

Episodic adventure game The Lion's Song revealed

New trailer gives first look at three creative minds in early 20th century Austria and their personal journey for inspiration - first episode coming Q2 2016

Vienna, April 18, 2016 - Austrian developer Mipumi Games has revealed their episodic narrative adventure game The Lion's Song. In four episodes, the game will take players on a journey of great minds searching for inspiration and struggling to succeed under pressure. Starting with the first episode in Q2 2016, The Lion's Song will be initially released on Steam for PC, with iOS and Android versions following soon after.

The announcement trailer is available [here](#).

The Lion's Song is set against the backdrop of early 20th century Austria with every episode following a different character. Each of those is an exceptional mind and the game draws players into a story of personal struggle for creativity, human connections and inspiration: a talented composer suffering from writer's block just before her breakthrough concert, an up-and-coming painter growing through his challenges and a brilliant mathematician trying to make her voice heard in a men's world. The choices players make in The Lion's Song will have a direct impact on the storylines of all episodes and ultimately determine if the protagonists do find the success they are working for.

"I think everybody knows the nagging doubts when struggling with creativity at some point in their lives, but also the overwhelming joy when good ideas just seem to come to you magically. With The Lion's Song we want players to explore how other creators deal with the ever-present pressure of success", says Gregor Eigner, producer and co-founder of Mipumi Games.

Originating from a well-received game jam production for Ludum Dare 30, Mipumi had focussed on expanding The Lion's Song into a full game experience. Four episodes will be released on PC, iOS and Android platforms, with the first instalment coming to PC in Q2 2016. The game will be playable in English, French, Italian, German and Spanish.

Assets and details about The Lion's Song can be found [here](#). More information is available on the [official website](#), [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 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. 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 later in 2016. The first instalment of The Lion's Song will be released in Q2 2016. 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 Austria. To find out more about Mi'pu'mi go to www.mipumi.com.

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