



Indie studio Mipumi reveal new tactical turn-based folktale 'Howl'

The new game from the developers of the acclaimed *The Lion's Song*

November 21st – Vienna, Austria: Something for those who like a good old fashioned fairytale... indie studio Mipumi, known for their contributions to *Hitman* and *Control*, as well as original indie titles like *The Lion's Song*, have announced a brand new original game. **Howl** is a turn-based tactical folktale coming to PC & Switch in **2023**.



Watch the [reveal trailer for Howl here](#).

About the game

Howl is a turn-based tactical folktale set in medieval times. Alone in a world terrorised by a plague that turns people into wolves, you must use your weapons and your wits to survive, planning up to six steps in advance to outmaneuver your opponents. As you plot out your attack, you'll also craft your own prophecy, weaving a continuous piece of scripture during the fight.

The visuals of Howl are created through 'living ink', a flowing artstyle that paints the story as you play. Carve your way through a dark fairytale world, fighting and writing to rid the lands of the plague.

Features:

- Foretell the actions of your enemies in tactical, turn-based combat
- Beautifully illustrated in a unique, living ink artstyle
- Unlock and upgrade new skills like shadow step, exploding shot and more
- Save villagers from the claws - or howl - of the wolves
- Play through 60 levels in 4 chapters
- Plot your route on the world map and pick your battles wisely

Assets can be found in the [press kit here](#).

Quote from developers

'Howl is a game inspired by central European folktales, with a unique painterly aesthetic to match,' said Gregor Eigner, CEO at Mipumi. 'The original concept was born during Mipumi Day, our monthly prototyping session. After The Lion's Song and The Flower Collectors, we wanted to try creating a very mechanics-driven game this time. To make it feel truly unique, we developed the living ink technology which we spent months on researching & refining. It posed a technical challenge, but we're really proud to show it off. Howl is shaping up to be something very special.'

About Mipumi

Mi'pu'mi Games, established in 2009, is an independent developer, a truly multiplatform & multiproject studio, located in Vienna, the heart of Europe. The studio is built around a team of industry veterans, supported by an ambitious team of young talents, who are experts in their fields covering all aspects of game production. In the last decade Mi'pu'mi had the privilege to support global AAA productions as well as franchises from clients like Io-Interactive, Remedy Entertainment, Ubisoft, MachineGames & Red Bull. With this international experience the studio released its own acclaimed original IP 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.