Snail Games Highlights Portfolio Momentum Following Rebel Engine's Strong Steam Next Fest Performance

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Rebel Engine achieves 72× surge in daily Steam wishlists, signaling accelerating demand and strong pre-launch traction

CULVER CITY, Calif., Oct. 24, 2025 (GLOBE NEWSWIRE) -- **Snail, Inc. (Nasdaq: SNAL) ("Snail Games" or the "Company")**, a leading global independent developer and publisher of interactive digital entertainment, shared highlights from a series of successful game showcases and updates across its growing publishing portfolio, underscoring continued engagement and visibility.

Snail Games' upcoming hybrid action title, *Rebel Engine*, demonstrated significant momentum during Steam Next Fest, with daily wishlist additions increasing more than 72 times compared to the pre-festival period. This surge contributed to a 46% overall increase in total wishlists, underscoring the game's accelerating traction ahead of its official launch on November 6, 2025. The event also marked the debut of the game's original music collaboration with Hakos Baelz, a core member of hololive English -Promise-, whose 1.09 million YouTube subscribers and global fanbase bring new audiences into the *Rebel Engine* orbit. The collaboration resulted in the release of a high-energy music video that has already begun resonating with fans worldwide.

Building on this momentum, *Rebel Engine* was showcased at the Noiz booth during TwitchCon this past weekend, one of the industry's largest creator-focused events. The collaboration offered extended visibility alongside other Snail titles, including *Echoes of Elysium*, *ARK: Lost Colony*, Bellwright, and *Honeycomb: The World Beyond*. Exclusive demos were also available at Noiz's Twitchcon afterparty showing influencers a firsthand exclusive peak into the future of the games. Through Noiz's extensive network of streamers and gaming creators, the partnership reinforced various Snail titles' positioning within the creator community, a key driver of audience perception and sustained engagement.

Meanwhile, Snail's flagship franchise, ARK, continues to see strong engagement across platforms. Studio Wildcard recently released an update for *ARK: Ultimate Survivor Edition*, introducing full backward compatibility and enhanced support for Nintendo Switch 2. Nintendo is reportedly aiming to have 25 million Switch 2 consoles produced by the end of March 2026, highlighting the platform's rapid growth and expanding potential player base. This update ensures a seamless experience for players across both current and next-generation hardware, reinforcing the franchise's accessibility and appeal.

Beyond its established franchises, Snail's indie publishing arm Wandering Wizard continues to expand into critically recognized territory; the upcoming Alps management simulator *Above the Snow* continues to gain critical recognition. Following a recent NYX Award win for best city builder, the title has been officially nominated for Best Narrative at the 2026 Indie Game Awards during the Taipei Game Show. This weekend, the studio will present *Above the Snow* at Poznań Game Arena, the largest gaming convention in Eastern Europe, and unveil strategic partnerships with Cortazu, Fjordfiesta, and Heywood, brands that align closely with the title's Alps setting.

Across new titles, established franchises, and award-nominated releases, Snail's publishing portfolio is capturing increasing attention from players, creators, and critics worldwide. The company's cross-collaborations, global showcases, and expanding live-service ecosystem reflect a steady, deliberate approach to growth and long-term engagement within the interactive entertainment landscape.

For creators interested in covering any title in Snail Games' portfolio, please reach out to creatordirect@noiz.gg

About Snail, Inc.
Snail, Inc. (Nasdaq: SNAL) is a leading, global independent developer and publisher of interactive digital entertainment for consumers around the world, with a premier portfolio of premium games designed for use on a variety of platforms, including consoles, PCs, and mobile devices. For more information, please visit: https://snail.com/.

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 in our public filings with the SEC and include, but are not limited to, statements regarding Snail's publishing portfolio capturing increasing attention from players, creators, and critics worldwide and the Company's cross-collaborations, global showcases, and expanding live-service ecosystem reflect a steady, deliberate approach to growth and long-term engagement within the interactive entertainment landscape. You should carefully consider the risks and uncertainties described in the "Risk Factors" section of the Company's Annual Report on Form 10-K for the fiscal year ended December 31, 2024, which was filed by the Company with the SEC on March 26, 2025 and other documents filed by the Company from time to time with the SEC, including the Company's Forms 10-Q filed with the SEC. The Company does not undertake or accept any obligation to release publicly any updates or revisions to any forward-looking statements to reflect any change in its expectations or any change in events, conditions, or circumstances on which any such statement is based.

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