

YESTERDAY ORIGINS

A trailer and a new release date for the adventure game Yesterday Origins at Gamescom

*Initially scheduled for September 29th,
the release of Yesterday Origins is pushed back until October 13th, 2016.*



Paris, 16 August 2016 – As a part of **Gamescom** and to celebrate the beginning of digital pre-orders, **Microïds** and **Pendulo Studios** reveal a trailer for **Yesterday Origins** today. *"We are very excited about releasing the first trailer of **Yesterday Origins**, our most ambitious game to date. It showcases some of the game's graphic improvements and reveals more and more about John and Pauline's quest, while keeping the game's plot and its numerous twists and turns a secret."* Declare **Ramón Hernández**, Director of Yesterday Origins and co-founder of Pendulo Studios.

In **Yesterday Origins**, you play as **John Yesterday** and **Pauline Petit**, a couple who own an antiques shop in Paris. Although they lead an apparently normal life, John and Pauline hide a dark secret: they became **immortal following an alchemistic transformation**. However, not everything went according to plan for John. The potion he took during his rite was tainted, causing him to **lose his memory each time he comes back to life**. On a quest for his distant memories, our hero and his companion will

take players on an adventure around the world and through time, **alternating between past and present**.

From the Spanish Inquisition to present day, from Scotland to Amsterdam or even Paris, players must solve complex puzzles and mysterious riddles to discover the **origin of the immortal power that so many covet...**

Fully dubbed (more than 25 main characters) and boasting an **original score**, the game addresses **adult topics** and sprinkles in saucy dialog while retaining a **relaxed feel and a good dose of black humour**, something Pendulo Studios does all too well. With more than 20 years' experience in story-driven videogames, Pendulo hits the mark with its first-ever 3D game while conserving its unique graphic style. The graphic novel inspired look is enhanced for the first time by **one-of-a-kind visual effects (dynamic shadows, physics engine, etc.)**.

Yesterday Origins is an **adventure game** co-produced by **Microïds** and **Pendulo Studios** and is scheduled for release on **13 October** for **PlayStation 4, Xbox One, PC and Mac** in French, English, German, Italian, Spanish, Russian, Dutch and Polish.

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NEW: visit the website to preorder the game (physical and digital versions)
<http://www.yesterdayorigins.com/>

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About Microïds

Created in 1985, Microïds is an international publisher of multi-platform video games based in Paris (France). Today, it represents Anuman Interactive's video game business in all its forms.

Managed by its creator Elliot Grassiano, Microïds keeps getting stronger and widens its large game catalogue with genres as varied as adventure, management, simulation and action. Through its adaptations of iconic titles such as "Syberia" or "Amerzone" on new supports or through its original creations ("Subject 13", "The A.B.C. Murders", "Yesterday Origins"...), Microïds is developing on PC, Mac, Playstation, Xbox, as well as iOS and Android mobiles and tablets.

Besides its heroes and heroines from original creations (Kate Walker from "Syberia", Victoria Mc Pherson from "Still Life"...), Microïds also creates new titles including other characters or authors from other media (comic books, cinema, literature...) such as Garfield, Lucky Luke or Agatha Christie.

Microïds is currently developing Syberia 3 scheduled for 2016, responding to many fans of this cult adventure game series (more than 3 million sold) who have been waiting for more than ten years.

For more informations, visit the official website www.microids.com, the Facebook Page www.facebook.com/microids, Twitter www.twitter.com/Microids_off or Pinterest www.pinterest.com/microids.

About Pendulo Studios

Pendulo Studios is a 20-year-old developer based in Madrid, Spain. Specialising in narrative games, we're better known for the million-selling Runaway saga, cult game 'The Next Big Thing' and the IMGA nominee noir adventure 'Yesterday'. We keep on saying that we make the kind of games that we'd love to play, which includes a love for details, gorgeous artwork, rich scenarios and a definite passion for adventure.