



Bigben and Games Workshop sign a license agreement

Lesquin, France, 23rd March 2017 – Bigben and Games Workshop are happy to announce their partnership for the development of a consoles and PC game based on the renowned **Warhammer Fantasy Battles** IP.

This adaptation of the franchise will be **the first *Hack and Slash* game to unfold in the Warhammer world**. The game takes place in the Old World, a dark and bloody continent devastated by the wars against Chaos. Dive into the heart of the Warhammer story, become a hero and battle to survive the desolation.

The French studio Eko Software, known for attracting millions of survivors in the *How to Survive* series, was entrusted with the new Warhammer Fantasy Battles adaptation.

“We are very pleased to work with Games Workshop developing a game which draws from the incredible potential of the Warhammer world. The Eko Software and Bigben teams have long been fans of this franchise from day one, including myself. Warhammer Fantasy Battles is well suited to offer players something quite innovative in the timeless Hack and Slash genre.” affirmed Benoit Clerc, Director of Video Games at Bigben.

“We’re really pleased to start this new partnership with Bigben, and this project will be an amazing opportunity for gamers to experience an epic story in the first Hack and Slash game set in the classic Warhammer Fantasy world. Eko did a great job with their How To Survive series and we’re confident they are going to do something amazing with our IP. I know the Bigben and Eko staff are massive fans of our lore and I can’t wait to see what they come up with.” declared Jon Gillard, Head of Licensing at Games Workshop.

Additional information on the story, playable races, key realms and geography, the platforms and the game title will be unveiled shortly.

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About Bigben

Bigben is a major player in video game publishing, in the design and distribution of smartphone and gaming accessories as well as furnishing customized audio products. Known for its innovation and creativity, the company group aims to become a leader in each of its industries. For more information about Bigben: www.bigben.fr

About GamesWorkshop

Games Workshop® Group PLC (LSE:GAW.L), based in Nottingham, UK, produces the best fantasy miniatures in the world. Games Workshop designs, manufactures, retails, and distributes its range of Warhammer®: Age of Sigmar® and Warhammer® 40,000® games, miniature soldiers, novels and model kits through more than 460 of its own stores (branded Games Workshop® or Warhammer®), the www.games-workshop.com web store and independent retail channels in more than 50 countries worldwide. More information about Games Workshop and its other, related, brands and product ranges (including our publishing division 'Black Library' and our special resin miniatures studio 'Forge World') can be found at www.games-workshop.com.

About Eko Software

Established in 1999, Eko Software is an independent game developer and publisher based in Paris - France. Eko Software is developing games on all major gaming platforms (consoles - PC - Smart TVs). Mainly focused on development and content creation, the company develops games for top publishers or creates new IPs that are published in partnership with worldwide publishers or self-published through digital distribution channels. IPs created by Eko include Aqua Panic!, Wanted Corp., SPRay, and How to Survive. For more information on Eko Software and its products please visit www.ekosystem.com.

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