



The critically-acclaimed *The Lion's Song* is coming to Nintendo Switch™ on July 10th

Discover the intimate struggle of three geniuses in the complete edition of Mipumi Games' award-winning narrative series

Vienna, Austria – June 27, 2018 – Austrian developer Mipumi Games has announced today that their award-winning narrative adventure series *The Lion's Song* will be available on **July 10, 2018** for the **Nintendo Switch™** console, via the [Nintendo eShop](#) for **\$9.99/£9.99/€9.99**.

Watch the latest Nintendo Switch™ trailer for *The Lion's Song* [here](#).

Set in early 20th century Austria, *The Lion's Song* is a series of four self-contained point & click stories featuring a cast of fictional artists and scientists, each blessed with outstanding skills. Each chapter follows in the footsteps of one of these exceptional minds, and players are tasked with helping them overcome their intimate struggles with creativity, human connections and inspiration. The choices they make along the way will have a direct impact on the storylines of all future and past episodes, connecting the individual stories of *The Lion's Song* into one overarching narrative.

Featuring evocative story-driven gameplay, stylized graphics and a haunting soundtrack across its four episodes, the complete edition of *The Lion's Song* was originally released on Steam, iOS and Android in July 2017. The game has been critically acclaimed, earning the Best Indie Game Award at the [German Developer Award 2016](#), as well as an Honorable Mention in the Excellence in Narrative category at the [Independent Games Festival in 2017](#).

More information about *The Lion's Song* can be found on the official [website](#), and on social media via [Facebook](#) and [Twitter](#).

About *The Lion's Song*

The Lion's Song is a series of four self-contained point & click stories connected into an overarching narrative, where the player's choices will affect the way in which the story unfolds. Set against the backdrop of early 20th century Austria, every chapter follows a different character, each blessed with an exceptional creative mind. The game pulls players into a story of personal struggle for creativity, human connections 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, iOS and Android, with the game also coming to Nintendo Switch™ on 10 July 2018. To find out more about *The Lion's Song* please visit [lionssonggame.com](#).

About Mi'pu'mi Games

Mipumi Games is a Vienna-based independent game development company run by veteran developers with over 10 years industry experience at Rockstar and Ubisoft. The small, specialist team collaborates with established AAA productions including the Hitman franchise and Anno. Mipumi's first independent title is *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 CONTACTS

ICO Partners [for European media]

pr@icopartners.com

One PR Studio [for North American media]

Scott Fry | Jeffrey Fong

mipumi@oneprstudio.com

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