



JUMPGATE

PRESS RELEASE

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JUMPGATE AB ANNOUNCES SACRED 2 REMASTER IN PARTNERSHIP WITH THQ NORDIC

Stockholm, Sweden — August 8, 2025.

Jumpgate AB is pleased to share that the project previously referred to without naming is the remaster of Sacred 2 — a classic open-world action RPG, renowned for its distinctive humor, commercially highly successful, and supported by a vibrant fan community to this day. The remaster features numerous enhancements over the original, and for the first time all add-ons will also be available for consoles (PS5 and Xbox Series). The development is done in a partnership between Sparklingbit Studios, founded by key members of the original Sacred 2 development team, and Jumpgate studio Funatics.

The publishing partner, THQ Nordic GmbH, publicly announced the remaster on August 1, 2025 as part of its Digital Showcase 2025. The exact release date will be announced at a later time.

Announcement Trailer: <https://youtu.be/BPVmpg6koqc?t=1002>

“The remaster of Sacred 2 has been a highly challenging technical undertaking. The original is a very large, older game that was already marked by a demanding development at the time of its initial release — in addition, many of the code libraries from back then were no longer available for the remaster. Bringing Sacred 2 back to reliably work in a modern hardware and software environment required exceptional creativity, deep technical understanding, and rigorous engineering. My profound respect goes to Sparklingbit and Funatics, who successfully accomplished many things where others had previously failed. After monitoring reactions for a few days, we’re happy to report that market and community response to the announcement has been very positive. We are pleased with the feedback and are now looking ahead to the release with great anticipation”, says Harald Riegler, CEO Jumpgate AB.

For additional information

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About the Company

Jumpgate AB is an independent group of game development companies founded in 2011, comprising four game studios: Nukklear (Hannover), Tivola Games (Hamburg), gameXcite (Hamburg) and Funatics (Düsseldorf). The group develops and publishes its own games as well as developing games and other digital products for external companies. The companies in the group have established collaborations with strong industry partners and exciting product portfolios with large potential. The group is engaged in the global market, distributing games on a worldwide basis and has a large international network. For more information: www.jumpgategames.se

This information is information that Jumpgate AB is obliged to make public pursuant to the EU Market Abuse Regulation. The information was submitted for publication, through the agency of the contact persons set out above, at 2025-08-08 12:47 CEST.

Attachments

[Jumpgate AB announces Sacred 2 remaster in Partnership with THQ Nordic](#)