BIGBEN AND EKO SOFTWARE ANNOUNCE RUGBY 18

Lesquin, May 23rd, 2017. **Bigben** and the studio **Eko Software** are pleased to announce **RUGBY 18**. The game will be available in **October on PlayStation®4, Xbox One and PC**.

Eko Software has been working for more than two years to complete development of the **most immersive rugby game** ever created and to set a new standard for sport simulation games.

Benjamin Lalisse, Managing Director: *"As a huge sports fan, being able to work on RUGBY 18 is terrific. The team is working hard to reproduce everything that makes rugby unique as faithfully as possible. I hope sport fans will fully experience the intensity of the big matches and enjoy running their team."*

RUGBY 18 simulates **all the depth and breadth of rugby** with tactical choices, different game phases and ability to learn and refine many technical skills. Discipline must be air tight to control each moment of play, and whether or not to make a decisive breakthrough or a defensive stand; each situation will offer players a wide variety of outcomes.

This respect for the sport is also possible thanks to the vast amount of official content included in the game: leagues, teams, players. **RUGBY 18** includes the renowned ***Premiership Rugby*** and ***TOP 14*** teams, as well as many other prestigious licenses. More than 2,000 rugby players from the 2017-2018 season will be represented in each of the game's modes, including a management mode in which each player can build and develop his own team.

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Click here to download RUGBY 18 first images: http://bit.ly/2qLiPLO

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About Bigben Interactive
Bigben is a major video game publisher, designer and distributor of mobile phone and gaming accessories as well as audio products. The group, recognised for its innovation and creativity, aspires to become a European leader in each of the sectors it is active in. www.bigben.eu

About Eko Software
Eko Software is an independent video game developer and publisher based in Paris, France. Since 1999, the studio develops their own creations such as the *How To Survive* series, which has gathered millions of players throughout the world on PC, Xbox One and PlayStation®4. Eko Software also develops high-quality video games for third party publishers' intellectual properties. More information about Eko Software is available at http://www.ekosystem.com/

PR CONTACT
Bigben Interactive – Gary Gambier, ggambier@bigben.fr