

PRESS RELEASE

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Top-performing game title Skul: The Hero Slayer coming to mobile

Fragbite Group AB's (publ) ("Fragbite Group") subsidiary Playdigious today announces the upcoming release of Skul: The Hero Slayer to mobile platforms on June 4. Since releasing on PC and console in 2021, the game has sold more than 2 million copies to date.

Skul: The Hero Slayer is a game developed by Southpaw Games. It was released in January 2021 on PC and later the same year on console, with currently 93% positive player reviews on global platform Steam. On June 4, Playdigious is releasing the game on iOS and Android.

"The Playdigious' business model of porting games to mobile provides a very strong foundation to stand on. We have seen how this business model performs with profitability, also during weaker market conditions, since we are working with tried and tested titles which have already enjoyed commercial success on other platforms. Skul: The Hero Slayer is a personal favourite of mine, and with more than 2 million copies sold on PC and console it is a great addition to our portfolio," says Marcus Teilman, President and CEO, Fragbite Group.

"Skul: The Hero Slayer is a title we have wanted to work on for some time. Not only does it have fantastic sales record and player reviews, but it also has a lot of similarities to Dead Cells – Playdigious' most successful title to date. Our team knows exactly how to translate this kind of gameplay to mobile devices in order to engage players worldwide, and I am confident that our version of Skul: The Hero Slayer will be a success with fans," says Abrial Da Costa, CEO, Playdigious.

Skul: The Hero Slayer is an action roguelite platform game in which the player can swap out the protagonist's skull with a wide variety of other skulls, each of which comes with its specific combination of powers and abilities. The game is part of the previously communicated expanded Playdigious pipeline of game releases for 2024.

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 web3 platforms built on blockchain technology. The Group is headquartered in Stockholm and has over 130 employees in Sweden, France, the Netherlands, Gibraltar and Egypt. Fragbite Group is listed on Nasdaq First North Growth Market.

Attachments

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