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5th PLANET GAMES INVESTOR UPDATE (OAX: 5PG):

5th Planet Games Reports Strong Engagement Metrics for *Invincible VS* in 60-Day Post-Launch Performance Summary

Key Highlights:

- *Invincible VS* has been embraced by players and the fighting game community, with more than 6 million matches played in more than 200 countries and territories during the first 60 days following launch.
- Critical reception remains strong with review scores maintained above 75/100, while post-launch updates have been positively received by players.
- Season 1 launched on June 30, introducing new content and beginning a roadmap that includes two more Seasons planned for 2026.
- The broader *Invincible* universe continues to demonstrate significant audience appeal, with an early renewal for a sixth season of the animated series recently confirmed.

Co-financed by 5th Planet Games and developed by Skybound Entertainment's in-house game studio Quarter Up, *Invincible VS* released worldwide for Xbox Series X|S, PlayStation 5 and PC on April 30, 2026, including console physical editions co-distributed by 5th Planet Games. Today, in partnership with Skybound, 5th Planet Games provides shareholders with a summary of the game's overall performance and reception.

The launch of *Invincible VS* was met with high enthusiasm from players and media, with critics calling the game "a must-play for *Invincible* fans" and a "beautifully realized adaptation" of Skybound's award-winning comic universe. Since then, the game has maintained review scores above 75/100 on review aggregation websites Metacritic and OpenCritic.

More than 6 million *Invincible VS* matches have been played to date, with players located in more than 200 countries and territories, including across Europe. *Invincible VS* maintains a core group of ranked and online multiplayer users who have consistently returned to the game.

Skybound and Quarter Up continue to refine the player experience through multiple post-launch patches, which have been positively received by players. Further, the game's first major content update, Season 1, launched on June 30, adding two new fighters, a new Endless Arcade mode, and additional updates designed to support both new and existing players.

Season 1 is the first of three Seasons Skybound recently announced. Season 2 is planned for release in fall, followed shortly after by Season 3 this winter. Each Season will add fresh content and at least one new fighter, continuing to deepen engagement and broaden the experience for existing players while continuing to attract new players to the game.

Following a significant presence for *Invincible VS* at the Evo fighting game tournament in June, Skybound has also revealed plans for additional fighting game event activations throughout the remainder of 2026, including *VS Fighting XIV*, taking place July 24-26 in the United Kingdom, and *Community Effort Orlando (CEO) 2026* in August.

Mark Stanger, CEO of 5th Planet Games, commented: "The first 60 days following the launch of *Invincible VS* have reinforced our confidence in both the title and the broader opportunity surrounding the *Invincible* franchise. The data we're reporting today demonstrates that players are continuing to return to the game well beyond launch. With Skybound investing in new content and deeper engagement with the fighting game community, we believe the game will continue this positive trajectory in the months ahead, driving long-term value for both players and shareholders."



Chris Paulson, EVP and General Manager of Skybound Games, commented: "Community response since launch has been incredibly encouraging. From strong player engagement and positive critical reception to the recent reception at Evo, we've seen clear evidence that players are embracing the competitive gameplay of *Invincible VS*. With Season 1 kicking off and two more seasons following later this year, our team remains focused on supporting the community and expanding the game's reach throughout 2026."

The combination of sustained player engagement, an active content roadmap and expanding esports visibility reinforces management's confidence in the long-term potential of *Invincible VS*. The continued expansion of the *Invincible* universe with seasons 5 and 6 of the Prime Video series now confirmed also provide a strong foundation for continued player acquisition and engagement.

These developments will benefit 5th Planet Games, which continues to distribute physical editions of *Invincible VS* across key European territories through global retailers and comic book shops. This includes in the Nordic region under 5th Planet Games' partnership agreement with Nordisk Interactive A/S; Eastern Europe in partnership with Glomerk SA; and the Benelux region in association with BIGBEN Interactive Belgium S.A.

Invincible VS Overview

Invincible VS features beloved characters, iconic locations, and devastating combos in a tournament-caliber 3v3 tag-team fighting experience. The game is based on Skybound Entertainment's acclaimed comic series by Robert Kirkman, Cory Walker and Ryan Ottley, which has sold more than 5 million books since its debut in 2003. Skybound's *Invincible* animated series, which launched in 2021 on Prime Video, has been the #1 series on the platform at multiple points across its first four seasons. Season 4 debuted in March to a third consecutive 100% score on Rotten Tomatoes and became the most-watched season of the series to date. The critically acclaimed series streams in more than 240 countries and territories. Season 5 is currently in production for release next year, with an early renewal for Season 6 also recently confirmed.

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 game 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, co-founded by Robert Kirkman and CEO David Alpert, is a creator-first, multiplatform entertainment studio dedicated to transforming bold ideas into global franchises. Home to iconic worlds including *Invincible*, *The Walking Dead*, *Impact Winter* and *Stillwater*, Skybound brings stories to life across comics, television, film, games, audio, merchandise, collectibles and more. With in-house studios Skybound Animation and game developer Quarter Up - plus strategic acquisitions including Maple Media, Sagafilm and Nine-Four Entertainment - we unite creators with world-class partners, production capabilities and fan communities. Our mission is to build immersive, authentic universes that resonate with audiences for years to come.

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 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.