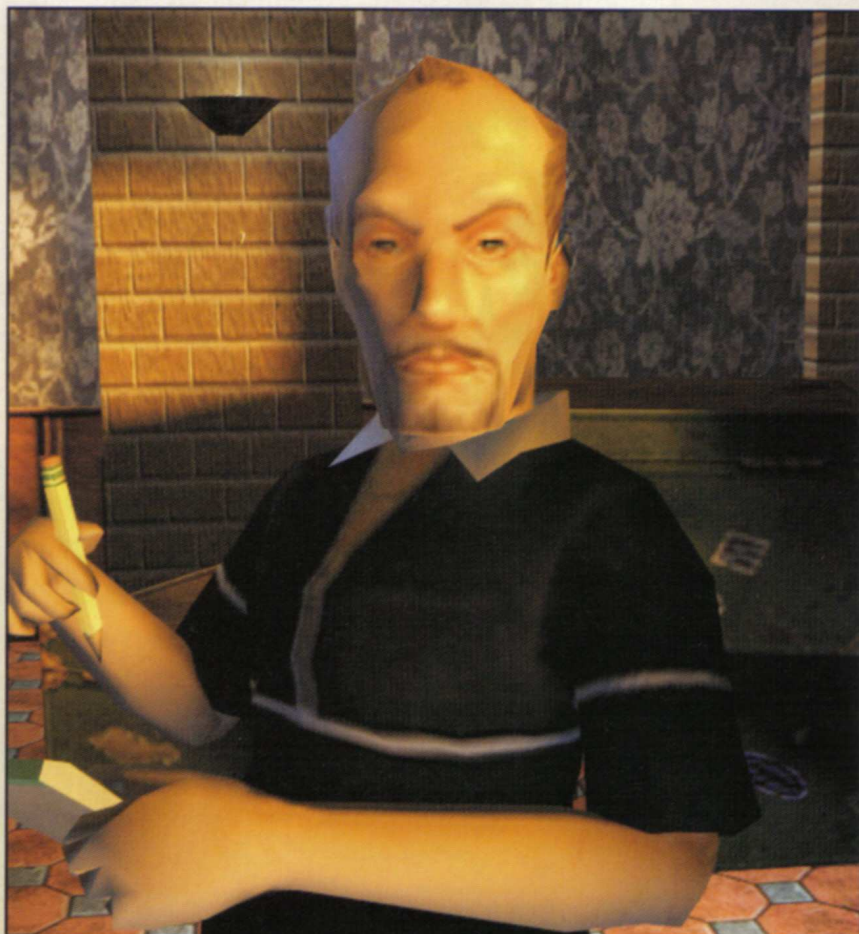


Gabriel Knight III

The shadow hunter is back in a new adventure!

Fresh from dodging werewolves in Bavaria, Gabe stumbles on to a mystery that's either one of the greatest enigmas of all time... or one of history's biggest scams.

— William R. Trotter



Victorio Buchelli is one of the shady characters Gabriel runs across as his French adventure unfolds. He claims to be a tourist, but he has a strange interest in the missing treasure.

F.Y.I. FOR YOUR INFORMATION

Game: Gabriel Knight III: Blood of the Sacred, Blood of the Damned
Developer: Sierra
Publisher: Sierra, 3380 146th Place SE, Suite 300, Bellevue, WA 98007 (800) 757-7707
Projected Price: TBA
Percentage complete: 40%

In a nutshell:

Gabriel investigates what starts as a kidnapping, but turns into a conspiracy involving an ancient society who might be privy to one of the most profound mysteries of all time. Oh, and they also happen to be vampires.

What's so special?

Author/designer Jane Jensen has outdone herself, weaving a tale of conspiracies within conspiracies, occult mysteries suppressed by the authorities, enigmatic yet rich characters, and bursts of sheer terror.

Why should I care?

Each of the two preceding Gabriel Knight adventures achieved classic status for the excellent writing and beautiful graphic presentation. From what we've seen of the third game, it stands to be even more compelling.

And when's it coming out?

Summer 1998

Blood of the Sacred, Blood of the Damned, the third Gabriel Knight game, has all the classic ingredients of any good adventure game: danger and excitement, characters the player really cares about, and some really great puzzles. It also ventures into unusual thematic terrain in its exploration of the vast body of myth that has grown up around the Holy Grail, the Knights Templar, and the Illuminati.

How often does one find a com-

puter game that deals — in a probing and sophisticated manner — with matters spiritual, theological, and philosophical, while still providing a roller-coaster ride of great entertainment?

The story is set in a small village in rural France (based on an actual town named Rennes-le-Chateau), where Gabriel and his plucky assistant, Grace, have been invited to spend a weekend as guests of the aristocratic scion of a once-powerful noble family. Their princely host, however, is less interested in socializing than in enlisting Gabriel's help to protect his infant son. The Prince may number royalty among his ancestors, but for generations, the



As the game begins, Gabriel steps off the train in a small, mysterious town.



