



Fully Bugged

LITTLE CELLS

PRESS RELEASE

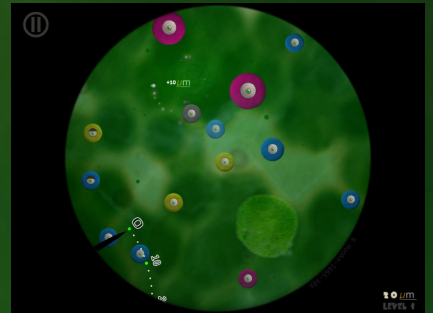
Now available on Android devices!



Fully Bugged is a group of professional game developers from different game companies, working together in their **spare time**, to create indie games.

5 years in the making, working only a few hours a month despite the timezone and geographical differences, we're proud to announce the release on Android devices of our game **Little Cells**.

- Google Play: <https://goo.gl/atyHta>
- Game's page: <http://littlecells.fullybugged.com>
- Android Launch Trailer: <https://youtu.be/zgqxuiPgIGE>
- Screenshots: <https://goo.gl/photos/QsdZdpVwYW8wg6cP7>



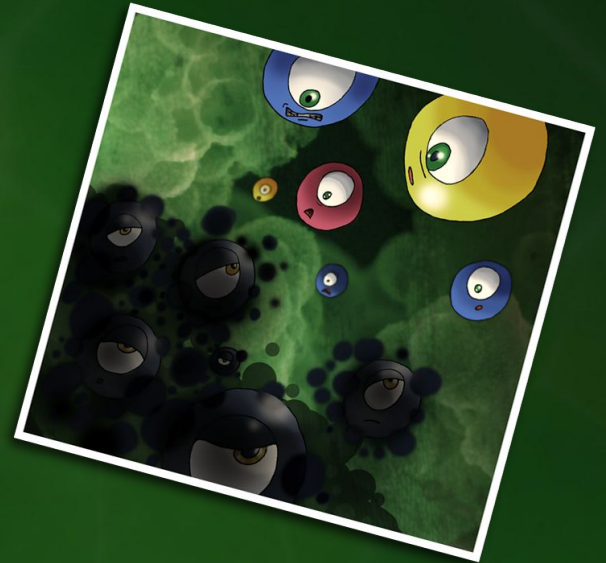
Game description

Look through a microscope, and discover a small world made of ever expanding cells of 3 colors. Launch a cell against one of the same color to make them both disappear. Launch it against a cell of a different color and a new cell of the third color will be created. But beware! Cells are aging and will become sick and dark. They might spread out and contaminate the whole system.

Try to stay alive. Beat your best score to unlock bonuses.

Key Features

- Simple and addictive original gameplay for all.
- Short albeit intense game sessions.
- **Achievements.**
- Friends and worldwide **Leaderboards**



More

The game is powered by **Orx Engine**, an open source, portable, lightweight, plugin-based, data-driven and extremely easy to use 2D-oriented game engine. It has been created to allow fast creation of games and prototypes.

Check it out at: <http://orx-project.org>

We're trying to develop our games for any platforms available to us!

This new release of **Little Cells** is also available on **Steam** for Windows, Mac OS X and Linux:

- Steam Page: <http://store.steampowered.com/app/352210>
- Game's page: <http://littlecells.fullybugged.com>
- Presskit (+PC Screenshots): <http://goo.gl/QpB0V9>
- PC screenshots: <https://goo.gl/IQ3JVv>



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