



<http://moebiusthegame.com/>

<http://www.kickstarter.com/projects/1005365109/jane-jensens-pinkerton-road-2012-2013-csg>





Facebook:

<http://www.facebook.com/janejensenhomes>



Die Abstimmung für Jane Jensens neues Abenteuerspiel ist beendet, mehr als 61% der Stimmen erhielt das mysterische Abenterspiel

Moebius!

Moebius wird ein metaphysischer SciFi-Thriller im Stil der Fernsehserie Fringe werden!

Malachi Rector, seines Zeichens Antiquitätenhändler, sucht auf der ganzen Welt nach Artefakten.

**Dabei kann er die Seele eines jeden Objekts spüren.
Nachdem sein Laden in Manhattan durch ein Feuer zerstört wird, heuert ihn der Millionär Amber Dexter an, um eine Reihe von Ereignissen zu untersuchen und diese zu dokumentieren.
Dazu zählt etwa der Tod einer jungen Frau, die man von einer Brücke hängend in Venedig gefunden hat.**



Malachi Rector
Moebius





Interview:

Jane Jensen: Back Home on Pinkerton Road

<http://www.adventuregamers.com/article/id,1451>



News: 20. November 2012

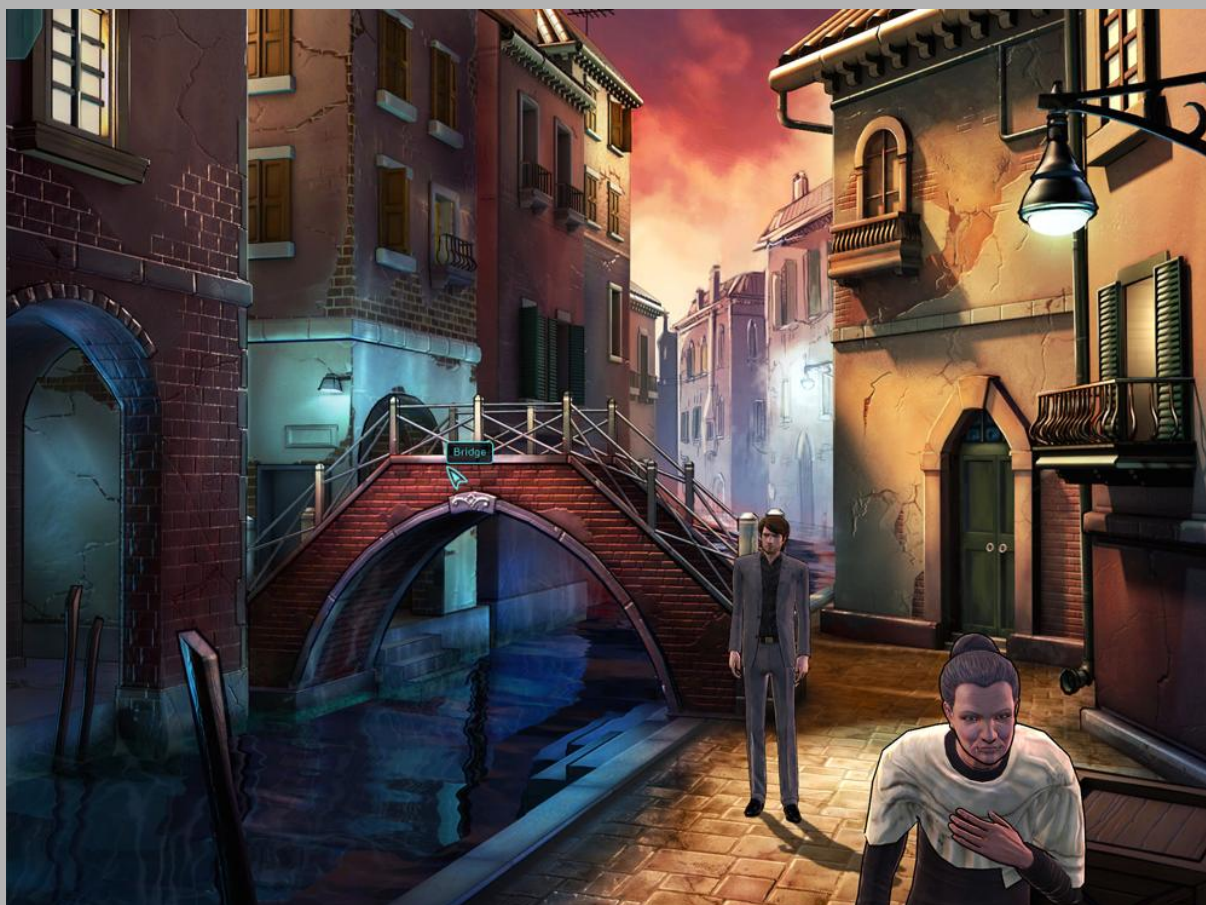
Phoenix Online to develop Jane Jensen's Moebius!
The Studios has been working on Jensen's title since September.





After working with Jane on **Cognition**, we're just ecstatic (and pinching ourselves!) to be continuing that relationship with Moebius. With mystery, intrigue, and a touch of the supernatural, in Moebius the player takes on the role of Malachi Rector as he investigates a series of events around the globe, uncovering startling truths about the nature of time and life itself in the process.

With Jane at the helm and Andy Hoyos, also of Sierra fame, leading the Art Direction, you know it'll be a fantastic, high-quality adventure game, and Phoenix is working hard to make Moebius a game you'll enjoy and remember.













Demo:
Ca. Juni 2013

Trailer (28. März 2013)

<http://www.gametrailers.com/videos/a4cum2/jane-jensen-s-moebius-exclusive-trailer>

Story-Trailer (26. November 2013)

<http://pressakey.com/videodetail,13739,1666,Moebius-Story-Trailer,.html>





<http://pinkertonroad.com/>

News: 11. Juni 2013

Last spring, Gabriel Knight creator Jane Jensen crowd-funded a new adventure game, **Moebius**.

This metaphysical thriller is under development for PC, Mac, Linux, and iPad -- and it's coming along great! So great, in fact, that Jane's studio Pinkerton Road has just released a trailer and a new batch of screenshots. (See below for details about the game.) You can grab the new assets here:

<http://www.youtube.com/watch?v=yHvcWukDM9o>





**Coming Soon for PC, Mac, iPad and Linux.
Playable demo arriving late June 2013!**



**English version, Internet download,
will be released:**

**April 15th, 2014 (PC, Mac)
Coming Soon: iOS, Android**



Moebius - Amble Dexter



<http://www.adventureinsel.de/>

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Jane Jensen

Jane Jensen is a game designer and novelist. Her first game was published by Sierra Online in 1990 and she has been designing games professionally ever since.

Her titles with Sierra include EcoQuest: Search for Cetus, King's Quest VI and the three Gabriel Knight games, which Jane created, designed and directed.

She operated as Creative Director for Oberon Media, creating a string of casual game hits for them including Deadtime Stories, Women's Murder Club and Dying for Daylight.

She has just launched her own game studio, Pinkerton Road, with her husband, Robert Holmes.



Trailer:

<http://www.youtube.com/watch?v=5UuBeuVku4Y>

<http://www.youtube.com/watch?v=8Xo-ZcplUcY>

News: 27. März 2014

Demo online:

<http://www.faircloudfinancial.com/Moebius/MoebiusDemoPC.zip>

Lösungshilfe:

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Update: 31. Juni 2014