



Press release

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ASMODEE'S TWILIGHT IMPERIUM AND ANDROID UNIVERSE ANNOUNCED AS CMON'S FIRST LICENSED GRAPHIC NOVELS

Singapore/Nottingham, UK. CMON LTD and Asmodee Entertainment have entered into a licensing partnership to bring two of the most famous boardgame universes of all time to the pages of comics! The best-selling game worlds of *Twilight Imperium* and *Android* are slated to make their graphic novel debut in 2021. This exciting deal is the latest example of Asmodee Entertainment's continued expansion into licensed publishing opportunities. For CMON, this deal secures the first-ever licenses for their newly minted comics arm, Guillotine Press.

"We are delighted to announce this new partnership on the run-up to exhibiting at the Festival of Licensing in October. Bringing some of our most iconic intellectual properties to the medium of visual storytelling through the pages of these first graphic novels is a natural step for us to be taking and we are absolutely thrilled to begin this exciting journey with the great team at CMON," commented Alexander Thieme, Licensing Manager for Publishing and Consumer Goods at Asmodee Entertainment.

As with CMON's first set of graphic novels, these new books will be created by veteran writers and artists, who will bring their immense talents to the projects. Scheduled to be launched on Kickstarter in 2021, the books will be paired with tie-in game components designed to delight long-time fans of both franchises.

CMON COO, David Preti, noted, "All tabletop games tell stories, and we are especially happy to work with a great partner like Asmodee Entertainment to bring some of those stories to life. With our first wave of comics, the ones based on CMON titles, we worked hard to create book-and-game component combos that were exciting for comic fans and board gamers alike, making it one of the most successful publication Kickstarters of all times. With this second wave of books, we hope to continue that precedent, and we aim to become the go-to publisher for board game inspired comics."

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Twilight Imperium, the genre-defining 4x strategy game immersing players into interstellar conquest and diplomacy for over 20 years, is set against the backdrop of a sweeping, epic space opera filled with iconic races, locations, ships, and characters. Meanwhile, the cyber-noir setting of *Android* explores a future where megacorporations compete across the globe and cyber-espionage is just business as usual whilst criminal gangs fight for dominance in the overcrowded streets below gleaming corporate starscrapers. *Android* has been explored through board games, card games, and roleplaying games for over a decade. Both the *Twilight Imperium* and the *Android* game lines are products of Asmodee's renowned Fantasy Flight Games studio.

"Both graphic novels will make use of the combined three decades worth of Asmodee's existing design and world development." CMON's VP of Licensing Geoff Skinner adds, "Both of these incredible games are fully realized and bursting at the seams with style, tone, and best of all, story possibilities. Our goal is for fans of the games to feel right at home in the pages of these books and to capture the essence of what makes each title special, while still making the titles accessible to newcomers who are in it for a great comic experience."

"I am delighted to announce this ground-breaking deal with the team at CMON. Bringing together just two of the many Asmodee IPs and telling their stories in this unique 'comic book and game component' format, initially via Kickstarter, with some of the very best talents in the industry, is a fantastic project to be working on!" adds Andy Jones, Head of Asmodee Entertainment.

Stay tuned for more details!

About Asmodee Entertainment

Asmodee Entertainment is a platform of games publisher and distributor Asmodee. Its mission is to extend Asmodee's intellectual properties into TV/film, novels and comics, location based-entertainment, and consumer products, working closely with Asmodee Boardgames and Asmodee Digital. Through best-in-class partnerships across the full spectrum of opportunities, Asmodee Entertainment will create truly global intellectual properties and brands.

About Asmodee

Asmodee Group is a leading international games publisher and distributor committed to telling amazing stories through great games with tens of millions games sold in more than 50 countries. Through our portfolio of iconic game titles, including *Catan*, *Ticket to Ride*, *Pandemic*, *Dobble/Spot it!*, *Arkham Horror*, *Splendor*, *KeyForge*, and *Star Wars: X-Wing*, we create a dynamic transmedia experience for players across a variety of digital and physical platforms. Asmodee also creates inspiring and innovative products in partnership with leading entertainment and technology companies. Asmodee operates in Europe, North America, South America and Asia and is headquartered in Guyancourt, France. Learn more at corporate.asmodee.com.

About CMON

CMON Limited is an international publisher and designer of board games, tabletop games and card games. Beginning from small hobbyist roots, CMON Limited has grown into a multinational group that publishes multiple award-winning games, including *Zombicide™*, *Death May Die™*, *Arcadia Quest™*, *Rising Sun™*, *Blood Rage™*, *The World of Smog™*, *Marvel United™* and many more. Known in the hobby industry for working with the top game designers, artists, and sculptors in the world, CMON Limited has built an impressive portfolio of both original, best-selling IPs, as well as licensed material. In addition to having worldwide retail distribution, CMON is also the #1 fundraising company of any type on Kickstarter, having raised over \$57 million on the platform since the debut of *Zombicide* in 2012. In 2019, CMON launched GUILLOTINE PRESS with the mandate to publish graphic novels and comics based on the best tabletop games in the industry. It's first campaign became the #1 funded graphic novel at the time on Kickstarter.

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