



## Snail Inc. Announces Latest Title: **Zombie Within**

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CULVER CITY, Calif., Oct. 19, 2023 (GLOBE NEWSWIRE) -- Snail, Inc. (Nasdaq: SNAL) ("Snail"), a leading, global independent developer and publisher of interactive digital entertainment, together with their indie publishing arm, Wandering Wizard, is thrilled to announce its newest title, **Zombie Within**, an eerie 1-6 player social deduction game that fuses horror and strategy. Developed in collaboration with New Gen Studio, this exciting partnership builds upon their previous venture, **West Hunt**, a social deduction game set in the Wild West.

**Zombie Within** is set in a post-apocalyptic survivor camp where a group of survivors try to save humanity by stopping the spread of the zombie infection killing innocent people. But among them hide undercover zombies set on spreading the virus and wiping out humanity.

As the survivors, players are tasked with protecting the population, making repairs around camp, and catching zombies. Meanwhile, as the undercover zombies, players are on a mission to spread the infection around town, break down the camp's generators and shapeshift in the dark to kill off any survivors that stand in their way.

"As technology advances, social deduction games start to gain popularity. These games allow players to connect with their friends and strangers alike from the comfort of their own homes. Our continued collaboration with NewGen Studio within this genre opens up new possibilities of gameplay mechanics and storytelling for more immersive experiences and reflects our commitment in bringing gamers together," said Jim Tsai, Chief Executive Officer of Snail.

**Zombie Within** is set to release for PC via Steam Early Access early 2024. Players can wishlist the game at [https://store.steampowered.com/app/1894460/Zombie\\_Within/](https://store.steampowered.com/app/1894460/Zombie_Within/). Stay on the lookout for any spooktacular developments on the Wandering Wizard [official website](#) and follow on X, formerly known as Twitter, and Discord.

**About Snail Games** - <https://www.snailgamesusa.com/>

Snail Games has been a pioneer in the digital technology and entertainment industry since its founding in 2000. The company has developed and published more than 100 digital products – providing interactive entertainment to 150 million users in over 210 countries and regions and continues to innovate in the areas of software, hardware, and telecommunications.

**About Wandering Wizard** - <https://wanderingwizard.com/>

Wandering Wizard is the new publishing label by Snail Games. The new branch is dedicated to bringing independent western developed games to the global market. Wandering Wizard is based in Los Angeles, California.

**About NewGen Studio**- <https://newgen-studio.com/>

NewGen Studio is an indie game development Studio based in Tunisia. From advergames, AR, VR to mobile and PC games.

### Forward-Looking Statements

This press release contains statements that constitute forward-looking statements. Many of the forward-looking statements contained in this press release can be identified by the use of forward-looking words such as "anticipate," "believe," "could," "expect," "should," "plan," "intend," "may," "predict," "continue," "estimate" and "potential," or the negative of these terms or other similar expressions. Forward-looking statements appear in a number of places in this press release and include, but are not limited to, statements regarding Snail's intent, belief or current expectations. These forward-looking statements include information about possible or assumed future results of Snail's business, financial condition, results of operations, liquidity, plans and objectives. The statements Snail makes regarding the following matters are forward-looking by their nature: growth prospects and strategies; launching new games and additional functionality to games that are commercially successful; expectations regarding significant drivers of future growth; its ability to retain and increase its player base and develop new video games and enhance existing games; competition from companies in a number of industries, including other game developers and publishers and both large and small, public and private Internet companies; its relationships with third-party platforms; expectations for future growth and performance; and assumptions underlying any of the foregoing.

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