



Snail Games Highlights IP Expansion, Internal Development and Upcoming Releases at Gamescom 2026

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CULVER CITY, Calif., Aug. 27, 2026 (GLOBE NEWSWIRE) -- **Snail, Inc. (Nasdaq: SNAL)** ("**Snail Games**" or the "**Company**"), a leading independent global developer and publisher of interactive digital entertainment, showcased a broad portfolio of established intellectual properties, internally developed titles, major content launches, and upcoming releases during the first day of Gamescom 2026.

Snail Games CEO, Hai Shi, officially unveiled [9 Yin Sutra: Wuxia](#), an internally developed AAA title expanding the universe inspired by the Company's *Age of Wushu*. The *Age of Wushu* IP now serves as the foundation for two creative universes: *9 Yin Sutra: Wuxia* and *9 Yin Sutra: Immortal*. While both titles originate from the same underlying IP, the games are being developed as distinct interpretations of that universe. *9 Yin Sutra: Wuxia* draws more heavily from historical Wuxia traditions and represents the closest sequel to *Age of Wushu*, while *9 Yin Sutra: Immortal* offers a more fantastical take on the fast-growing cultivation genre. This differentiated approach is intended to broaden the creative potential of the IP while providing each title with its own unique identity, setting, tone, and gameplay experience. Players can watch the [Gamescom 2026 official announcement trailer](#) and wishlist [9 Yin Sutra: Wuxia](#) and [9 Yin Sutra: Immortal](#).

Snail Games also showcased [For The Stars](#), another internally developed AAA title, through a new [gameplay trailer](#) and exclusive demos for members of the media attending Gamescom. The demos provided media with an opportunity to experience the game ahead of its broader release and offered additional insight into the title's development.

The Company views internally developed titles *For The Stars*, *9 Yin Sutra: Wuxia*, and *9 Yin Sutra: Immortal* as an important component of its broader portfolio strategy, providing opportunities to develop new intellectual properties and expand existing franchises through proprietary development capabilities.

Snail Games also highlighted continued investment in its established portfolio. *PixARK* is officially launching its premium [Terracrypt DLC](#), adding 200+ hours of new content to the survival sandbox experience. While *ARK: Survival Ascended* is launching a major [ARK: Astraeos](#) update alongside a new trailer, further expanding the ARK ecosystem.

[Bellwright](#) was featured at Gamescom with a new playable demonstration. The demo provides an early look at planned traversal features. The continued development of community inspired features is intended to expand player loyalty as the title progresses.

And [Honeycomb: The World Beyond](#) received an exclusive Gamescom showcase ahead of its September 8 launch. Gamescom attendees were given access to the latest playable demo, providing an opportunity to experience the game ahead of release. Players unable to attend Gamescom will also have an opportunity to experience the new demo, which is scheduled to become available on August 31, ahead of the game's official launch.

Snail Games' first day at Gamescom highlighted a portfolio strategy built around multiple avenues of growth: extending successful intellectual properties, launching new premium content, developing new titles internally, and expanding access through additional platforms and player experiences.

For creators interested in collaborations please contact 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. These forward-looking statements include information about possible or assumed future results of Snail Games' business, financial condition, results of operations, liquidity, plans and objectives. Forward-looking statements appear in a number of places in this press release and include, but are not limited to, statements regarding the Company's strategy of expanding established intellectual properties while investing in internally developed games and new experiences; the differentiated approach broadening the creative potential of the IP while providing each title with its own distinct identity, setting, tone, and gameplay experience; internally developed titles being an important component of Snail Games' broader portfolio strategy; providing opportunities to develop new intellectual properties and expand existing franchises through proprietary development capabilities; continuing investment in the Company's established portfolio; planned traversal features for *Bellwright*; launching *Honeycomb: The World Beyond* on September 8; the new demo becoming available on August 31; Snail Games' portfolio strategy being built around multiple avenues of growth: extending successful intellectual properties, launching new premium content, developing new titles internally, and expanding access through additional platforms and player experiences; and assumptions underlying any of the foregoing. Further information on risks, uncertainties and other factors that could affect Snail Games' financial results and business include Snail Games' ability to develop new intellectual properties and expand existing franchises through its proprietary development capabilities; Snail Games' ability to incorporate traversal features for *Bellwright*, crossplay integration across Steam, Xbox, and PlayStation and launch *Honeycomb: The World Beyond* and its new demo as planned; Snail Games' ability to achieve multiple avenues of growth by extending successful intellectual properties, launching new premium content, developing new titles internally, and expanding access through

additional platforms and player experiences; Snail Games' ability to retain its key employees or maintain its Nasdaq listing; and the risks that are included in its filings with the Securities and Exchange Commission (the "SEC") from time to time, including its annual reports on Form 10-K and quarterly reports on Form 10-Q filed, or to be filed, with the SEC. You should not rely on these forward-looking statements, as actual outcomes and results may differ materially from those expressed or implied in the forward-looking statements as a result of such risks and uncertainties. All forward-looking statements in this press release are based on management's beliefs and assumptions and on information currently available to Snail Games, and Snail Games does not assume any obligation to update the forward-looking statements provided to reflect events that occur or circumstances that exist after the date on which they were made.

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