the essence of that city. The interface has been somewhat updated from previous Sierra titles, making it simple to play and easy to get into. The quest itself is decidedly interesting, revolving around the unique horrors of voodoo magic and ritual murder. The actual game itself is a dream to play. Con-

trol is simple, and moving from place to place occurs on a map screen, so you no longer have to memorize the path from one area to the next. It's nearly impossible to get lost. The characters have their own personalities, which brings a whole new element to the game. If you have a CD-ROM, do yourself a favor and pick up the CD version of this game. The voices really add to the experience. If you are CD-less, don't let that dissuade you from playing Gabriel Knight. The experience is unforgettable, and you may find yourself having nightmares similar to those of Mr. Knight. Play it, enjoy it and finish it. Then, take out a pen and paper and demand a sequel from Sierra. We need more games like this!  
-Steve