

Latest News

Written by alloplastic

Wednesday, 14 December 2011 15:09 - Last Updated Saturday, 21 February 2015 09:40

February 20, 2015 - [Cell: emergence](#) [Steam](#)

November 20, 2014 - [Cell: emergence](#) [Greenlit](#) ! We hope to launch in February.

January 29, 2013 - [Greenlight campaign](#) . It's not too late to vote!

Dec. 20, 2012 - Announcing [Game Blocks](#) [Technologies](#)

Mar. 1, 2012 - [Joystiq interview](#)

February 28, 2012 - [Electron Dance live interview](#) .

February 26, 2012 - [Indie Jeff's Weekly Pick](#) is.... [Cell: emergence](#) !

February 9, 2012 [Cell: emergence](#) , has been released on PC and Xbox!

January 15, 2012 - [Killscreen interview](#) , in which Sheldon Pacotti describes the high hopes and philosophy behind the studio's first title, [Cell: emergence](#)

December 14, 2011 - [GamerNode live interview](#) .

August 24, 2011 - [Ars Technica feature](#) on the trend of industry veterans going indie. Sheldon Pacotti and Cell are featured on Page 2.

July 7, 2011 - [Game Breakers live interview](#) .

July 2, 2011 [Game Marx live interview](#) .

June 24, 2011 - [Game Reactor in-depth interview](#) .

June 21, 2011 - [Gaming Truth initial reaction](#) to our recently announced title, [Cell: emergence](#) .

2001 - Radio interview with Sheldon Pacotti on KFJC going in-depth into the writing of Deus Ex.
[Part 1](#) [Part 2](#) . [Part 3](#) .