

NETFLIX PUNCHES ITS “TICKET TO RIDE” WITH GLOBAL WIDE-RANGING DEAL ON BOARD GAME PHENOMENON

Development Underway on the First Feature Film Out of the Deal

- After recently securing similar rights on another asmodee hit, [CATAN®](#), Netflix is doubling down on board game adaptations, securing exclusive global rights to adapt the board game Ticket to Ride®.
- The deal covers scripted and unscripted projects across film, television series, and other formats, and will be the first on-screen adaptation of the game.
- The first project being developed under the deal is a feature film written by Ben Mekler and Chris Amick. Producers are Darren Kyman for asmodee, Eric Tannenbaum and Kim Tannenbaum for the Tannenbaum Company, and Jonathan Levine and Gillian Bohrer for Megamix.
- Ticket to Ride has become a pop culture staple, selling over 20 million copies and translated into more than 30 languages. For 21 years, its accessibility, its many maps and variations, and its unique blend of strategy, route-building, and excitement, enhanced by the tactile pleasure of placing little train pieces on the board, have brought together countless fans and won over players of all ages around the world.
- Alan R. Moon, author of the game said, “Just when I thought life couldn't get more exciting, Ticket to Ride is teaming up with Netflix. I can't wait to help bring these exciting projects to the millions of fans of the game.”
- Alan R. Moon will executive produce on behalf of asmodee.
- Ticket to Ride joins Netflix’s growing portfolio of game-to-screen adaptations, including Arcane, Castlevania, Family Pack (The Werewolves of Miller’s Hollow), Exploding Kittens, the upcoming Assassin’s Creed series, the Monopoly reality competition series, and the Gears of War film.
- This new deal reinforces the strategy of asmodee to broaden the reach of its tabletop games IPs, from the gaming tables around the world to millions of screens.
- The deal was negotiated by CAA and Goodman, Genow, Schenkman, Smelkinson and Christopher on behalf of asmodee.

About asmodee

Asmodee is a global leader in tabletop gaming. Inspired by players, asmodee has been crafting and taking to market immersive, shared experiences for over 30 years. Its portfolio includes beloved games and intellectual properties such as [CATAN®](#), [Ticket to Ride®](#), [Dobble/Spot it!®](#), [7 Wonders](#), and [Exploding Kittens®](#). Operationally headquartered in France, asmodee operates globally, making its games accessible to players in over 100 countries around the world. Asmodee group’s Class B shares are publicly traded on Nasdaq Stockholm under the ticker [ASMDEE B](#).

About Days of Wonder

Days of Wonder develops and publishes unique games in their genre. The studio's "Play Different" slogan reflects its vision of publishing: Days of Wonder limits its productions to very few new games, focusing on quality rather than quantity, and developing highly refined digital adaptations. The unparalleled successes—such as Ticket to Ride the world's bestselling train game; Smallworld® and its epic conquests in a fantastic universe; Memoir 44®, the World War II reference game with over twenty expansions and HEAT Pedal to the metal—motivate Days of Wonder to raise the bar ever higher. Days of Wonder board games are distributed in 40 countries and their digital versions are available on the App Store, Google Play and Steam.

About Netflix

Netflix is one of the world's leading entertainment services, with over 300 million paid memberships in over 190 countries enjoying TV series, films and games across a wide variety of genres and languages. Members can play, pause and resume watching as much as they want, anytime, anywhere, and can change their plans at any time.