



Announcement no. 15/2025  
Copenhagen, July 25<sup>th</sup> 2025

## **5th Planet Games, Skybound Games and 11 bit studios Announce Console Physical Editions of *Frostpunk 2* Now Available for Pre-Order at Retail**

**COPENHAGEN – July 25, 2025** – Today 5th Planet Games A/S (OAX: 5PG) announced that Skybound Games and 11 bit studios will release PlayStation 5 and Xbox Series X|S physical editions of *Frostpunk 2* on September 18<sup>th</sup>, 2025. The Icebreaker Edition and Whiteout Edition of *Frostpunk 2* are both available for pre-order at select global retailers starting today, with distribution across the Nordic region coordinated by 5<sup>th</sup> Planet Games and Nordisk Interactive A/S.

*Frostpunk 2* is the sequel to 11 bit studios' highly acclaimed society survival game *Frostpunk* that blended city building, strategy, and management gameplay. *Frostpunk 2* initially released for PC in 2024 receiving praise from players and media alike, including being named "Best Sim/Strategy Game" at The Game Awards in 2024. Franchise fans have long anticipated the release of *Frostpunk 2* on consoles in 2025.

Drawing from lessons learned during the original *Frostpunk*'s console port, in *Frostpunk 2* the development team has further refined the circular, easily navigable interface - allowing players to guide the politics and people of New London with the palms of their hands, on controller and thumbsticks alike.

Commenting on the upcoming release, Mark Stanger, CEO of 5<sup>th</sup> Planet Games, said "the *Frostpunk 2* physical editions are an exceptional addition to the catalogue of Physical games being distributed by 5<sup>th</sup> Planet and Nordisk Interactive. This is yet another high-quality and acclaimed game from a proven developer joining the 5<sup>th</sup> Planet slate."

The ***Frostpunk 2: Icebreaker Edition*** (for PS5 or Xbox, \$49.99 / £44.99 / €49.99) includes the full game on disc, a meticulously crafted pop-up diorama of New London, the chilling digital novella *Warm Flesh*, and a behind-the-scenes digital artbook chronicling the creation of this unforgiving world.

The ***Frostpunk 2: Whiteout Edition*** (for PS5 or Xbox, \$99.99 / £94.99 / €99.99) elevates the offering further, housing all Icebreaker contents within a multi-layered shadow box featuring integrated LED lighting and iconic key art. It also includes a Deluxe Edition upgrade, granting access to the three upcoming DLCs, alongside physical keepsakes: a deluxe metal-and-enamel keychain, two premium New London art postcards, Frostpunk-themed stickers, and one of two possible embroidered faction patches - either the disciplined Technocrats or the fervent Icebloods.

### **ABOUT 5<sup>TH</sup> PLANET GAMES**

5th Planet Games is a video games financing and publishing company located in Copenhagen, active in games across all global platforms and devices. It has a long and successful history of working with established brands and strong IP. Now, in partnership with Skybound Entertainment, the



company has extended access to compelling, global IP such as *The Walking Dead*, *Invincible*, and more.

#### **ABOUT SKYBOUND GAMES**

Skybound Games is a division of Skybound Entertainment, the go-to launchpad for original stories and world-class IP across all forms of entertainment – comics, television, film, video games, audio, merchandise and collectibles.

Skybound Games publishes, produces, and globally distributes video games across all genres, from award-winning gems like *Before Your Eyes* and *Goodnight Universe*, to blockbuster series like *Telltale: The Walking Dead*. Its latest expansion includes Skybound's first in-house game development studio Quarter Up, which will release the highly anticipated tag fighter *Invincible VS* in 2026.

#### **ABOUT 11 BIT STUDIOS**

A collective of talented developers and skillful publishers reaching millions of hardcore gamers all driven by the creation of meaningful entertainment. We're seeking experienced dev teams to form publishing partnerships with – teams with which we share an artistic sensibility, and the desire to create thought-provoking games while maintaining a smart business approach to the process.