AMANITA DESIGN RELEASES *SAMOROST 3* ON WINDOWS PC AND MAC

New Exploration Adventure and Puzzle Game Arrives From Imaginative Studio Behind
Machinarium and *Botanicula*

PRAGUE, Czech Republic – March 24, 2016 – Amanita Design, the independent developer of award-winning puzzle games like *Machinarium* and *Botanicula*, has launched **Samorost 3** on Windows PC and Mac platforms. This point-and-click exploration adventure is a loose follow-up to the original indie hits *Samorost* (2003) and *Samorost 2* (2005). It follows a curious space gnome who uses the magical powers of a mysterious flute to travel through the cosmos in search of its origins.

Samorost 3 is Amanita's most ambitious experience yet, combining the intricate logic puzzles of *Machinarium* with *Botanicula*'s more relaxed gameplay and tone. Players will journey across nine uniquely alien worlds, each a distinctive ecosystem teeming with colorful creatures, characters, challenges, achievements and surprises to discover.

Brought alive by detailed artwork and expressive animations, *Samorost 3*'s surreal landscapes and lifeforms draw a balance between stylishly bizarre and believable. The game's eclectic audio and soundtrack –composed by inventive musician Floex – are both abstract and atmospheric, frequently playing key roles alongside environmental clues in the game's puzzles and mini-games.

Samorost 3 is out now for $19.99 through Steam, GOG.com, Humble Store, the Mac App Store, and the game's official website: www.samorost3.net. **Samorost 3 Cosmic Edition** - containing the full game, 90-minute original soundtrack and 170-page digital art book featuring design drawings from creator Jakub Dvorský – is also available for $24.99.

Samorost 3 is expected to launch on iOS and Android devices later this year.

About Amanita Design

Amanita Design is a small, independent game development studio based in the Czech Republic. It was established in 2003 when Jakub Dvorský completed his thesis project at the Academy of Arts in Prague by creating a free online flash game called *Samorost*. In 2005, animator Václav Blín joined the studio and *Samorost 2* was created. Since then, our team has expanded further to include several excellent collaborators - musicians Floex and Dva, programmers David Oliva, Peter Stehlík and Jan Werner, painter Adolf Lachman, sound effects expert Tomáš Dvorák and animator Jaromír Plachý. Besides making computer games, the studio has also created music videos, websites, animated works, and illustrations, and has done production design, as well.

If you'd like to request a review code for *Samorost 3*, please use Contact form on our website: http://amanita-design.net/about.html#email

For more information, visit www.amanita-design.net, and follow the studio on [Facebook](http://facebook.com) and [Twitter](http://twitter.com).