



JUMPGATE

PRESS RELEASE

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JUMPGATE – UPDATE ON EXPECTED GAME REVENUES

Jumpgate has previously communicated an estimate from the board that the games *Ed & Edda: GRAND PRIX of Europe*, *Sacred 2 Remaster* and *Star Trek: Voyager - Across the Unknown* combined had the potential to generate revenues in the range of SEK 14–51 million during the 12 months following each release.

With the release of *Star Trek: Voyager - Across the Unknown* concluding this release cycle about a month ago, the board now estimates that the combined revenue from these three titles will be in the higher end of the above-mentioned revenue range for the first 12 months following each release. Most of the revenue is attributable to the *Star Trek* game.

As there are no activated costs for *Star Trek: Voyager - Across the Unknown* on the balance sheet, the impact of the game revenues on the result will be significant.

Star Trek: Voyager – Across the Unknown sold over 100 000 units 4 days after launch. The game is developed by Jumpgate studio gameXcite and published by Daedalic Entertainment. It is available on PlayStation 5, Xbox Series X/S, Nintendo Switch 2 and PC.

For more information see:

<https://www.startrekvoyagergame.com>

“Star Trek: Voyager – Across the Unknown is the most successful release from gameXcite and Jumpgate so far and we are pleased to provide this positive update on the expected game revenues from our last three releases. The Star Trek game has been well received by the players, and the positive Steam Reviews are increasing steadily from ca 75 % in the days following the release to 79 % at the time of writing. The continuous improvements of the game and the team’s engagement with the players are showing results. This is promising for future DLC sales and the long tail potential of the game”, says Harald Riegler, CEO Jumpgate.

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For additional information

Harald Riegler CEO, Jumpgate AB E-mail: ir@jumpgategames.se

About the Company

Jumpgate AB is an independent group of game development companies founded in 2011, comprising four game studios: Nukklear (Hannover), 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

Attachments

[Jumpgate – Update on expected game revenues](#)