



Zelgor Inc

Zelgor: The Infinite Black Growth Update

Hello Zelgor Supporters!

We've been building a lot of momentum around The Infinite Black 2 since our last update, shipping a series of meaningful improvements that are already driving growth across both player engagement and revenue. Each update to The Infinite Black Universe continues to get bigger and more impactful.

In our last three updates, we've made the following improvements:

Monetization

We introduced cosmetic items into The Infinite Black Universe for the first time, giving players more ways to personalize their ships and express their identity in-game with new types of shields and ship trails. These cosmetics are purchased through rotating in-game offers found in "The Infinite Black Market," which we added in October. This allowed us to introduce a new layer of monetization that doesn't impact core gameplay strategy. With an in-game store and cosmetic items now live, The Infinite Black 2 has more monetization capability than ever before.



Retention

One of the earliest updates we made was adding a repeatable mission system that gives players a new chain of missions every two hours. These "Outpost Missions" are designed to ease the leveling grind and help new players catch up to more established players.

Each mission chain revolves around an Outpost under attack by enemy forces, with players completing a series of objectives to bring it back online. These missions have been a big hit—driving a 33% increase in average session length and a 20% increase in sessions per day.

After seeing strong results in early-game systems, we expanded Outpost Missions across nearly all Star Systems. Players at all levels now have a more structured progression path, helping keep them engaged longer and reducing drop-off after the early game. With a different Outpost under attack every two hours, the universe feels more dynamic and alive than ever.



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New Content

Our most recent update was our most exciting yet: a new Battle Royale-style Arena mode.

The Arena is where players compete against each other and test the strength of their ships. Historically, this has been difficult for new players to access due to the advantage held by more experienced players.

This new mode levels the playing field completely—every player starts with the same ship and equipment, which upgrades automatically through performance during the match. This makes competitive gameplay accessible to new players while giving experienced players a fast-paced, highly replayable, skill-based mode.

These updates are already having a measurable impact. Our Monthly Active Users have grown by 50% over this period, and we're currently on pace for our sixth straight month of revenue growth.

If you'd like to try The Infinite Black 2, you can download it here:

<https://tib2.com/#download>

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>

We're excited about the momentum we're building and what this sets up for the future of The Infinite Black and for Zelgor.

- John Fanning CEO, Zelgor