

PRESS RELEASE

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Children of Morta released

Fragbite Group AB's (publ) subsidiary Playdigious is today releasing Children of Morta on mobile platforms after a period of marketing activities resulting in a promising number of pre-orders.

Playdigious is today releasing the mobile version of Children of Morta on Apple App Store and Google Play Store after a successful period of marketing activities resulting in a promising number of pre-orders. Children of Morta was first released in September 2019 on PC and later the same year on consoles PlayStation 4, Xbox One and Nintendo Switch. Since first released, the title has sold more than 1 million copies, received critical acclaim and an engaged player community, and is considered a prominent title in the indie games genre.

"Children of Morta has captured the hearts of many PC and console gamers and has since its first release managed to uphold popularity and sales over time. We are very proud to bring this unique gaming experience to mobile gamers and expect the mobile version to attract both old and new players," says Abrial Da Costa, CEO, Playdigious.

Children of Morta is a story-driven roleplaying game with roguelite elements, developed by Dead Mage and published on PC and console by 11 Bit Studios.

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Redeye AB is the Company's Certified Adviser.

About us

Fragbite Group (publ) is a Swedish corporate group with a portfolio of established subsidiaries that develop, adapt and publish games and esports content within GAMING, ESPORTS and WEB3. Our products are developed for both traditional platforms – PC, mobile and console – and modern platforms built on blockchain technology. The Group is headquartered in Stockholm and listed on Nasdaq First North Growth Market.

Attachments

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