

**PRESS RELEASE**

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# Playdigious launches on Apple Arcade

**Playdigious SAS (“Playdigious”), a wholly-owned subsidiary of Fragbite Group AB (publ) (“Fragbite Group”) is launching a first title on the global mobile game subscription platform Apple Arcade. An updated, exclusive version of “Dead Cells” will be made available on December 2nd.**

Playdigious’ mobile edition of the critically acclaimed title Dead Cells was first launched in August 2019 on iOS, with a subsequent launch on Android in June 2020. The updated version releasing on Dec 2nd includes a leaderboard feature which, for the mobile edition, is exclusive to Apple Arcade and its all-you-can-play subscription model.

Marcus Teilman, President & CEO Fragbite Group, comments:

*- Once again Playdigious demonstrates their capacity to attract reputable partners and gain the trust of key industry players. Dead Cells is the first game from a Fragbite Group studio that we have the pleasure of launching on Apple Arcade, and I hope more will follow. Apple Arcade has an impressive reach and a business model that allows for high quality mobile games to reach a wide audience. I look forward to following how Dead Cells performs on this new platform.*

The original PC version of Dead Cells was launched in 2018 by game developer Motion Twin from which Playdigious licenses the right to adapt and publish the game to mobile platforms.

## **ABOUT APPLE ARCADE**

Apple Arcade is a game subscription service launched in 2019 which features over 200 mobile games, some exclusive to the platform. The titles are all-you-can-play, have no ads or ad tracking and do not feature any in-game purchases. Games are playable offline across iPhone, iPad, Mac and Apple TV, and some games offer support for game controllers.

## **Attachments**

[Playdigious launches on Apple Arcade](#)