

ACQUISITION OF 100% OF KYLOTONN RACING

BIGBEN COMPLETES ITS DEVELOPMENT UNIT FOR THIS YEAR

Bigben announces that it now owns the entire share capital of the Kylotonn SAS studio, known as *KT Racing*, after acquiring entirely in cash on October 2, 2018 the remaining 55% held by its founder Mr. Roman Vincent. Mr Vincent will continue to manage Kylotonn enjoying a large autonomy so that he can concentrate on technological innovations and the on-going improvement of the recognized quality of its productions.

Created in 2002 in Paris, the Kylotonn studio has developed more than 25 games, specializing over recent years in racing games including the iconic *WRC*, *TT Isle of Man* and *V-Rally 4* titles published by Bigben. The studio, which now has 80 developers in Paris and 20 in Lyon on its payroll, uses the *KT engine* multi-platform proprietary game engine for the development of its creations in the *PS4*, *Xbox One*, *PC* and *Switch* formats.

The Group's three recent acquisitions of development studios (*Cyanide*, *Eko* and *Kylotonn*) meet the strategic target of strengthening its relations with experienced partners which have the capability to regularly supply quality games for the portfolio of titles published by Bigben. Furthermore the integration of such recognized game developing know-how enables the Group to optimize the position of its Publishing unit upstream in the video game industry segment and to maximize the value creation for this business. The studios should benefit from these transactions which guarantee them more means for raising the quality of productions while generating industrial synergies for a better cost efficiency.

Bigben's "Publishing" unit has now reached critical mass with 6 Development teams (5 in France and 1 in Canada) totaling 250 developers supported by a Publishing team of 35 people with a vocation to grow.

"By increasing our shareholding in Kylotonn (KT Racing), we validate the merits of this strategic acquisition initiated in 2017 and warmly welcome the talents of experienced developers which we have already fully appreciated over many past projects. The rise of Bigben in the segment of racing games remains a major strategic axis for our future growth" says Alain Falc, President and CEO of Bigben.

"We are proud to become fully part of the Bigben group for which we have developed games for more than 10 years. The longstanding cooperation with Bigben, a token for stable and smooth relations between the teams, our specialization on 2 wheel and 4 wheel off-road racing games as well as the use of prestigious brands (WRC, Isle of Man TT, V-Rally, Test Drive Unlimited) represent competitive advantages for the Group that our integration will strengthen" says Roman Vincent, founding President of Kylotonn.

Upcoming publication:

- **Sales 2nd quarter 2018/19 : Monday 22nd October 2018**
Press release after closing of the Stock Exchange

ABOUT BIGBEN INTERACTIVE

SALES 2017-2018
245.4 M€

Bigben Interactive is a European player in video game publishing, in design and distribution of smartphone and gaming accessories as well as in audio products.
The Group, which is recognized for its capacities in terms of innovation and creativity, intends to become one of Europe's leaders in each of its business segments.

HEADCOUNT
Close to 600 employees

Company listed on Euronext Paris, compartment B – Index : CAC SMALL – Eligible SRD long
ISN : FR0000074072 ; Reuters : BIGPA ; Bloomberg : BIGFP

INTERNATIONAL
9 subsidiaries and a distribution network in 100 countries

PRESS CONTACTS

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