



Full Season of The Lion's Song Launches Today for PC, Mac and Mobile

Narrative adventure game connects the dots with fourth and final episode "Closure" coming to Steam, complete season debuts for Mac and mobile

Vienna, Austria – July 13, 2017 – Austrian indie developer Mipumi Games has today launched the fourth and final episode, [Closure](#), of their narrative adventure game [The Lion's Song](#) on Steam (PC, Mac, Linux). Parallel to this milestone, the full season of the award-winning adventure series debuts today on iOS, Android and the Mac Store.

To celebrate, Mipumi has released a brand new Launch Trailer [\[LINK\]](#).

The Lion's Song is a narrative adventure game series about creativity and its demons, with each of the first three episodes taking a closer look at a fictional Austrian artist or scientist. Steeped in culturally vibrant 20th century history, the game lets players travel back in time and gives them an intimate insight into the creative struggle of the young composer Wilma, the haunted painter Franz, and the genius mathematician Emma. 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 these four strangers share along the way, and where will their journey end?

"Each of the first three episodes of The Lion's Song featured its own little standalone adventure with a unique protagonist, characters and narrative. Our aim was to let players dive into a rich world of fascinating stories with very different endings, which encourages them to replay each episode and take alternate routes," said Mipumi CEO Gregor Eigner. "For Episode 4 we're taking a different approach, bringing the first three stories together in a way that we hope will offer players a satisfying conclusion to the path they have chosen."

The Season Pass for The Lion's Song, containing all four episodes, is available on Steam (PC, Mac, Linux) and the Mac Store 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 20th 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. To find out more about the game please visit 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.

MEDIA CONTACT

Scott Fry | Gilberto Gamboa
ONE PR Studio [for North American media]
mipumi@oneprstudio.com
Phone: 510-893-3271

ICO Partners [for European media]
pr@icopartners.com