



## COMPLETE SEASON OF *THE LION'S SONG* TO LAUNCH JULY 13, 2017 ON STEAM (PC & MAC) AND MOBILE

*The Award-Winning Adventure Series Makes its Highly Anticipated Debut on iOS, Android & Mac*

**Vienna, Austria – June 28, 2017** – Austrian indie developer Mipumi Games has given fans of sepia colors and narrative adventure games a reason to rejoice today, announcing that the full release of their episodic series [The Lion's Song](#) will launch on July 13, 2017. The launch will include the fourth and final *Episode 4 - Closure* coming to PC via Steam, along with all episodes debuting on iOS & Android as well as Mac.

**The Lion's Song** is a narrative adventure game series about creativity and its demons while being steeped in early 20<sup>th</sup> century history. With each of the first three episodes taking a closer look at fictional Austrian artists or scientists each blessed with an exceptional creative mind, the season's finale *Episode 4 - Closure* will take players on a mysterious train journey that connects the storylines of all previous episodes. What stories will the four strangers on that train share along the way, and where will their journey end? Emotions will run high as players make connections with each character, and work to navigate and experience their lives in different ways with different outcomes.

Mipumi Games has released a new **teaser** trailer [here](#) along with new screenshots for *Episode 4 - Closure* located at the asset link above.

The Season Pass for **The Lion's Song** containing all four episodes is now available on Steam for \$9.99 / £8.99 / €9.99. Alternatively, on Steam, [Episode 1 - Silence](#) is available for free and the other episodes can be purchased separately for \$3.99 / £3.49 / €3.99 each. On iOS and Android The Lion's Song will be released as a premium title containing all four episodes for \$4.99 / £4.99 / €5.49.

For more information, visit *The Lion's Song* on [Steam](#) or the official [website](#) and follow the game on [Facebook](#) and [Twitter](#).

### **About The Lion's Song**

*The Lion's Song* is an episodic adventure game created by Vienna-based independent developer Mipumi 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. In 2016 the game was awarded with the German Developer Award for *Indie Game of the Year* and in 2017 it received an Honourable Mention from IGF in the category *Excellence in Narrative*. Originally created as a Ludum Dare project in 2014, *The Lion's Song* features a striking art direction and a unique setting. The fourth and final Episode 4 - Closure is coming to PC via Steam, along with all episodes debuting on iOS & Android as well as Mac on July 13, 2017.

To find out more about *The Lion's Song* please visit [lionssonggame.com](http://lionssonggame.com).

**About Mi'pu'mi Games**

Mipumi 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 Mipumi 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 Mipumi go to [www.mipumi.com](http://www.mipumi.com).

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