



MEDIA RELEASE

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Tin Man Games Heralds a New Era in Warhammer 40,000 Digital Gamebooks

Tin Man Games, purveyors of digital gamebooks and interactive fiction today announces a partnership with Games Workshop to bring *Legacy of Dorn: Herald of Oblivion*, a digital adaptation of their Warhammer 40,000 Path To Victory gamebook of the same name, to iOS, Android, PC, Mac and Linux later this year.

You are a veteran Space Marine of the Imperial Fists Chapter. Equipped with powerful Terminator armour and armed with the deadliest weapons that the Adeptus Astartes wield, you are a symbol of the Emperor's might. Trapped aboard the space hulk Herald of Oblivion and the only survivor of your squad, you must fight your way through the aliens and heretics that infest the star vessel and find a way to escape the horror and return to your Chapter.

Herald of Oblivion is the first title in the newly conceived *Legacy of Dorn Trilogy* and places the player within a vast choice-based adventure novel, written by gamebook veteran Jonathan Green. Tin Man Games are using their critically acclaimed Gamebook Adventures Engine, replacing the paper book with an interactive computer terminal where players choose their path through the adventure. The original dice combat has also been replaced with an exciting first-person turn-based combat system.

Neil Rennison, founder of Tin Man Games said: "We really wanted the player to feel like they were in the 40k universe, so we made the decision to turn your phone, tablet or computer into an Imperial Cogitator. Not only are the players manipulating the archive of Brother Nabor's mission, but when they encounter the myriad of lifeforms on the space hulk, the cogitator turns into a holographic combat simulator which brings the player face-to-face with the xenos horrors!"

Legacy of Dorn: Herald of Oblivion will be available to download from the iOS App Store, Google Play and Amazon Appstore for Android at the end of September 2015. It will also be available on Steam and the Humble Store later in the year. Two sequels, *Pits of Commorragh* and *Forge of War*, are planned for release in 2016.

About Tin Man Games:

Tin Man Games is an independent games developer based in Melbourne, Australia. They are best known for their digital adaptations of the *Fighting Fantasy* series and have developed a large number of licensed digital gamebooks, across many mobile and desktop platforms. Further details about their digital gamebooks can be found at www.gamebookadventures.com.

About Games Workshop:

Games Workshop® Group PLC (LSE:GAW.L) is based in Nottingham, UK. Games Workshop designs, manufactures, retails, and distributes its range of Warhammer® and Warhammer® 40,000® games, miniature soldiers, novels and model kits through more than 400 of its own Hobby centres, the Internet and independent retail channels in more than 50 countries worldwide. More information about Games Workshop can be found at www.games-workshop.com and further details about all of Games Workshop's licensees and their products are at licensing.games-workshop.com

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For further information contact Neil Rennison on +61 (0)451 228932 or press@tinmangames.com.au.