

# The Lion's Song Episode 3 launches today, exploring Europe's patriarchal past

*Watch the launch trailer for Episode 3 - Derivation, which takes players into the life of struggling maths genius Emma*

**Vienna, March 16, 2016** - Austrian developer Mipumi Games has today launched the third episode of their narrative series *The Lion's Song* for PC on [Steam](#). *Episode 3 - Derivation* focuses on Viennese mathematician Emma whose brilliant academic achievements are not well received in the male-dominated science circle of the early 20<sup>th</sup> century. But what if she pretended to be a man? You can watch the launch trailer for *Episode 3 - Derivation* [here](#).

"In the first two episodes, the main characters were largely struggling with excelling in their discipline, as well as finding themselves, whereas Emma faces an additional challenge: being accepted as a woman in academia", says Mipumi CEO Gregor Eigner. "We wondered how many brilliant minds were held back by such social conventions and wanted to shine a light on a story where a genius might succeed against all odds."

All episodes of *The Lion's Song* are steeped in early 20<sup>th</sup> century history and show a cast of Austrian artists and scientists, with each episode taking a closer look at their intimate struggles with creativity and inspiration. Players can take the characters on very different paths and enjoy alternative playthroughs. The choices players make in each episode will have a direct impact on the storylines of all future and past episodes, connecting *The Lion's Song* with one overarching narrative.

The third instalment is available for £3.49 / €3,99 / \$3,99 or via a [Season Pass](#) for £8.99 / €9,99 / \$9,99. The Season Pass includes [Episode 2](#) and [3](#) as well as an upcoming final episode. You can try [Episode 1 - Silence](#) for free on Steam.

You can find *The Lion's Song* on [Steam](#), the official [website](#) and follow the game on social media via [Facebook](#) and [Twitter](#).

## About *The Lion's Song*

*The Lion's Song* is an episodic adventure game created by Vienna-based independent developer Mi'pu'mi Games. *The Lion's Song* is steeped in early 20<sup>th</sup> century history and focusses on a cast of Austrian artists and scientists with each episode taking a closer look at their intimate struggles with creativity and inspiration. Originally created as a Ludum Dare project in 2014, *The Lion's Song* features a striking art direction and a unique setting. Four easily accessible episodes are produced for PC/Steam, with the game also coming to mobile platforms in 2017. To find out more about *The Lion's Song* please visit [lionssonggame.com](#).

## About Mi'pu'mi Games

Mi'pu'mi Games is a Vienna-based independent game development company run by veteran developers with 10+ years industry experience at Rockstar and Ubisoft. The small specialist team collaborates with established AAA productions including the Hitman franchise and Anno. Now Mi'pu'mi is working on its first independent title: *The Lion's Song*, an episodic adventure game set in early 20th century Austria. To find out more about Mi'pu'mi go to [www.mipumi.com](#).

## Press contact

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