



PARAMOUNT GAMES STUDIO AND BLOOBER TEAM REVEAL *STAR TREK: SHADOW FRONTIER*

*New trailer for immersive psychological thriller game unveiled during the
IGN Live Showcase 2026*



Los Angeles (June 6, 2026) – **Paramount Games Studio**, a unified gaming studio built on captivating storytelling, exceptional production values, and bold creative ambition, in collaboration with **Bloober Team**, the acclaimed studio behind *SILENT HILL 2* and *Cronos: The New Dawn*, today revealed ***Star Trek: Shadow Frontier*** during the IGN Live Showcase, sharing an exclusive first look at the new sci-fi psychological thriller title set on a mysterious, uncharted planet.

Watch the full trailer [HERE](#)

Coming in 2027 to PlayStation 5, Xbox Series X|S, and PC, *Star Trek: Shadow Frontier* follows protagonist and member of the Bajoran species, Ro Laren, brought to life by *Star Trek* actress Michelle Forbes as she returns to reprise her iconic role, as she crash-lands on an uncharted

planet after answering a distress call. The planet is a spaceship graveyard where nothing is as it seems. As she explores the planet's corrupted surface and crosses paths with other survivors, she must face twisted creatures, a hostile ecosystem, and an entity that seeks to envelop her body and mind.

"We've long admired the way Bloober Team crafts deeply immersive, atmospheric experiences that keep players on the edge of their seats," said Shawn Kittelsen, SVP, Head of Creative and Production at Paramount Games Studio. "For *Star Trek: Shadow Frontier*, it was essential to partner with a studio that could both honor that legacy and push it forward. We have full confidence in Bloober's ability to deliver a game that does justice to the *Star Trek* name while bringing something bold and new to the beloved franchise."

"We've been waiting a long time to finally share what we've been working on. As lifelong fans of science fiction, *Star Trek* has always held a special place in our hearts," said Piotr Babieno, CEO of Bloober Team. "By combining that passion with what we do best, horror, we've partnered with Paramount to create something truly unique: a new adventure set in a beloved universe, enriched with our own signature layer of dark, psychological thriller. We're genuinely excited about this journey, and our hope is to honor the legacy of *Star Trek* in a way that feels both respectful yet refreshingly different."

On June 5, 2026, Paramount Games Studio announced the new, encompassing studio of all Paramount and Skydance gaming studios, including Skydance Interactive and Skydance New Media, under one creative vision. Led by an accomplished team of industry veterans with deep experience across AAA game development and entertainment, Paramount Games also revealed *Teenage Mutant Ninja Turtles: The Last Ronin* during the 2026 Summer Games Fest showcase and *AVATAR LEGENDS™: The Fighting Game* in March 2026.

Star Trek: Shadow Frontier is set to launch in 2027 and is available to wishlist now on [Steam](#). To learn more about the upcoming title and keep up with future updates, follow Paramount Games on social media: [TikTok](#), [Instagram](#), [YouTube](#), [X](#), and [Facebook](#).

###

Press Kit

[\[LINK\]](#)

Media Contact

Dave Welch

[Dave.Welch\[at\]skydance\[dot\]com](mailto:Dave.Welch[at]skydance[dot]com)

Paramount Games

Eileen Tanner

[Eileen\[at\]zebrapartners\[dot\]net](mailto:Eileen[at]zebrapartners[dot]net)

Zebra Partners

About Paramount Games

Established in 2026, Paramount Games is a unified gaming studio, encompassing Skydance Games as its publishing label alongside Skydance Interactive and Skydance News Media as distinct development teams, under the seasoned leadership of executives Tony Driscoll (President, Paramount Games Studio & EVP, Corporate Strategy and Development), Dan Prigg (EVP, Head of Games) and Shawn Kittelsen (SVP, Head of Creative and Production). Built on world-class storytelling, bold creative ambition, and the full strength of Paramount's beloved IPs, Paramount Games creates diverse games for every player, from casual to AAA, and enduring franchises designed to evolve with players for years to come. Its portfolio spans console, PC, mobile, and emerging platforms, with upcoming games and franchise experiences including *TMNT: The Last Ronin* and *AVATAR LEGENDS™: The Fighting Game*. By bringing together publishing, development, interactive licensing, and franchise-building under one vision, Paramount Games is elevating games alongside film and television as a core pillar of Paramount's broader entertainment ecosystem.

About Bloober Team

Founded in 2008 and based in Kraków, Bloober Team is a passionate house of horror, creating deep and immersive experiences that linger with players. With over 250 creative professionals, they tell stories that are both terrifying and unforgettable.

Bloober Team's award-winning lineup includes *Layers of Fear*, *Blair Witch*, *Observer: System Redux*, and *The Medium*. Their most celebrated project, developed with KONAMI, was the highly anticipated remake of *SILENT HILL 2*, which earned widespread acclaim, numerous awards, and nominations, including Game of the Year at the Horror Game Awards and Best Game of 2024 by IGN Japan.

The studio's latest release, *Cronos: The New Dawn* - its first original survival horror IP - launched on September 5 across multiple platforms and received praise from both players and media, marking an important milestone for Bloober Team.

Learn more about our projects by visiting our official website: www.blooberteam.com and following us on social media:

Facebook: facebook.com/BlooberTeam

Instagram: instagram.com/BlooberTeam

X: x.com/BlooberTeam