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Mondo TV Iberoamérica presents: MeteoHeroes – the video game!

Game based on hit animated kids' series will launch on PlayStation in 2022

The first-ever MeteoHeroes video game is on its way! The popular environmentally themed animated kids' show MeteoHeroes, co-produced by Mondo TV and the leading Italian weather forecasting centre, Meteo Operations Italia (MOPI), has inspired a launch on multiple platforms planned for 2022. The game has been developed in association with some of the biggest and most respected names in the games business.

Through its subsidiary Mondo TV Producciones Canarias, Mondo TV Iberoamérica has agreed a contract with digital entertainment company Sony Interactive Entertainment España (SIE España) and game developer Gamera Nest for the development, promotion and physical and digital distribution of the video game.

MeteoHeroes: el videojuego, has the support of PlayStation®Talents in its area of PlayStation Alliances, the company's program that promotes the development of videogames in Spain. The videogame will launch on PlayStation® in spring 2022. Launches on PC and Mac platforms will follow later the same year.

Worldwide publishing will be managed by PlayStation®Talents. PlayStation®Talents will also carry out communication, promotion and launch activities for the video game. Mondo TV Producciones Canarias will be the owner of the intellectual property rights of the video game, as well as its content and the products and/or works that may be derived from it. The company will also hold the industrial property rights over the video game brands.

Development partner Gamera Nest builds compelling narratives onto the interactivity of video games or digital applications. Its promise to encourage values and knowledge is an ideal fit for a show with a strong environmental message.

This is an exciting development for MeteoHeroes, an innovative kids' animation that was among the biggest hit shows on Cartoonito in Italy after its launch last autumn and is continuing to expand its international reach.

The statistics to date are certainly impressive. A major broadcasting agreement with Radio Televisión Española, recently announced, will bring the show to RTVE's Clan kids' channels in Spain and the Americas. The show premiered in Spain in the occasion of Earth Day, the 22nd of April, with impressive results. There was also a major initiative for Earth Day in Latin America which saw four specially chosen episodes of the show aired by a number of

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Latin American broadcasters, also to a very positive response. The first series of MeteoHeroes has now been sold or confirmed into over 140 countries.

Two new MeteoHeroes TV movie specials (2 x 26') are ready to hit the screens this autumn – along with the first episodes of series two (52 episodes x 11') of the show, which is currently in production and set to premiere starting from this autumn 2021.

The development of the video game will build on this success and the qualities that make MeteoHeroes original and appealing: an animated kids' show that is exciting, colourful, and fun but that also teaches viewers about the need to protect our planet.

In fact, MeteoHeroes is the only cartoon in the world dedicated entirely to climate and environmental issues. Each episode focuses on issues related to ecology and respect for nature through the adventures of six superpowered kids who can control weather phenomena. Working alongside scientists and meteorologists at their futuristic HQ based in Gran Sasso Mountain National Park in Italy, the MeteoHeroes are trained to control their powers and fulfil their mission: to save the Earth.

Maria Bonaria Fois, CEO of Mondo TV Iberoamérica, says: "This partnership signals a great new direction for MeteoHeroes and one that fits perfectly with its aims and ideas. Working with some of the best names in the business, we plan to develop a video game that reflects the show's great storytelling and exciting animation as well as its values and message to create a truly engaging and original video game that I'm sure the show's fast-growing fanbase will love."

Roberto Yeste, communication director of SIE Spain and head of PlayStation®Talents also dedicated a few words on the occasion of this announcement: "At SIE Spain and PlayStation®Talents we are committed to projects that have a background as important as MeteoHeroes. We are very excited to bring that world to PlayStation® fans and we are sure that kids will enjoy and learn about the importance of ecology in a fun and enriching way".

ABOUT MONDO TV IBEROAMÉRICA

Mondo TV Iberoamérica, part of Mondo TV Group, is an audiovisual content producer and distributor operating in Spain, Portugal, Latin America and Spanish-speaking US. Its work is focused on two main areas: distribution and production in Iberian and Latin American markets of animated content and fiction series for children and teens; production and co-production of fiction content for a wider audience, for which Mondo TV Iberoamérica is co-producing fiction series with prestigious Latin American and European partners. In 2016 Mondo TV Iberoamérica also created a pre-production studio through Mondo TV Producciones Canarias. This has developed into an innovative 3D CGI animation studio, who aims to establish itself as an international

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reference point for the creation, development and production of high-quality fiction and animation projects for the entire Mondo TV Group.

Since December 23, 2016, the company has been listed on the BME Growth – former Alternative Stock Market (MAB). For more information, visit the website. www.mondotviberoamerica.com

About Sony Interactive Entertainment Europe:

London-based Sony Interactive Entertainment Europe (SIEE) is the company responsible for the distribution, marketing and commercialization of the PlayStation®4 (PS4™) entertainment system, the PlayStation®VR (PS VR) virtual reality device, PlayStation®Vita (PS Vita) portable entertainment system, PlayStation®3 (PS3™) entertainment system, and PlayStation®Network (PSN) software and hardware in 109 territories across Europe, the Middle East, Africa and Oceania. SIEE has revolutionized home entertainment since it launched PlayStation® in 1994. Today, PS4™ redefines an enriching and immersive gaming experience with powerful graphics and speed, smart customization, and deeply integrated social capabilities. PS VR is the revolutionary virtual reality device that takes immersion to the next level, allowing the user to feel in the same game. PS Vita is a portable entertainment system that offers a very rich combination of gaming and social connectivity. PS3™ is an advanced entertainment system that incorporates the powerful Cell Broadband Engine and RSX processors. SIEE also develops, publishes, markets and distributes entertainment software for these systems and manages third-party program licenses for these platforms in those territories.

Learn more about PlayStation® products at www.playstation.com

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About PlayStation®Talents:

Sony Interactive Entertainment Spain launched PlayStation®Talents in 2015, a comprehensive program that brings together all the initiatives that the company has been implementing for more than a decade to develop Spanish talent, with the aim of supporting them and creating video games developed entirely in our country to sell them in all the world. PlayStation®Talents is made up of:

- Two educational areas: PlayStation® Future Talents and PlayStation® First.
- PlayStation® Awards, aimed at independent studios.
- PlayStation® Games Camp, a development studio incubator with projects in beta phase with headquarters in: Madrid, Bilbao, Asturias, Valencia, Seville, Malaga, Las Palmas de Gran Canaria and Barcelona.
- PlayStation® Alliances, which encompasses the different projects created by consolidated national studios that go beyond our borders.

PlayStation®Talents is part of the entrepreneurship area of 'PlayStation® Commitment', the corporate social responsibility initiative whose objective is to improve the lives of people, especially young people, through games.