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## **Cyanide Acquires Interactive Rights for George R. R. Martin's 'A Song of Ice and Fire' series**

**CYANIDE, A FRENCH VIDEO GAME STUDIO, SECURES INTERACTIVE RIGHTS TO GEORGE R. R. MARTIN'S BESTSELLING 'A SONG OF ICE AND FIRE' SERIES**



## First-Ever 'A Song of Ice and Fire' Video Games to Bring Classic Fantasy Series to Life

Nanterre, France – 12th May 2009

Cyanide, an independent video game studio, and George R. R. Martin today announced their partnership to create the first-ever video games inspired by the author's award-winning, international bestselling 'A Song of Ice and Fire' fantasy series.

Under the terms of the agreement, Cyanide has obtained the exclusive rights to develop 'A Song of Ice and Fire' videogames for next-generation consoles and PC, and in collaboration with George R.R Martin, development has begun.



«We are all huge fans of 'A Song of Ice and Fire', so it is a true honour for our teams to be entrusted with creating the first video games inspired by this masterpiece» stated Patrick Pligersdorffer, Managing Director of Cyanide. «The twists and turns of the plot will allow us to deliver an experience which can be enjoyed by both long-time fans as well as gamers new to the series.»

Published most notably by Bantam Books in North America and Voyager Books in the United Kingdom, the 'A Song of Ice and Fire' novels have been translated into more than twenty languages (including Chinese, Japanese, Korean and Russian) and have been nominated for numerous prizes. Set in a world where nothing is simply black and white, the rich web of characters makes it an ideal background for numerous genres of video games.

'A Song of Ice and Fire' has already been adapted into a card game and a board game. More recently, HBO acquired the rights with the intent of turning the novels into a television series.