



Fall 2026 Update

Hello, Zelgor Supporters!

This summer was the strongest stretch for The Infinite Black 2 since we took over the game. The updates we've been shipping are paying off in revenue and in player engagement, and the business continues to rebound. A big part of our success is due to our ongoing integration of AI, and we believe it will shape the future of our company and of the games industry.

Here's what's happened since our last update:

This summer, TIB2 generated the most revenue since our ownership took over, and Q3 performance is looking strong as well. The in-game store and cosmetics we launched last fall have grown into a meaningful source of revenue. More and more of our revenue comes through the in-game store each month, and no longer exclusively through our website. This has helped diversify TIB2's revenue streams without sacrificing our online tech point sales. The core player base is the most engaged they've been in our stewardship, and former players are slowly starting to come back as well. We've done it by keeping up a steady pace of releases, with several major updates since spring, plus regular fixes and balance improvements. The highlights:

- **New Ways to Play:** Expeditions and new Rogue Arena modes give players more ways to play and more reasons to log in every day.
- **Long-Term Progression:** Faction Reputation gives players long-term goals, with ranked leaderboards and seasonal rewards.
- **The Space Pass:** A battle pass with a free track and paid premium track. It has quickly become one of our strongest monetization features.
- **Invasions:** Enemy forces now attack player-controlled star systems more aggressively than ever. The universe feels more alive than it's ever been. Something big is definitely brewing.
- **Catch Up Packs:** Rotating monthly item bundles that help players get caught up to the more experienced players.

As a result, Monthly Active Users (MAU) reached a new high this summer. That tells us the content we're adding is landing with the community, and that a game with a loyal player base can grow again with the right care.

Zelgor Inc

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AI is a big reason why we've been able to push so many updates in a short period of time, and is becoming part of almost everything we do. We already use it to:

- Help design new game features
- Create and maintain documentation
- Organize player feedback
- Analyze trends in our data
- Identify toxic players and cheaters



This is just the beginning for us, and we believe this is where the whole industry is going. AI makes it faster and cheaper to build, develop, and maintain games. It also opens doors for the future, from remastering classic games to launching new games faster.

We have a lot more coming. The Rift, our biggest update yet, is something players have been anticipating since before we took over the TIB franchise.

If you'd like to try The Infinite Black 2, you can download it here: tib2.com/#download



RANK	NAME	ARENA WINS ROUGE	UPDATE IN 48 HOURS
#1	ZAMREIDE THE ARCADE	47	1
#2	DOUBLEEALY THE KING KILLER	21	2
#3	ADAM THE HAWKLESS HYPOCRISIT	15	3
#4	YUOCHA THE ENTHUSIASTIC STACK RIDER	11	4 - 10
#5	KOMBOY THE ARCADE	10	4 - 10
#6	INNAVY THE LATIN PPD FARMER	9	4 - 10
#7	GHENT THE ARCADE	9	4 - 10
#8	LINAVIN THE MURDER ARCADE	8	4 - 10
#9	STLEEN THE GUNNY GUNSLIN	8	4 - 10
#10	HALLIBURY THE SHERIFF	8	4 - 10
#11	HYPERDUTY THE HULKING HEALER	8	11 - 20
#12	PATRIE THE QUIET KIDNAPPER	7	11 - 20
#13	KINGPADDY THE LAZY BUM	7	11 - 20
#14	DESSIN THE LIL RED	7	11 - 20
#15	FRONTLINE THE ARCADE	6	11 - 20
#16	CLAWN THE ARCHER/ROCKET	5	11 - 20



We're still offering investors an exclusive discount. Use promo code "NOOB" to get 50% off Tech Points in our online store: <https://www.spellbookgame.com/purchase/tib2/techpoints.php?promocode=NOOB>

Thank you for your continued support. We're excited about the momentum we're building and what it means for The Infinite Black and for Zelgor.