

## PRESS RELEASE

September 23, 2021. Paris.

**A strategic merger between the 52 Entertainment Group and Virtual Regatta**

**Olivier Comte,**  
CEO of 52 Entertainment

*"We're thrilled to welcome the Virtual Regatta team into the 52 Entertainment Group. Philippe's an outstanding and passionate entrepreneur, whose expertise and enthusiasm match perfectly with our core values."*

*This strategic acquisition is based on our common goals to serve our large, enthusiastic communities by providing the best in online and mobile mind games. Adding millions of players to our worldwide userbase really makes this acquisition a natural fit."*

**52 Entertainment** is the leading online gaming company that target truthful communities.

Worldwide leader on the bridge ecosystem, at the crossroads of gaming, entertainment, e-sport & unique experiences, more than 5 million fans are using monthly one of our platforms.

After years of consistently strong growth, 52 Entertainment, having hoisted the mainsail, have now set a course with Virtual Regatta, the world's leading online sailing simulator.

Virtual Regatta brings together the largest community of sailing enthusiasts in the world with more than 1 million active players. The merger with 52 Entertainment forms a strategic alliance in the e-sport and virtual event arenas.

The alliance symbolizes the diversity of the 52 Entertainment group. The world leader in online mind and strategy games with bridge (Bridge Base Online, Funbridge, China Bridge Online), belote, canasta, tarot and now Virtual Regatta, one of only five video games in the world to sport the Virtual Olympics label.

Philippe Guigné, Virtual Regatta's founder will continue to captain the ship, bringing his passion and skill to the 52 Entertainment crew. With him at the helm the offshore and inshore simulators will be kept firmly on course.



**Philippe Guigné,**  
Founder Virtual Regatta

*"I'm very happy to join 52 Entertainment, a group making games with the same DNA as us. Games that make you think, an alternative to the average gaming experience."*

*This merger will accelerate our international and technical development as well as diversifying and developing our ambitious projects in the wake of the Olympic Virtual Series."*

*A big thank you to my associates, and the people that helped make this happen, namely the teams at Banque Edmond de Rothschild, EDHEC Institute, and FieldFisher."*

**Virtual  
Regatta**



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