

WRC 5

WRC 5 – BIGBEN INTERACTIVE AND KYLOTONN GAMES INVITE YOU BEHIND THE SCENES OF THE DEVELOPMENT OF WRC 5

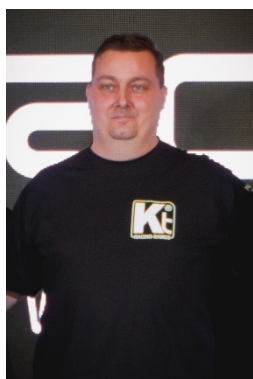
New season, new challenges, new official video game based on the 2015 FIA World Rally Championship (WRC) on Xbox One, the all-in-one games and entertainment system from Microsoft, Xbox 360, games and entertainment system from Microsoft, Playstation®4, Playstation®3, Playstation®Vita and PC.

Watch the video on Youtube: <https://youtu.be/wViqWA55X5k>

Lesquin (FRANCE), May 19th, 2015 – **Bigben Interactive**, the video game publisher and distributor, and **Kylotonn Games**, the French racing game developer, offer you the chance to go behind the scenes of the development of WRC 5, the official 2015 FIA World Rally Championship (WRC) game, scheduled for release in **autumn 2015 on Xbox One**, the all-in-one games and entertainment system and **Xbox 360** games and entertainment system from Microsoft, **PlayStation®4**, **Playstation®3**, **PlayStation®Vita** and PC.

For this first trip behind the scenes of **WRC 5**, **Bigben Interactive** and **Kylotonn Games** introduce two of the development team managers, selected for their knowledge of motor sport, racing games, and rally games: **Alain Jarniou** (*Game Director*) and **Diego Sartori** (*Creative Director*).

Diego Sartori: avid motor racing fan.



As an automobile mechanic, Diego began professional life with Citroën in 1992. He then fully assembled a Citroën AX Sport Group A and took part in a few rally sprints in his native Denmark. In 1998, Jason Watt entrusted him with the preparation of his 1966 Ford Mustang for vintage races, in 2002 Jason Watt won the Danish Touring Car Championship with Diego working as a mechanic and driver assistant on his team. He entered the world of video games in 2004 when SimBin hired him to test GTR. From that point on, Diego's professionalism and technical expertise ensured rapid progress: he worked on **GTR** and **GT Legends** in 2005, Producer on **GTR 2** and Game Director on

RACE – The Official WTCC Game. In 2007, he became Creative Director at SimBin Studios working on **RACE 07** and its expansion packs until 2011. He remained Creative Director and Management Group member at SimBin Studios until 2014, adding **RaceRoom Racing Experience** and **DTM Experience** to his portfolio. In 2014 the WRC 5 project caught his eye and he left SimBin to become Creative Director at **Kylotonn**.

Diego explained. "After having worked for many years in motor sport and with racing video games, today I'm going back to what I love: a rally game." Diego explained. "The WRC really is one of the most demanding and exciting championships in motor racing, and we want players of WRC 5 to experience and feel all the drama and excitement of the sport, in particular through game modes that are a first for rally games and that we'll be unveiling over the coming months," he said.

Alain Jarniou: the man behind two racing game legends!



With a technical education in programming, Alain Jarniou began his career alongside Frédéric Raynal at No Cliché as Game Programmer on Toy Commander. In 2001 he joined **Eden Games** and specialised in racing games, becoming Career Mode manager on **V-Rally 3**, a game many consider to have set the standard for rally games on PlayStation®2. In 2004, he joined the team in charge of the series **Test Drive Unlimited**, a blend of racing and MMO games which became the first racing MMO game on consoles, and was also creative director for **Test Drive Unlimited 2**. **V-Rally 3**, **Test Drive Unlimited** and **Test Drive Unlimited 2** each reached the one million sales mark.

"For me, WRC 5 is a new challenge, with the series starting again from scratch and its release on new generation platforms," Game Director Alain explained. "Together with Diego and the rest of our teams, we really want to bring something new to this series and we're convinced that rally fans will love the turn we're taking on WRC," he added.

Bigben Interactive and Kylotonn Games would love to hear all the questions you have for Diego and Alain on the game's official Facebook page (www.facebook.com/wrcofficialgame), using the hashtag #AskAlainDiego. They will be giving their video answers very soon.

The FIA World Rally Championship (WRC) pits drivers and production-based cars against some of the toughest and most varied conditions on the planet. In 2015, the roads on this epic motorsport adventure are spread across 14 countries, with 13 rallies on everything from snow packed forest tracks to rock-strewn mountain passes.

WRC 5 is scheduled for autumn 2015 and will be available for Xbox One, Xbox 360, PlayStation®4, PlayStation®3, PlayStation®Vita and PC.

###

Press Contact:

Bigben Interactive - Sébastien Waxin - sebastien.waxin@bigben.fr - +33(0)3 20 90 57 21

###

Join us on Facebook, Twitter and Youtube :



[WRC The Official Game](#)



[@wrcthegame](#)



[BigbenInteractiveEU](#)

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, Spain, Italy 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 is the publisher of WRC video game and, following the signing of a major partnership with the French National Rugby League (LNR), has published in 2014 the first rugby simulation with official TOP 14 / PRO D2 licenses on new generation consoles.

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

About Kylotonn Games

With more than 25 games released on all platforms, from the first generation of consoles to the current fourth generation, Kylotonn has a solid reputation in the video game industry. Composed of racing enthusiasts, our team's strategy is to gradually specialize in the racing games genre. Kylotonn Team: 60 developers - In-house real-time 3D technology: KI HD

About WRC

Widely regarded as the most challenging motor sport competition in the world, the FIA World Rally Championship (WRC) puts cars and drivers in a series of three or four-day events through some of the toughest, and most varied, conditions on the planet. The roads on this epic motor sport adventure range from the ice and snow of Scandinavia to the stifling heat of Australia – over surfaces including packed ice, smooth asphalt and boulder-strewn rocky tracks. Established in its current format in 1973, in 2015 drivers and manufacturers – including Citroën, Hyundai, Ford and Volkswagen - battle for the title of World Rally Champions on rallies spread across 14 countries and 4 continents. For more information about the WRC visit www.wrc.com