



## **Atari and Bigben Interactive become partners for the distribution and publication in Europe of the new RollerCoaster Tycoon Adventures for Nintendo Switch™**

- **RollerCoaster Tycoon Adventures will be released for the 2018 holidays and will be a completely new game, benefiting from all the functions of the RollerCoaster Tycoon games with unique aspects for Nintendo Switch**
- **The RollerCoaster Tycoon franchise has sold more than 14 million units on PC and over 35 million downloads on mobiles**
- **The fighting force of Bigben Interactive in distribution will be an asset for the widest exposure possible of the game**
- **The distribution agreement also covers other console games**

**Paris, July 19, 2018** - Bigben Interactive and Atari announce today their partnership to distribute in Europe and Australia the new RollerCoaster Tycoon Adventures game for Nintendo Switch, available for the 2018 year-end holidays.

This agreement is completely in line with the strategy of Atari Games, the division of the Group in charge of producing games and on-lining them, and which joins up with leading partners for the physical distribution of its products. Bigben Interactive has huge distribution strength throughout Europe, with a decisive direct presence in the European key territories. Atari will be the Editor of the game, and Bigben Interactive will also be able to be co-editor in some cases.

RollerCoaster Tycoon Adventures for Nintendo Switch is the new version of this famous attraction park simulation game. Developed by NVizzio, developer of RollerCoaster Tycoon Touch version for mobiles, it adopts all the functions of the best RollerCoaster games, adapted to get the most of all the possibilities of this console.

The agreement also covers the physical distribution of other console games, particularly RollerCoaster Tycoon Joyride®, the version of the game on Playstation 4 with a virtual reality mode which will also be released at the end of 2018.

Chris Sawyer and Atari have worked together for almost 20 years and this new game illustrates the continuity of their partnership. Since the late 1990s, Atari has published numerous games based on the RollerCoaster Tycoon license. This is one of the biggest sold franchises in the world in the history of computer games, with over 14 million units sold. The franchise also has huge fans on mobile platforms: RollerCoaster Tycoon 4M, released in April 2014, has exceeded 20 million downloads; RollerCoaster Tycoon Touch, released in February 2017, is already at over 15 million downloads. From the first Deluxe edition to the extension packs, each RollerCoaster Tycoon game has been built on the theme of the creation, management and strategic planning of ever-more audacious and amusing attraction parks.

### **About Bigen Interactive**

Bigen is a European player in the edition of video games, the design and distribution of mobile and gaming accessories, and audio products. Recognized for its innovation capacities and its creativity, the group hopes to become one of the European leaders in each of its business lines. In its financial year 2017-2018, Bigen made revenue of over €245m with a workforce of over 350. Bigen has a presence in almost 50 countries thanks to its 9 subsidiaries and its distribution network.

Bigen is listed on Euronext Paris, sub-fund B - Index: CAC SMALL – Eligible SRD long. ISIN Code: FR0000074072; Reuters: BIGPA; Bloomberg: BIGFP. For more information: [www.bigen-group.com](http://www.bigen-group.com)

### **About Atari**

Atari, comprised of Atari SA and its subsidiaries, is a global interactive entertainment and multiplatform licensing group. The true innovator of the video game founded in 1972, Atari owns and/or manages a portfolio of more than 200 games and franchises, including globally known brands such as Asteroids®, Centipede®, Missile Command® or Pong®. From this important portfolio of intellectual properties Atari delivers attractive online games for smartphones, tablets, and other connected devices. Atari also develops and distributes interactive entertainment for Microsoft and Sony game consoles. Atari also leverages its brand and franchises with licensing agreements through other media, derivative products and publishing. For more information: [www.atari.com](http://www.atari.com) et [www.atari-investisseurs.fr](http://www.atari-investisseurs.fr)

There is still inherent uncertainty in the completion of these projects, their operating budget and financing plan, and the failure of these assumptions to materialize may affect their value.

### **Contact us**

**Atari** - Philippe Mularski, CFO

Tel +33 1 83 64 61 57 - [pm@atari-sa.com](mailto:pm@atari-sa.com)

**Calyptus** - Marie Calleux

Tel + 33 1 53 65 68 68 - [atari@calyptus.net](mailto:atari@calyptus.net)

**Bigben** - Gilles Broquelet, Cap Value

Tel +33 1 80 81 50 01- [gbroquelet@capvalue.fr](mailto:gbroquelet@capvalue.fr)

© 2018 Nintendo