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**Co-Financed by 5th Planet Games, *Invincible VS*[™] Launches Today
from Skybound Entertainment!**

Every Hit Counts in Brutal 3v3 Tag Fighting Game with Fan-Favorite Invincible[™] Superheroes and Villains, Devastating Combos and a Brand-New Original Story

COPENHAGEN – April 30, 2026 – 5th Planet Games A/S (OAX: 5PG), the Danish video game financing and publishing company, today shares Skybound Entertainment’s announcement of the launch of *Invincible VS*[™], a brutal, tournament-quality 3v3 tag fighting game that lets players become a superhero in the bloodiest fight in the universe. From Skybound’s first in-house game development studio Quarter Up, *Invincible VS* is now available worldwide for Xbox Series X|S, PlayStation 5 and PC, including in console physical editions co-distributed by 5th Planet Games. [The *Invincible VS* launch trailer can be viewed here.](#)

Invincible VS is the first major game set in the award-winning *Invincible* universe. The game features 18 fan-favorite superheroes and villains alongside iconic locations, visceral bloody combat and an authentic depiction of the destruction and mayhem that captures the chaos and heart fans know and love. The game’s tournament-caliber tag-team fighting experience reflects Quarter Up’s commitment to hard-hitting combat and deep respect for the source material.

The game is based on Skybound’s acclaimed comic series by Robert Kirkman, Cory Walker, and Ryan Ottley, which ran for fifteen years in collaboration with Image Comics across a historic 146 issues. Since 2021, *Invincible* has aired as a critically acclaimed adult animated television series and taken on a new life with fans globally, streaming exclusively on Prime Video in more than 240 countries and territories. Extending the narrative for *Invincible* fans, *Invincible VS* features an original story from the creative team behind the hit animated series.

In a Skybound press release, Robert Kirkman, co-creator of *Invincible*, commented: “Getting to be involved with *Invincible VS* has been wild in the best way - seeing this world we’ve spent years building show up in a fighting game is just surreal. I should also admit, I’m not exactly a pro at fighting games, so if I can pick this up and have fun, anyone can. The team really captured the chaos and personality of the universe, and the characters move, hit and basically obliterate each other exactly how you’d hope. Fans are going to have a blast finally getting to step in and do some of that damage themselves.”

Physical boxed editions of *Invincible VS* include a Standard Edition and Collector’s Edition, both now available at select global retailers and comic book shops. Co-financier and co-distributor of *Invincible VS*, 5th Planet Games will benefit from the distribution of physical editions across the Nordic region under its partnership agreement with Nordisk Interactive A/S; across Eastern Europe in partnership with Glomerk SA; and across the Benelux region in association with BIGBEN Interactive Belgium S.A.

Mark Stanger, CEO of 5th Planet Games, commented: “5th Planet’s strategic partnership with Skybound Entertainment first began in 2021 - though our recognition of, and admiration for, the strength of the *Invincible* IP dates back much further. At 5th Planet Games we’re thrilled to support Skybound and Quarter Up as they deliver this undeniably authentic, high-quality game experience to fans around the world. Today’s launch marks a significant milestone for 5th Planet Games and its shareholders.”

Invincible VS offers a variety of dynamic game modes that raise the stakes with every battle. Whether unlocking unique character-specific lore in Arcade Mode, mastering devastating combos in Training Mode, challenging friends and family in Versus Mode or experiencing a captivating narrative in Story Mode, players will enjoy unparalleled heroic brutality, where every earth-shattering blow will leave them feeling...Invincible.



The game's Story Mode acts as a bonus, playable episode of the show set between later episodes of Season 3, featuring more than 25 minutes of original cinematics produced by Skybound Animation, alongside Emmy award-winning Cinematics Supervising Director Seung Eun Kim (*Arcane*, *The Batman*). Designed to match the length and quality of a full *Invincible* episode, it gives players the chance to dive deeper into the entire character roster, with completion rewarding a variety of exclusive content to expand their play experience. The *Invincible VS* Story Mode is written by *Invincible* TV show co-executive producer and writer Helen Leigh and *Invincible VS* Narrative Director Mike Rogers in collaboration with *Invincible* co-creator Robert Kirkman.

Invincible VS players will also receive four new characters through the game's Year 1 Character Pass. Joining the roster this Summer 2026 are Universa, an energy-siphoning antagonist, and The Immortal, a veteran member of the Guardians of the Globe. Details on the remaining two characters will be revealed in the coming months.

In a Skybound press release, Mike Willette, Executive Producer of *Invincible VS* commented: "We've worked hard to create *Invincible VS*, and as huge fans of *Invincible* and fighting games alike here at Quarter Up, it's incredibly rewarding to finally share the game with players. Quarter Up was founded by former members of the team behind *Killer Instinct* (2013), and we brought that fighting game experience into building a competitive, high-impact 3v3 system. Our focus was on capturing the authenticity, intensity, speed, brutality and weight of the universe while making sure every match feels great to play."

For more details on *Invincible VS*, visit [Instagram](#), [X](#), [TikTok](#), [YouTube](#) and online at [InvincibleVS.com](#).

ABOUT 5TH PLANET GAMES

5th Planet Games is a video games financing and publishing company located in Copenhagen, active in games across all global platforms and devices. It has a long and successful history of working with established brands and strong IP. Now, in partnership with Skybound Entertainment, the company has extended access to compelling, global IP such as *The Walking Dead*, *Invincible*, and more.

ABOUT SKYBOUND ENTERTAINMENT

Skybound is a creator-first, multiplatform studio co-founded by visionary creator Robert Kirkman and CEO David Alpert. Built to power impactful storytelling across comics, television, film, games, audio, merchandise and collectibles, Skybound owns a portfolio of globally recognized hits and high-value franchises including *Invincible*, *The Walking Dead*, *Impact Winter*, *Stillwater* and more. With in-house studios including Skybound Animation and game developer Quarter Up, Skybound is the go-to launchpad for scaling original stories across all forms of entertainment while preserving each creator's authentic vision.

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ABOUT QUARTER UP

Quarter Up is the first in-house game development studio under Skybound Entertainment, headquartered in Los Angeles, California. Founded by key members of the Double Helix Games' *Killer Instinct* development team, Quarter Up's aims to redefine the fighting game genre by being at the center of combat, presentation and passion. With a team of 40+ veteran developers and industry talent, Quarter Up is dedicated to creating gameplay experiences that make every player feel heroic.