This rustic country inn is where the tour group stays. They've been promised a treasure hunt — but it seems to Gabriel that some of them already know exactly what they're looking for....

clan has been plagued by — ah, but that would be telling too much. Suffice it to say that the child may be the central figure in a centuries-old mystery, the key to a profound enigma, and the unwitting pawn in a shadowy conflict that is ancient in origin, but that could also have profound political repercussions in the modern world.

On the very night of Gabriel's arrival, a mysterious band of interlopers infiltrates the Prince's chateau and kidnaps the child. Gabriel pursues them, but without success — the kidnapers seem to vanish in the narrow streets and medieval buildings of the town. As Gabriel learns more about the village and its history (aided as always by the headstrong Grace, who pursues an independent line of investigation), he begins to suspect that both the town and the Prince's family are bound by the same mysterious, enigmatic, destiny.

During his early explorations of the town, Gabriel encounters a tour-group of "treasure hunters." The village is, in fact, a major tourist attraction, because something strange happened there in the 1880s, and those drawn to occult mysteries have been trying to figure it out ever since:

A poor parish priest arrived to take over the town's decaying little church. A few years later, the priest became fabulously wealthy and famous throughout Europe for his enigmatic actions and pronouncements. Did he discover the fabled Grail? The long-lost treasure of the Templars? Or — as one tourist claims — evidence of contact



The second Gabriel Knight game made surprisingly good use of full-motion video — the third will use a brand-new 3D engine.

between aliens and ancient Egyptians?

When Gabriel discovers that this seemingly harmless, albeit quite eccentric, bunch of tourists includes a CIA agent, a member of the French secret service, and an emissary from the Vatican, he begins to suspect that, whatever mystery lies buried here, it's something big enough to attract the interest of some very powerful factions.

Author Jane Jensen has long been intrigued by the conflicting myths surrounding the Holy Grail and by the amazing concentration of legend and fable surrounding the actual town of Rennes-le-Chateau. But at first, she didn't connect those interests with Gabriel Knight.

"I'd been developing a story concept that blended the mythology of vampirism with the

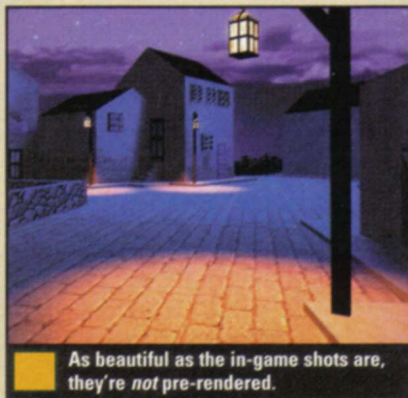
"The book *Holy Blood, Holy Grail* is very heretical, and it's inclusion in the game will, I'm sure, provoke a lot of controversy."

—JANE JENSEN,
AUTHOR/DESIGNER

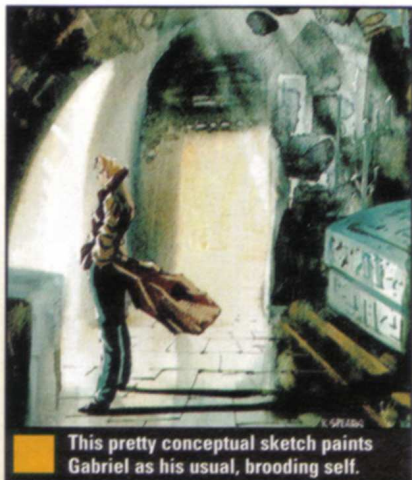
idea of a sort of accursed immortality — the Wandering Jew," Jensen says. "My vampires, though, were also a bit like alchemists, always searching for superior, powerful blood-lines which would increase their power. And, as we learned in the first two games, Gabriel's got some pretty aristocratic blood flowing in *his* veins."

Jane didn't know quite where she was going with these ideas until she read a book titled *Holy Blood, Holy Grail*.

Then the proverbial light bulb went off in her mind: "That part of rural France, where both the real village and the game village are located, was a stronghold of the Knights Templar and other mystical orders," she says. "Maybe that little church was where they hid the Holy Grail when they came back from the Crusades, or maybe that's where they stashed all the gold and jewels they



As beautiful as the in-game shots are, they're *not* pre-rendered.



This pretty conceptual sketch paints Gabriel as his usual, brooding self.

looted from Palestine — at its peak, the Templar order was fabulously wealthy. But there's an even more tantalizing theory, set forth very convincingly in *Holy Blood, Holy Grail*. It's very heretical, and it's inclusion in the game will, I'm sure, provoke a lot of controversy. I'm not quite ready to reveal any more — but it's going to raise a lot of eyebrows.

"In one of the books I read," Jensen says, "there was an elaborate map of the region, showing all the sites associated with the various legends. If you drew lines connecting them, you had a pentagram. It hit me suddenly: My God, this is exactly like a puzzle in an adventure game!"

