

Big Blue Bubble launches collaboration with T-Pain alongside a new concert experience feature in My Singing Monsters

Enad Global 7 today announces that Big Blue Bubble launches collaboration with the artist and songwriter T-Pain for the popular game My Singing Monsters. The collaboration is part of a new concert experience – Clubbox.

In December 2025 Big Blue Bubble released a successful collaboration with the famous artist bbno\$. Big Blue Bubble followed up this collaboration by partnering with the musician CG5. These collaborations have universally been well received and have increased both the number of players and user engagement within My Singing Monsters starting 2026. The success is now followed by the new collaboration featuring T-Pain as part of the new Clubbox feature – a virtual concert experience featuring exciting monster bands and headlining acts with collaborating artists. The collaboration is part of Big Blue Bubble's strategy to expand My Singing Monsters through high-impact partnerships and content experiences.

A Monster inspired by T-Pain will serve as the Clubbox host and guide players through the experience. Clubbox launches with a series of exciting opening acts, brand new bands and Monster arrangements, who will set the stage for the T-Pain inspired Monster, debuting as the Clubbox's first headliner this spring. T-Pain's collaboration with My Singing Monsters marks the next step in an ongoing year of major collaborations for the game, and a first with an artist collaboration being attached to a major feature addition.

The new Clubbox feature is available today, February 25, to all players. My Singing Monsters can be played for free through the Apple App Store, Google Play, Amazon Appstore, Samsung Galaxy Store, and Steam.

For more information about My Singing Monsters, visit the website [here](#).

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About EG7

EG7 is a group of companies within the gaming industry that develops, markets, publishes and distributes PC, console and mobile games to the global gaming market. The company employs approximately 360 game developers and develops its own original IPs, as well as acts as consultants to other publishers around the world through its game development divisions Daybreak Games, Piranha Games and Big Blue Bubble. In addition, the group's marketing department Petrol has contributed to the release of 2,000+ titles, of which many are world famous brands such as Call of Duty, Destiny, Dark Souls and Rage. The group's publishing and distribution departments Fireshine Games hold expertise in both physical and digital publishing. EG7 is headquartered in Stockholm with approximately 560 employees in 12 offices worldwide.

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Attachments

[Big Blue Bubble launches collaboration with T-Pain alongside a new concert experience feature in My Singing Monsters](#)