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## Fragbite Group acquires Playdigious

The Swedish company, formerly known as FunRock, will be opening a new publishing and indie games division



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Publisher Playdigious has been acquired by Fragbite Group, which is the new name of Swedish mobile game company FunRock.

Fragbite purchased 100% of Playdigious shares, directly and through shares exchange, for an unknown sum.

With this acquisition, Fragbite will bolster its offering with a new publishing and indie games division.



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Playdigious is mainly known for being a mobile publisher, with titles such as Dead Cells and Cultist Simulator. It also handles Switch releases, with recent launches including Turmoil.

Xavier Liard, Playdigious' co-founder and CEO: "We are thrilled to become part of Fragbite Group so we could add competence and resources to utilize the potential even more and grow the business further. The group shares a common vision with us, including valuing the team experience and trust-based relationship with all our partners."

Fragbite's CEO Stefan Tengvall added: "I am very pleased to welcome Playdigious and its employees to Fragbite Group. In addition to strengthening the Group's earnings capacity, we're also strengthening our Group with two experienced entrepreneurs, who add both cutting-edge expertise and commitment. Through the acquisition, another business area is added to the group, Publishing & Indie games, which gives us good opportunities to be able to build a strong platform to grow further from."



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