And so, Gabriel Knight finds himself caught in a power struggle between secret factions who are working to gain dominance over the new European Community — one faction supports an heir from the Hapsburg bloodline, the other supports a descendant of the Stuarts. Also involved in this web of occult mystery are members of an

THE PRIEST AND HIS PUZZLES

The real story of Rennes-le-Chateau has become the "Roswell Incident" of occultists and conspiracy buffs all over the world. It goes like this: In 1885, a dynamic young cleric named Berenger Sauniere arrived in the little village as its new parish priest. For six years, he lived a life of humble poverty. In 1891, using borrowed money, he began restoration of his crumbling church, the foundations of which dated back to the sixth century, when Visigoths ruled that region of Gaul.

Beneath the altar stone, he discovered parchment scrolls sealed in wooden cases. Although the text appeared to be Latin excerpts from the New

Testament, many passages were incomprehensible, written in a cipher so cryptic and complex that even modern scholarship has been unable to crack the code. When Sauniere showed them to various Church authorities, he suddenly was contacted by members of several secret, occult societies. From the Louvre, he obtained three paintings of obviously mystical symbolism, one of which depicted a tomb located not far from his own church.

Whatever Sauniere had stumbled upon, it changed his life. He suddenly became a man of great wealth, and he undertook a puzzling series of excavations and restorations throughout the region. The locations

of these sites, when plotted on a map, do indeed form a pentagram. One of the tombs uncovered by Sauniere bore an inscription "Et in Arcadia ego" ("And in Arcadia, I Dwell," or "I Exist").

But if you treat the letters as an anagram, one of the few sensible arrangements you get translates as: "Begone — I conceal the secrets of God."

Sounds like an adventure game puzzle to us!

Intrigued? Well, there are several web sites devoted to the Rennes-le-Chateau Mysteries, although the best ones are in French. For a full account in English, try www.llewellyn.com/fate/rennes.htm. You'll read about very provocative enigmas.

ancient Egyptian order who have worked for centuries to produce a "divine man" for the year 2,000.

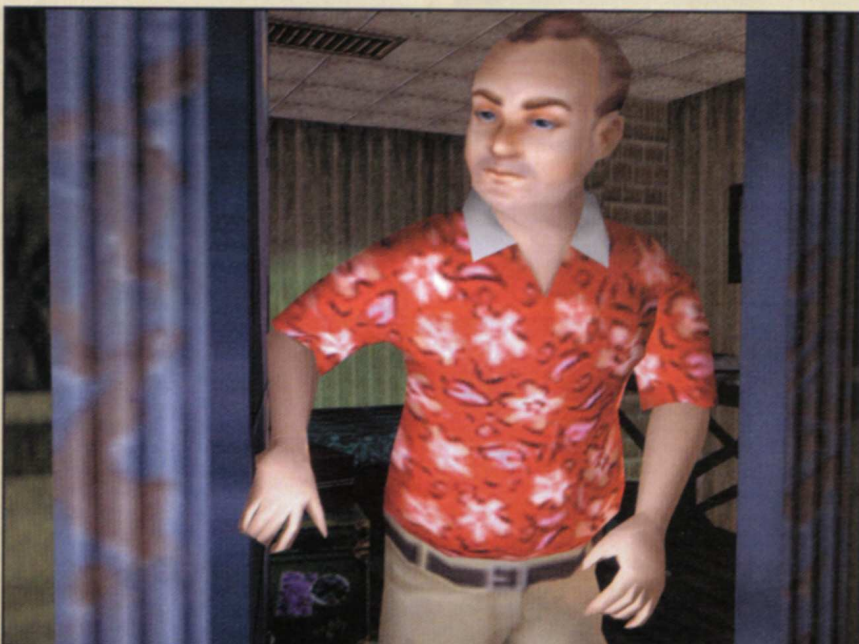
Where do the vampires fit in? Well, they, too, seek to absorb and manipulate the bloodline, but their goal is power and supremacy over lesser beings. So the story involves not only a classic struggle between Good and Evil, but a parallel struggle for earthly power. Gabriel must uncover these multiple agendas, gain knowledge of the truths behind these veils of legend, and, ultimately, discover the nature of the great secret that lies at the heart of things.

To clothe such a profound quest in suitable interactive raiment, Sierra has developed a mighty new game engine called "the G Engine," custom-built for this game. After the lush realism of the full-motion video used in *GK2* — one of the few instances where that technology really worked well in a game — Jane Jensen was initially skeptical about the move to a new game engine.

"I kept thinking, 'I don't want this game to look like *Quake*,' and then I actually saw the first footage," Jensen says. "It was phenomenal. It allows the player complete cinematic freedom of movement; there are no pixels even in the close-ups, and the number of polygons is amazing — 500 for a single face. I think this engine's going to set a new standard."

With one of the deepest and most provocative stories yet written for the medium, envelope-shredding graphics, and the highest production values Sierra's deep pockets can provide, *Gabriel Knight III* is likely to be one of the most talked-about games of 1998. Watch for it this summer.

PCG



This can only be Mosely, the New Orleans cop from the first game. He claims it's a coincidence that he's shown up in the tiny French town Gabriel's investigating — but how likely is that?



The new "G Engine" lets the designers create amazingly detailed environments.