

The Lion's Song Episode 2 launches today

Episode 2 - Anthology lets players peer into the depths of the human psyche, uncovered through the work of painter Franz, and comes with a vast amount of alternate playthroughs.

Vienna, November 21, 2016 - The Austrian developer Mipumi Games has today launched the second episode of their narrative series *The Lion's Song* for PC on [Steam](#). In *Episode 2 - Anthology* players dive into the creative world and mental struggle of a young painter named Franz, who has the gift to see the deepest layers of his subjects' personalities.

You can watch the launch trailer for *Episode 2 - Anthology* [here](#).

The second instalment is available for €3,99 / \$3,99 / £3,49 or via a [Season Pass](#) for €9,99 / \$9,99 / £8,99. The Season Pass includes Episode 2 as well as the next two episodes. You can try the [first episode - Silence](#) for free on Steam.

"Whereas Episode 1 of *The Lion's Song* was focused on a lonely cabin in the Alps, Episode 2 lets players dive into the high society of Vienna's artistic elite by visiting different locations and encountering several real historical figures", says Mipumi CEO Gregor Eigner. "We listened to our fans and put a lot of love and effort into offering various branching paths, making sure the game offers even more surprises and different playthroughs. You will even see your choices changing the game world if you jump back into previously played episodes."

The Lion's Song: Episode 2 - Anthology advances into the depths of the human psyche, uncovered by visual artist Franz Markert. Franz is an aspiring painter at the turn of the 20th century, desperate to gain recognition for his work and banish his own mental demons that are holding him back. His unique ability to perceive the flaws, fears and emotions in other people allows him to bring them – layer by layer – onto the canvas. Will he be able to impress the critics? Can Franz overcome his fears and self-doubt to finally see himself?

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 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 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 Austria. To find out more about Mi'pu'mi go to [www.mipumi.com](#).

Press contact

ICO Partners for Mi'pu'mi
pr@icopartners.com