



# JUMP GATE

## PRESS RELEASE

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## JUMP GATE SIGNS FULLY FUNDED SEK 26.7 MILLION PUBLISHING AGREEMENT WITH DAEDALIC ENTERTAINMENT FOR NEW MAJOR STRATEGY GAME

Jumpgate AB has entered into a publishing agreement with German publisher Daedalic Entertainment for the development of a new major strategy game for PC and consoles, based on a well-known IP with the project name “*Galactic Exploration*”. The game has a total development budget of approximately SEK 26.7 million (EUR 2.4 million), which is fully financed through Daedalic and German public funding. The game is currently planned for release in 2027/2028.

The game will be developed in Germany by Jumpgate’s studio gameXcite and published by Daedalic. Of the total development budget of approximately EUR 2.4 million, approximately EUR 1.3 million will be financed by Daedalic and approximately EUR 1.1 million through the German games funding programme. See separate press release dated 20 August 2026.

The development financing will be paid upon the achievement of agreed project milestones through to release and is expected to cover the development costs of the project. Revenues from the game will be shared between the parties according to an agreed revenue-sharing model. The combination of external development financing and German public funding provides Jumpgate with significant potential upside from future game revenues while limiting its financial exposure during the development phase.

*“Following the successful launch of Star Trek: Voyager – Across the Unknown, we are very pleased to once again collaborate with Daedalic. The new game will build on the game platform developed for Across the Unknown, as well as the experience gained during the development project and feedback from players. This game will also be based on a major and beloved IP, and we look forward to sharing more about the project in due course.*

*We continue to execute on our strategy of securing external financing for game projects that covers costs during the development phase, while German public funding enables us to retain significant upside from future game revenues,”* says Patrick Streppel, Studio Head of gameXcite and Chief Product Officer of Jumpgate AB.

*“In turbulent times, it’s important to have a selection of reliable and excellent business partners. We’re therefore all the more pleased to be able to continue our partnership with gameXcite and Jumpgate. Just as we did with our joint game Star Trek: Voyager – Across the Unknown, we’re now working on a second strategy game based on a strong international IP again. We’ll be sharing more exciting news about this in the near future.”*says Carsten Fichtelmann, CEO of Daedalic Entertainment GmbH.

## For additional information

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## About Daedalic Entertainment

Daedalic Entertainment publishes and develops computer and video games for all platforms. The publisher has a diverse portfolio and offers a broad range of high-quality games, from classic adventure and strategy games to multiplayer games and role-playing games. Daedalic Entertainment has more than 90 employees in its international team and is currently developing a new range of innovative games for consoles, PC, and mobile platforms.

The company is one of Europe's most successful game developers and publishers, with its headquarters in Hamburg. Daedalic is the record holder for the two most important awards in the German games industry, with 32 titles having won the German Developer Award (including several awards for "Studio of the Year") and twelve German Computer Game Awards for titles such as Deponia, Edna & Harvey, Silence, Shadow Tactics: Blades of the Shogun, Ken Follett's The Pillars of the Earth, The Long Journey Home, and State of Mind. Recent successes include Barotrauma, Unrained!, Iratus: Lord of the Dead, Partisans 1941, and many more.

## 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](http://www.jumpgategames.se)

*This information is information that Jumpgate AB is obliged to make public pursuant to the EU Market Abuse Regulation. The information was submitted for publication, through the agency of the contact persons set out above, at 2026-09-02 08:30 CEST.*

## Attachments

**[Jumpgate signs fully funded SEK 26.7 million publishing agreement with Daedalic Entertainment for new major strategy game](#)**