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GAMES

Press Release

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“Moonshield”

Playsoft Games gets your iPhone right to the space.

Thales the world leader of high technologies for the defense and the security of aerospace and transport has bet on the association with Playsoft, the European leader of smartphone application development, and with KTM for its game "Moonshield"

Moonshield is a management strategy game designed and presented by Thales. It will project you in a near future where you'll have to use Thales technologies to defend and protect the Earth from a meteorite shower. The player will be at the head of a lunar base which has to be developed to deal with this threat.

The game becomes harder as the player gets skills: More meteorites are likely to fall as the game goes on.

The player can discover Thales and its activities through the game.

For Nicollas Bensignor, president of Playsoft Group, this novel association shows "the reflect of the professionalism reached by Playsoft, Thales choosing only the best to develop its projects". Needless to say that Playsoft succeeded : the whole moonshield spirit is accurately adapted with the "point and click" system which accentuates the interactivity.

"The migration of Moonshield on iPhone, iPad and iPod Touch is a huge innovation on the "Serious Game" market, says Yves Dambach, CEO of KTM Advance. We are really proud of this Serious Game version we've made for Thales, which has been outstandingly adapted by Playsoft on this support full of promises. This adaptation shows the quality and the sustainability of the Moonshield game, which know success since it has been released two years ago".

Loic Mahé, HR Director from Thales Group claims : " To follow its developpement, Thales recruits 4000 people in the word this year. Moonshield already met success since it has been released and this adaptation on new support will allow to attract new talents, new profiles”

About Playsoft Games :

Founded in 2004, Playsoft Games has a 7 years old experience in mobile with partners such as Konami or EA. Pllaysoft Games uses now this experience and its teams within its Publishing activity.

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