

Anuman Interactive and Benoit Sokal confirm Syberia III is on its way

Montreuil (France), 26 November 2012. A few days before the "Game Connection Europe", French software publisher Anuman Interactive has announced a deal with author Benoit Sokal and confirmed that the game "Syberia III" (to be marketed under the Microïds label) will be created.

More than three years after acquiring Microïds and few days after unveiling the future "Dracula: the Shadow of the Dragon", software publisher Anuman Interactive has announced a piece of news that video game enthusiasts have been eagerly awaiting: **the "Syberia III" project is underway, with Benoit Sokal** (who wrote the first two *Syberia*) and Elliot Grassiano (the founder of Microïds) heading it up.

Benoit Sokal has just signed a deal with Anuman Interactive **to write the script of "Syberia III" for 2013**, while Elliot Grassiano (who founded Microïds in 1985 and made the company famous worldwide) will oversee, as Vice President of Microïds Unit, the development of new publications under the Microïds label.

Anuman Interactive has taken yet another step forward in its determination to become one of the main international names in adventure games.

"After two long years of waiting for the fans, with Benoit writing the script and Elliot joining our team, "Syberia" has truly entered its production phase. With its incredible feel and the sheer quality of the game, Syberia has carved out a special place for itself in gamers' hearts. They are more than ever expecting the next instalment. Today, fans of the series and adventure games enthusiasts have at last been rewarded for the patience," says Anuman's General Manager, Stéphane Longeard.

Benoit Sokal, who is working as Artistic Director on the Syberia saga, adds : *"I'm very pleased to be creating another Kate Walker adventure and working with Anuman Interactive's teams on the project. I created the first two episodes of Syberia with Elliot, so I'm also really happy to be able to create this new one with him and illustrate the evolution of Anuman as a significant player in the adventure games industry."*

"Syberia III" is a multiplatform game scheduled for release in 2014-2015.



Benoit Sokal (left) et Stéphane Longeard (right)

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About Anuman Interactive:

Created in 2000, Anuman Interactive is a French publisher of software, applications and video games for the general public, and is best known for its Architecture, Highway Code and Creative Activities titles. With the experience and know-how of its teams, Anuman Interactive has widened its sphere, which mainly includes practical and edutainment titles, and now encompasses adventure video games, an industry in which it is becoming a major international player, thanks to the Microïds (Amerzone, Dracula, Still Life, Syberia) brand.

At the end of 2009, Anuman Interactive joined the Media-Participations group, the 3rd largest publishing group in France and the top comic book publishing group in Europe, as a subsidiary company, and has shared its multimedia expertise with the different companies within the group to consolidate its progress in the development of new technologies.

Today, Anuman Interactive develops, publishes and distributes applications, as well as video games, on a number of different platforms (PC, Mac, Consoles, iPhone, iPad, Android etc.), thanks to a rich and varied license catalogue. As both a major player in Apple's AppStore, and as the partner of globally known download platforms like Steam or Big Fish, these are certainly exciting times for Anuman Interactive!

For more information, visit <http://www.anuman-interactive.com/>

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