

**PRESS RELEASE**

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# Playdigious releases mobile version of success title Subnautica

**Fragbite Group AB's (publ) subsidiary Playdigious has presented one of its most significant contracts to date, the porting of global success title Subnautica to mobile platforms. Released in 2018, Subnautica has had a strong commercial performance on PC and console with millions of copies sold, top ratings from players and awards. Subnautica releases on Apple and Google on 8 July 2025.**

Developed by Unknown Worlds Entertainment and first released on PC in January 2018, *Subnautica* has achieved significant commercial success. Considered a prominent independent game title, *Subnautica* has received widespread critical acclaim and sold millions of units on PC and console to date. Playdigious has ported the game to mobile platforms, a task which has demanded a high level of technical skill due to the game's underwater theme and functionalities. The mobile version will be released on Apple App Store and Google Play Store on 8 July. Initially planned for release during 2024, the mobile version was postponed to fit with the upcoming release of *Subnautica 2*.

*"I want to thank Unknown Worlds Entertainment for trusting us with bringing their incredible masterpiece to mobile platforms. Credit goes to the Playdigious team who have worked hard and overcome many technical hurdles to make this mobile adaptation possible, ensuring that the large gamer fanbase feel at home with the functionality and want to experience the game on a new platform. The result is no less than amazing, and I couldn't be prouder,"* 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. With this agreement, Playdigious has secured a prominent IP which significantly increases the strength of their IP portfolio. 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, loyal fanbase, indicates that there is a sizeable market also for the mobile version,"* says Stefan Tengvall, CEO, Fragbite Group.

*Subnautica* is now available for pre-registration on Google Play Store, and for pre-order on Apple App Store with a 10% discount off launch price which is USD 9.99.

**ABOUT THE GAME**

- In January 2020 *Subnautica* had sold over 5.23 million unites 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.

**Attachments**

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