

## Bigben announces they have signed a licence agreement with the studio Appeal to publish the remake of the cult video game OUTCAST

**Lesquin, May 26, 2016** – Bigben, the video game publisher and distributor, is pleased to announce that they have signed a licence agreement with the studio Appeal to publish the video game **OUTCAST - Second Contact**, a remake of the cult PC game *Outcast*.

Released on PC in 1999, *Outcast* is an action-adventure game that has been recognized as one of the first open-world video games. *Outcast* has been hailed by critics and received numerous awards for the quality of its graphics and innovative gameplay, and remains a milestone in the history of video games.

This expanded and updated version of the 1999 game, currently being developed by the team behind the franchise, will be released at the start of 2017 under the name **OUTCAST - Second Contact**.

*"Outcast succeeded beyond our hopes and we take great pride in seeing that it remains a classic for many players today."* stated Yves Grolet, co-founder of APPEAL. *"We're now using the same team and passion to work on the remake that fans have been demanding for years. Our objective is to show just how modern the game is with cutting-edge graphics and improved gameplay, while retaining the charm of the original which won over so many players."*

*"Outcast is a cult classic that is part of the video game repertory,"* added Alain Falc, CEO of Bigben. *"I am delighted that APPEAL came to Bigben and have the faith in us to supervise the evolution of such a popular franchise, which people will enjoy discovering or rediscovering on next-gen consoles,"* he concluded.

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*Outcast takes place in the near future when Humanity has just discovered the existence of a parallel world, Adelpha. The American government, which was behind the discovery, sends a probe there to investigate. The experiment is a success but a native of Adelpha, a Talan, attacks the probe and causes a distortion of space-time that threatens to destroy the Earth.*

*You are Cutter Slade, a former Special Forces operative, assigned to escort a group of scientists sent to locate and repair the probe. Nothing goes as planned, however, and you find yourself embarked on an adventure on an unknown planet, with the future of two worlds in your hands.*

**About Bigben Interactive**

Bigben is a European player specialized in video game publishing and the design and distribution of smartphone and gaming accessories as well as audio products, The Group, which is recognized for its capacities in terms of innovation and creation, aspires to become one of European leaders in each of its business segments. [www.bigben.eu](http://www.bigben.eu)

Company listed on Euronext Paris, compartment C – Index : CAC SMALL – Éligible SRD long | ISN : FR0000074072 ; Reuters : BIGPA ; Bloomberg : BIGFP | SALES 2014-2015: 184,9M€ | HEADCOUNT: 350 employees | INTERNATIONAL: 9 subsidiaries and a distribution network in 50 countries.

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**About APPEAL**

APPEAL is a Franco-Belgian video game development studio founded in 1995. In 1999 the studio developed *Outcast*, one of the first open-world video games, critically acclaimed for its graphics and gameplay. Relunched in 2015 by Yves Grolet, Yann Robert and Franck Sauer, APPEAL is now continuing with the objective of creating fun, multifaceted and living worlds that use artificial intelligence systems to generate interactive narration. With *OUTCAST - Second Contact*, APPEAL is aiming to reboot the franchise, regarded by a large community of fans as a cult classic.