



JUMP GATE

PRESS RELEASE

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STAR TREK: VOYAGER - ACROSS THE UNKNOWN WILL LAUNCH ON FEBRUARY 18, 2026

Star Trek: Voyager – Across the Unknown will launch on February 18 for PlayStation 5, Xbox Series X/S, Nintendo Switch 2 and PC. The game is developed by Jumpgate studio gameXcite and published by Daedalic Entertainment. Preorders of the PS5 and Xbox versions open today and a demo version for both consoles is now available. Preorders and demo for Nintendo Switch 2 are expected shortly.

For more information see:

<https://www.stvatu.com>

See also today's press release from gameXcite and Daedalic Entertainment:

<https://daedalic.prezly.com/preorders-open-for-star-trek-voyager-across-the-unknown-as-deluxe-edition-console-demos-switch-2-version-and-launch-date-are-revealed>

Additionally, a new trailer has been announced today:

https://youtu.be/7K9_Kn6fvEU

See also:

<https://youtu.be/ghsISiDRzUU>

"Star Trek: Voyager – Across the Unknown is now only five weeks away. We are pleased with the decision to delay the release to the first quarter and believe that this creates the right prerequisite for a successful launch. Furthermore, 2026 marks the 60-year anniversary of Star Trek, meaning extra visibility for the brand and the game release. The demo for PC now has 92 % positive reviews over the last 30 days ("recent reviews") and 82 % positive reviews in total on the distribution platform Steam. The game has a significant and growing number of wishlist signups on the platform. We, as a company, have never before been in the position to launch a game with such a large potential player base and with such positive reactions ahead of release. It is no exaggeration to say that the game has the possibility to take Jumpgate to the next level", says Harald Riegler, CEO Jumpgate.

ABOUT STAR TREK: VOYAGER – ACROSS THE UNKNOWN

Set aboard the U.S.S. Voyager and deep in the unexplored reaches of the Delta Quadrant, *Star Trek: Voyager - Across the Unknown* invites players to relive—and redefine—the legendary starship's journey back to earth. The game blends exploration, ship & resource management, roguelite elements, and meaningful choices. Experience crew dynamics and a fresh take on a beloved sci-fi universe — with what-if scenarios that open up new possibilities.

Player decisions shape both the fate of the crew and the configuration of the U.S.S. Voyager itself. With each playthrough, the ship becomes a different version of itself—reengineered and reimagined based on the path taken through the quadrant and the command decisions made along the way.

In *Star Trek: Voyager - Across the Unknown*, players take command of the U.S.S. Voyager as it traverses 12 vast sectors of the Delta Quadrant. Along the way, they'll manage systems and crew, engage in diplomacy, navigate difficult moral decisions, and face the unknown. Familiar faces return, but their fates may differ—reshaped by the captain on the bridge.

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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 (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

Attachments

[Star Trek: Voyager - Across the Unknown will launch on February 18, 2026](#)