

Plug In Digital Acquires Twin Sails Interactive, Names a New CEO to Combine Into a Leading Game Publishing Group

Now strengthened, the Plug in Digital Group aims to be the partner of choice for independent developers in an increasingly challenging industry

PARIS/MONTPELLIER, FRANCE – November 23, 2026 – Video game publisher and distributor **Plug In Digital** today announced the acquisition of independent publisher **Twin Sails Interactive,** thus joining forces to build a leading publishing and distribution group. This strategic combination brings together Plug In Digital's global distribution network and business development expertise with Twin Sails Interactive's publishing track record and developer-focused creative model.

As part of this new chapter, **Nicolas Godement**, former Twin Sails Interactive CEO, assumes the role of Group CEO to lead the combined organization. **Francis Ingrand**, founder and former CEO of Plug In Digital, transitions to the role of Group Chairman, remaining active in the company to support the integration and its long-term vision. Twin Sails Interactive continues to operate as a major publishing brand within the combined group.



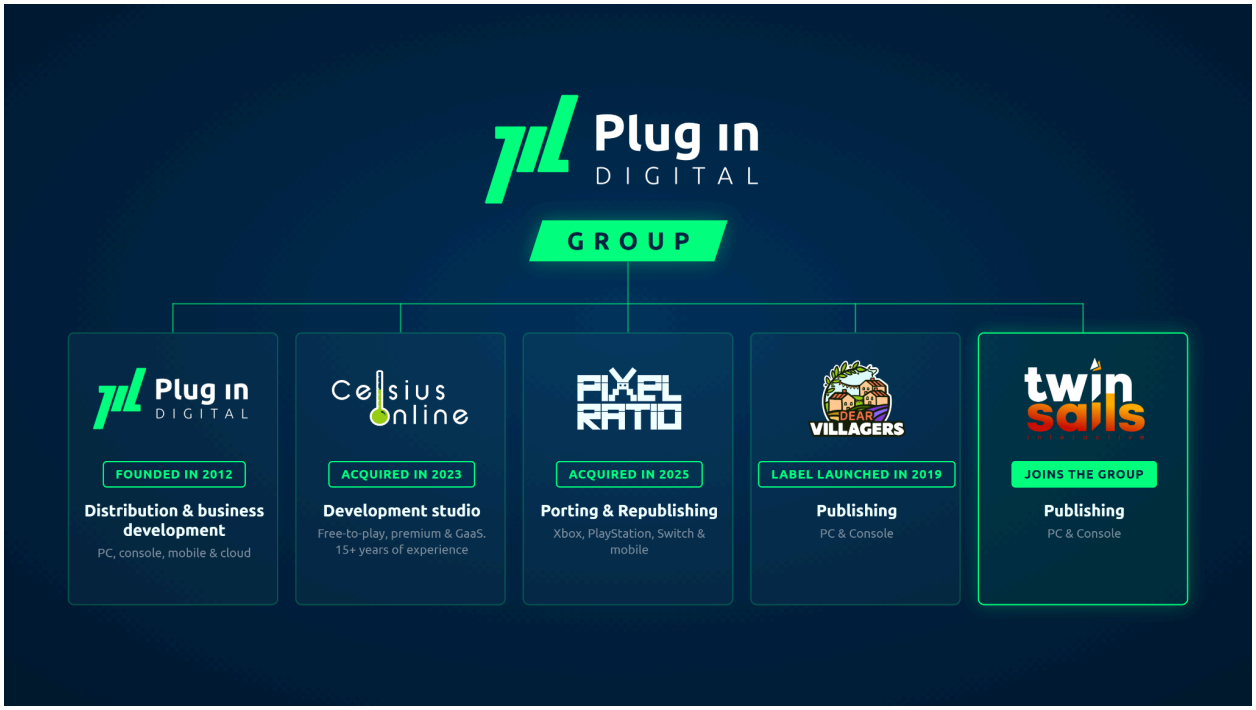
The decision to bring together these complementary capabilities reflects a shared commitment to developer success: by pairing Plug In Digital's global scale with Twin Sails Interactive's hands-on creative collaboration, the newly strengthened **Plug In Digital Group**, including publishing label **Dear Villagers**, ensures that studios receive the tailored support and commercial infrastructure they need to help their games thrive.

As the industry faces a proliferation of game releases fueled by new technologies and an increased reliance on algorithm-driven digital storefronts, sharp game positioning, impactful marketing, global commercial partnerships and comprehensive cross-platform capabilities. It's now more important than ever to help developers cut through the noise. Plug In Digital and Twin Sails Interactive are joining forces to better support developers in this increasingly challenging landscape.

"The economics of publishing indie games have changed dramatically," said **Nicolas Godement, Group CEO**. *"While finding the right market fit and delivering impactful marketing remain absolutely crucial, independent developers increasingly need extensive sales and distribution infrastructure to make their voices heard. We are building this group with long-term ambitions. By bringing Twin Sails Interactive's publishing track record together with Plug In Digital's commercial scale, we are creating a company that can support developers sustainably, helping their games stand out and building long-term value around their IP."*

"Like many in our industry, we've had to navigate a challenging period," said **Francis Ingrand, Group Chairman**. *"By joining forces with Nicolas and the Twin Sails Interactive team, we're building on the partnerships developed through Plug In Digital and Dear Villagers, combining a fresh approach to publishing with high-quality ports and global distribution. Together, we're better equipped to support studios and help their games succeed."*

The **Plug In Digital Group** now includes business development & distribution specialist **Plug In Digital**, publishing labels **Twin Sails Interactive** and **Dear Villagers**, mobile and live-service game studio **Celsius Online** and game porting specialist **PixelRatio**.



For more info on Plug in Digital, please follow us on Linkedin.

Visual assets (logos and photos): https://files.warningup.com/s/Gm25tDBgzbDooe7

About Plug In Digital Group

Headquartered in Montpellier, France, Plug In Digital Group is one of the leading companies for video games digital distribution worldwide. Since 2012, the company has been helping hundreds of partners, from indie studios to AAA Publishers, to optimize their digital sales, explore new markets and grow new revenue sources for their games on PC, Cloud, Console & Mobile. Plug In Digital Group includes publishing label Dear Villagers, publishing house Twin Sails Interactive,

mobile and live focused game studio Celsius Online and game porting specialist PixelRatio.

About Twin Sails Interactive

Twin Sails Interactive is an independent international video game publisher, formerly part of Asmodee Group. Our passionate team collaborates with talented developers to bring unique and engaging experiences to players worldwide. Originally known for digital board game adaptations as Asmodee Digital, Twin Sails Interactive has since expanded into publishing original and creative titles across PC and consoles. With acclaimed releases such as *Gloomhaven*, *Ember Knights*, and *News Tower* — winner of the Best Hidden Gem award at the 2026 New York Game Awards — Twin Sails continues to champion standout indie games including *Survival: Fountain of Youth*, *Bloomtown: A Different Story*, and an upcoming slate featuring *Wind Runners*, *Sky Dust*, and *Ascenders: Beyond The Peak*. Learn more at www.twin-sails.com.

Plug In Digital was advised by Racine Avocats. Twin Sails Interactive was advised by Yards Avocats, Archiipel and Nicolas Vienot.