

Gabriel Knight: Sins of the Fathers

By Al Giovetti

It's his recurring nightmare—fire burning within two concentric circles; an ancient, magical medalion of gold; the face of a beautiful woman; dancing figures; the snake . . . Then he sees himself, hanging by the neck from the dead limb of a large tree. He wakes up screaming.



Visit famous New Orleans landmarks and enlist the help of locals.

Meet Gabriel Knight, a neo-gothic horror novelist who's researching New Orleans voodoo murders. He's a dangerous man with a dark past and what may prove to be an even darker future. What are these horrible dreams? Watch his dreams carefully, no matter how terrifying, because only you can find the clues that will help Gabriel solve the mystery in this gothic graphic adventure from Sierra.

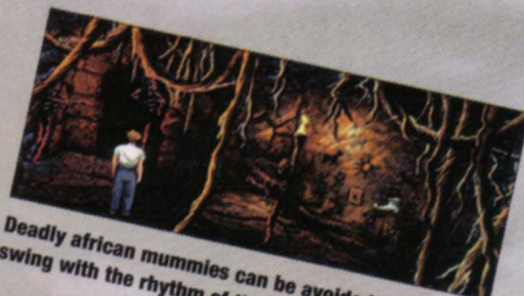
Gabriel insults, demands, solicits, and charms, getting people to do what he wants, without regard for their feelings or well-being. But there's something in Gabriel's irreverent, reckless, and

Gabriel Knight on CD

The story told in the CD version of Gabriel Knight is the same one you'll get on a floppy, but there's a world of difference between the two versions. In addition to including a few extra animated sequences, Gabriel Knight boasts the largest collection of Hollywood star power ever used for voice-overs in a computer game.

The CD uses voice for every written line in the game, including the narration. For Gabriel, veteran actor Tim Curry has created a voice that reflects the character's erotic, insensitive, yet likeable personality.

Also in the cast are Mark Hamill, best known as Luke Skywalker, who plays Detective Mosely, and Efrem Zimbalist, Jr., who portrays Wolfgang, Gabriel's uncle. Both have extensive voice-over experience and have worked on the Batman animated series. Michael Dorn, Star Trek's Lt. Worf, plays Dr. John using a Cajun version of his resonant voice. Tony award winner Virginia Capers narrates the story.



Deadly african mummies can be avoided. You must swing with the rhythm of the plot.

arrogant character that draws you to him. Despite his boorish personality, you'll be motivated to help him understand the dangers facing him.

As you guide Gabriel Knight through the adventure and meet the other characters, you'll get involved in conversations as complex and unpredictable as any you might have in real life. The number of topics you can discuss increases as you unravel the plot, thread by thread. And ultimately, as Gabriel continues his research, he learns from his experiences and becomes more sensitive and aware of others—a real nineties kind of guy.

The high-resolution, 3-D-rendered graphics appear more like a well-drawn comic than a computer game. The dark colors of the backgrounds and animations, the moody and often sensual music, and the startling sound effects enhance the dark mood. The depth of characterization and the richness of the interplay between reality and fantasy make this an excellent thriller.

Gabriel Knight is a game of contrasts and transitions, and of conflict, both external and internal. It's not a game for kids, but you'll find the mature moral issues a refreshing contrast to other adult games. (Sierra On-Line; 800-743-7725; DOS, \$69.95, CD for DOS/Windows, \$79.95)

GAME-WINNING TIPS

Find the crime scene on day one by going to Jackson Square. Walk near the mime, then walk near the cop. When the cop chases the mime, use the radio on the cop's motorcycle to locate the crime scene.

Find the serpent arm band by going to Cazaunoux's house with the hair gel and a priest's collar and shirt. Find Cazaunoux's address by calling all the phone numbers with that name in the phone book.

In the African snake mound, put the tiles in numerical order, clockwise. Use the snake rod in tile 3. Run clockwise and avoid the arcade-sequence mummy guards. Use the vine in room 6 to get into room 7 and enter the inner circle.

1 2 3 4 5 6 7 8 9 10

Intelligent, adult game and theme with excellent graphics.