



**Microids and Moulinsart partnership announcement:**

**A Tintin video game in the works!**

**Bruxelles & Paris, 24th April, 2020** - Billions of blue blistering barnacles: the publisher Microids is now 35 years old! To celebrate this, a nice announcement is published…

Tintin and his dear Snowy will soon make a comeback on PC and consoles. *Microids* and *Moulinsart* are delighted to announce the signature of a partnership for the development and publishing based on the comic book series « The Adventures of Tintin » created byHergé, published by Casterman and selling more than 250,000,000 books.

This new action-adventure game will transport the player into a whirlwind of incredible situations and suspense hand in hand with the legendary Tintin and Snowy characters. Other iconic characters will join the cast like the renowned captain Haddock, fond of fine whiskey and sophisticated slurs, the genius professor Calculus and the finest detectives Thomson & Thompson.

After navigating all seas, exploring numerous continents, doing some deep sea diving in a submarine and even walking on the Moon, the most famous reporter is ready for some brand new interactive adventures.

Microids is proud to collaborate with *Moulisart* on this project as**Stéphane Longeard, CEO of Microids** comments further:

*« We are extremely happy to work on this co-production! We have been willing to make this happen for quite some time. This announcement is the result of a creative process allowing us to define precisely how this project will take shape and the two companies will interact. This really is a dream come true for us. The adventures of Tintin transported millions of readers worldwide and this opportunity will allow us to put our talents at the service of one of the biggest creators of the 20th century and its inked hero: Our team members are fans of the famous reporter and will do their best to pay this franchise a vibrant homage. We can’t wait to kick-off this project!”*

**Nick Rodwell, Moulinsart’s director** is also sharing his thoughts:

*« The upcoming PC and consoles video game inserts itself pretty well in the legacy of the most famous reporter’s adventures. Our ambition is to provide a mainstream audience with a fun and friendly game for everyone to enjoy. Microids is for us the ideal partner to bring to life this new Tintin’s adventure »*

**The game title, artworks and more details will soon be unveiled.**

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**About Microids**

*Microids is a French video game publisher. Founded in 1985, Microids’ editorial strategy now focuses on 4 major areas: adventure games, racing games, retro gaming and games inspired by iconic titles. By collaborating with renowned studios and authors (Pendulo Studios, Eden Studios, Benoît Sokal, Paul Cuisset, Philippe Dessoly and Pierre Adane), Microids has become a major player in international video games. Taking inspiration from legendary titles, including Asterix & Obelix, and Titeuf, Garfield, Fort Boyard, XIII and Blacksad, Microids reaches a wide audience and creates original adventures which give gamers the chance to play as some of their most beloved characters.*

**About Moulinsart**

MOULINSART is the worldwide exclusive owner of all exploitation rights of HERGÉ’s work, including the copyrights, as well as the reproduction rights and the adaptation rights.

**About Tintin**

TINTIN might be the hero everyone would like to be, but is surely the friend everybody would like to have. This friend who would do anything for the ones he cares about. Today, the Adventures of Tintin still resonates vibrantly: They inspire artists, writers, movie and theater directors alike. Tintin embodies the universal values in which each and everyone can rely. Tintin is a unique mix, combining exciting stories, a “ligne claire” drawing style and universal themes.

Tintin is famous all over the world. Distributed worldwide, Tintin’s adventures are devoured with the same enthusiasm since its debut back in 1929 in the pages of the *Petit Vingtième* magazine. Who could have envisioned such a success? Definitely not its creator, Hergé (Georges Remi), autodidact comic book artist whose got lucky to publish his work during his teenage years in the pages of his homeland of Belgium’s scouts’ magazines.