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Independent Mobile Game Developer BadComics Software is releasing it's latest game April 6, 2019, "Baby Fatts – Magic Match" to spread the word on diversity.

SANTA MARIA, CA, April 5, 2019 - BadComics Software (www.badcomicssoftware.com) announced today that on April 6, 2019 it will be releasing their newest Mobile Game "Baby Fatts – Magic Match." The game is based on the character Baby Fatts and his meadow of friends, created by visual artist Big C based in San Mateo, CA (www.bigcisme.com). This is the first project between the two companies.

BadComics Software, who was chosen by Pocket Gamer for Big Indie Pitches in both LA in 2017 and 2018 and San Francisco in 2017 has created a Match 3 style puzzle game utilizing the characters from the education story of "Baby Fatts, The World's First Dragon" to help children understand diversity at a young age.

Inside the free game app parents will be able to purchase an electronic version of the education book teaching diversity to kids Kindergarten to 2nd Grade and special needs students. The book is being used in classrooms in both California and New York to teach children about celebrating each other's differences.

"When I saw that cute Dragon "Baby Fatts" and heard about the book teaching diversity from a disabled US Marine, I knew that I had to be involved." - Richard Wittmann CEO BadComics Software

"What BadComics Software has done in creating Baby Fatts – Magic Match is awesome. They have brought to life my characters on mobile devices in a fun, addictive, and interactive way. We at BigC look forward to creating more games with BadComics Software that help all children learn the importance of celebrating our special gifts and diversity." Colin Hoffman, CEO BigC

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