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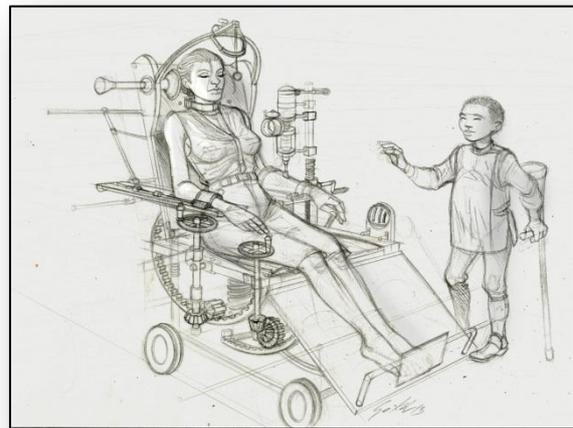
PRESS RELEASE

Syberia 3, the sequel of Microïds' adventure game cult saga, goes in production

Montreuil (France), August 21th, 2013. Microïds Team - Anuman Interactive adventure game label - and Benoit Sokal announce the production of **Syberia 3**.

In November 2012, Kate Walker's return was announced for the joy of her large fan community. The **Syberia saga's emblematic heroin's return is getting more concrete** today **with the writing of the game design** and the plot of this third episode being completed.

Upon the Gamescom 2013 video game exhibition, Microïds offers the players some of the first drafts that will inspire the visual universe of **Syberia 3**.



Elliot Grassiano, V.P. at Microïds, is excited to see **Syberia 3** become more real every day: *"It is very satisfying to return to this universe that we love so much and especially to be able to share the progress of this major project with the players who have been supporting us and motivating us for over a decade"*.

Syberia is a series of video games initially released on PC (2002) and later on Playstation 2 and Xbox as well as Nintendo DS, iPhone and iPad.

Created and published by Microïds, they were both critically and commercially acclaimed, thanks to their charismatic main character, Kate Walker, and to the unique vision of Benoit Sokal, their art director.

Syberia 3 is a multiplatform game **scheduled for 2014-2015**.

DISCOVER & REDISCOVER



Always trendy, **Kate Walker's first big journey** told in **Syberia 1 & 2** will soon be available on **Xbox 360** and **Playstation 3**. Versions specifically adapted to those platforms are currently being developed.

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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, please visit <http://www.anuman-interactive.com/>

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