



Press release

OCTOBER 7TH, 2020 | FOR IMMEDIATE RELEASE | Nottingham, UK/Singapore

ACONYTE BOOKS & CMON WILL COLLABORATE TO PUBLISH “ZOMBICIDE” NOVELS

Asmodee Entertainment is delighted to announce that Aconyte, the new fiction imprint of global games group Asmodee, has secured a multi-year agreement with CMON – Cool Mini or Not for long-time fans – to create brand new novels set in the worlds of their acclaimed ZOMBICIDE range of games.

Debuting in 2012, *Zombicide* became the first of a wildly popular series of tabletop games that pit players against the nastiest walking dead the game can throw at them. With incredibly detailed miniatures and fast, action-packed gameplay, the games have picked up legions of fanatical players. As well as the modern day original, CMON have also set recent variants back in medieval times (*Zombicide: Black Plague*) and far out in the depths of space (*Zombicide: Invader*) – and Aconyte plans to publish novels based in all three settings. The first *Zombicide* novel is expected to hit shops for Halloween 2021.

Aconyte publisher Marc Gascoigne commented: “We love *Zombicide*, for the all-out mayhem of the game, the passion of its dedicated following – and the lovingly detailed (and incredibly deadly) worlds that its designers have created. There are a whole bunch of stories we want to create, to explore their secrets further.”

CMON’s COO David Preti said: “We designed the *Zombicide* games to tell exciting stories populated with iconic characters who had unique personalities that came through in the gameplay. We wanted each play session to feel like its own pulp novel. We’re so happy to have a great partner in Aconyte, who understands the world and tone of the game, and is going to put these stories in prose for the first time.”

As part of its ambitious mission to set up exciting new content platforms for both wholly owned and topflight third-party properties, Asmodee Entertainment have announced Aconyte's plans to produce novels set in the worlds of some of Asmodee's most popular games and more featuring a host of characters from the Marvel comics universe. The imprint's mission is to go beyond tie-in fiction and novelizations, to produce vibrant stories with richly imagined characters in living, deeply realised settings. The list debuted in early September 2020, with sales and distribution handled by Simon & Schuster.

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. Find us at asmodee-entertainment.biz.

About Asmodee

Asmodee Group is a leading international games publisher and distributor committed to telling amazing stories through great games with many tens of millions of 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 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 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 \$65 million on the platform since the debut of *Zombicide* in 2012. In 2020, 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 ever on Kickstarter. cmon.com.

Press Contacts

To find more information or to arrange an interview about Aconyte's mission, see aconytebooks.com or email contact@aconytebooks.com