

**PRESS RELEASE**

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# Mobile version of popular title Subnautica releasing today

**Fragbite Group AB's (publ) subsidiary Playdigious is releasing the highly anticipated mobile version of Subnautica today on Apple and Google. First released in 2018, award-winning Subnautica has had a strong commercial performance on PC and console with millions of copies sold and top ratings from players.**

Developed by Unknown Worlds Entertainment and first released on PC in January 2018, *Subnautica* has achieved widespread critical acclaim and significant commercial success with millions of units sold on PC and console to date. Playdigious has ported the game to mobile platforms, a difficult task which demanded a high level of technical skill due to the game's underwater theme and functionalities. After a successful promotional period with industry media attention, the mobile version will be released later today on Apple App Store and Google Play Store.

*"We are incredibly proud to showcase Playdigious' work on porting Subnautica, an iconic survival gaming IP. This was a tremendous challenge that our team rose to meet brilliantly. Many thanks to Unknown Worlds and Krafton for their trust and support throughout this journey. I am very excited to see how the players respond to the game!"* says Abrial Da Costa, CEO, Playdigious.

*"Subnautica has had impressive commercial success on PC and console and is widely considered to be one of the most successful independent game titles in recent years. It is an IP which significantly increases the strength of the Playdigious game catalogue. I have high expectations on Subnautica performing well for many years to come, as the longevity of the PC and console versions and their large fanbase, indicates that there is a sizeable market also for the mobile version,"* says Stefan Tengvall, CEO, Fragbite Group.

## ABOUT THE GAME

- In January 2020 *Subnautica* had sold over 5.23 million units across PC, PlayStation 4, and Xbox One, with the game staying competitive since then with continued popularity and sales.
- Positive reviews: over 200,000 reviews on Steam with an average rating of 95% and a 87% score on Metacritic.
- *Subnautica* has been nominated for many awards, winning in categories "PC Game of the Year" (Joystick Awards 2018), "Fan Favorite Indie Game" (Gamers' Choice Awards 2018) and "Best Survival Game" (PC Gamer 2018).
- The IP is supported by an active gamer community and extensive fan-driven content, contributing to long-term player retention.

**For questions, please contact:**

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**About us**

Fragbite Group (publ) is a Swedish corporate group with a portfolio of established subsidiaries that develop, adapt and publish games and esports content within GAMING, ESPORTS and WEB3. Our products are developed for both traditional platforms – PC, mobile and console – and modern platforms built on blockchain technology. The Group is headquartered in Stockholm and listed on Nasdaq First North Growth Market.

**Image Attachments**

[Subnautica On Mobile By Playdigious Fragbite Group](#)

**Attachments**

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