

## BIGBEN INTERACTIVE ANNOUNCES ‘NAVY COMMANDER’ ON NINTENDO 3DS™

Lesquin (France), March 12<sup>th</sup>, 2015 – Bigben Interactive announces the video game ‘Navy Commander’, to be released on Nintendo 3DS™ on March, 20<sup>th</sup>. This classical ‘Battleships’ game is modernized thanks to immersive animations and innovative ideas that bring **an exclusive strategic extend** to the game.

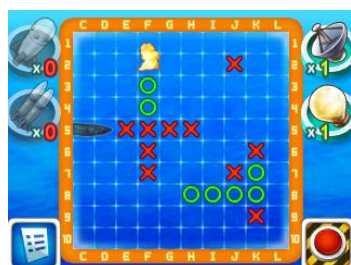
In this video game adaptation of the renowned tabletop game, players will have **complete control over every aspects of the gameplay**: number of lines and columns on the board, number of ships, level of the artificial intelligence, or even the round’s duration.

‘Navy Commander’ adds **special weapons with various abilities**: the radar allows the player to probe an ocean’s sector, the multiple-warhead missile hits nine squares in a crossed pattern, the double attack gives the player a second shot... These special weapons are retrieved from empty ocean’s squares, so as even an unlucky shot could change the tide.



The console’s stylus is used to very simply place the ships on the board and to move around the board’s area, whereas the upper screen gives an overview of the fleet’s state.

This new video game can be played in single-player mode against an AI, in hotseat mode on a single console, or in wireless multiplayer with a single game cartridge. ‘Navy Commander’ will be available on March 20<sup>th</sup> 2015 and downloadable on the Nintendo™ eShop on March 19<sup>th</sup>.



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Pictures available on download: <http://we.tl/RChZJfHvGR>

For further information on Bigben Interactive and its video games: [www.bigben.fr](http://www.bigben.fr)

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#### **About Bigben Interactive**

A leading player specialized in the design and distribution of accessories for video games and cell phones, as well as audio products, Bigben Interactive has a presence in France, Benelux, Germany and Hong Kong. Buoyed by the rapid expansion of the smartphone market and changes in the video game market, the Group, which is recognized for its capacities in terms of innovation and creation, seeks to become one of Europe's leaders in multimedia accessories. Since 2013, Bigben Interactive produces WRC, the rally video game. Thanks to a partnership with the French Rugby League, Bigben will produce in 2014 the first official rugby simulation for TOP 14/ PRO D2.

The Bigben Interactive group has 308 employees in France, Benelux, Germany, Spain and Hong Kong. Sales published for 2013 /2014 (to the end of March 2014) amounted to €178M.

#### **A propos de Sanuk Games**

Sanuk Games is a global casual game publisher and developer established in 2003. Our studio is based in Thailand and our publishing business is based in France. We are a small team with multiple years of average experience in game development. We have shipped over 60 games on iOS, Android, Facebook, PS Vita, PS3, PSP, DS and Wii – some as a developer, some as a publisher. As a developer, we've worked for Atari, Avantage, Bigben Interactive, Eidos/Square Enix, Mindscape, Ubisoft, Sanook Online, Sony Computer Entertainment and Vivendi Games, to name a few. As a publisher, we've released games on Facebook, Google Play and Apple's AppStore, Sony's Playstation Store, Nintendo's eShop. We focus on bite-sized games with simple-but-addictive gameplay, and we tackle ports of existing games as well as original creations.

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