



JUMP GATE

PRESS RELEASE

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JUMP GATE'S GAMEXCITE SECURES STAR TREK LICENSE FOR NEW PC AND CONSOLE PROJECT

Today, Jumpgate AB announced that its wholly owned Hamburg-based subsidiary, gameXcite GmbH has entered into a licensing agreement with Paramount Games for the development of a new project based on *Star Trek*.

The new project, first announced by Jumpgate on September 2, is planned for PC and consoles and builds on gameXcite's experience of creating games within the *Star Trek* universe. It follows the successful launch of *Star Trek: Voyager – Across the Unknown*, developed by gameXcite and published by Daedalic Entertainment, which has become the most successful release to date from gameXcite and Jumpgate.

The new project is planned to be developed under the established partnership, with gameXcite serving as developer and Daedalic Entertainment as publishing partner. Development is supported by German public development funding, providing an important contribution to the project's financing while enabling Jumpgate to retain significant commercial upside.

"After the great success of *Star Trek: Voyager – Across the Unknown*, we are extremely happy and proud to have the opportunity to work on another *Star Trek* project," says Patrick Streppel, CPO of Jumpgate and Managing Director of gameXcite. "We are very excited to continue our collaboration with Paramount Games and Daedalic Entertainment. The established constellation gives us the opportunity to build on the experience we gained with *Voyager – Across the Unknown* and to create another ambitious *Star Trek* game for PC and consoles."

From Jumpgate's perspective, the project further demonstrates the Group's strategy of combining established international IPs with externally supported development models and attractive commercial upside.

"Projects like this are highly important for Jumpgate and for the continued positive development of the Group," says Harald Riegler, CEO of Jumpgate AB. "The combination of a strong international IP, an experienced development team, an established publishing partner and significant public development funding creates an attractive economical case for Jumpgate. It allows us to participate in projects with substantial commercial potential while keeping our own risk profile at a manageable level. We see this as an important part of building a stronger and more valuable project portfolio across the Group."

Further details regarding the project, including its title, scope and planned release timing, will be announced at a later date.

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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 (Hamburg), 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

Attachments

[Jumpgate's gameXcite secures Star Trek license for new PC and console project](#)