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Klitschko Boxing Headed to Android

Posted by [Christopher SuperGuido Rick](#), 16 hours ago

Artificial Life, Inc., (www.artificial-life.com), a leading full service provider of award winning mobile technology, games and applications, today announced its development of Klitschko Boxing – The Official Mobile Game on G1’s Android mobile platform, the newly established open-source OS developed by Google that is growing in popularity.

Klitschko Boxing – The Official Mobile Game is available on the J2ME MIDP2.0, CLDC1.0 handsets and is packed full of impressive and exquisite visual content. The G1 phone supports many advanced features and as a result the Klitschko Boxing game on it will have extremely refined graphics and animations as well as a wide variety of finely crafted features. The touch screen of this device allows for multi-control game play which greatly enhances the fun factor in this mobile boxing game. Having extensive experience in JAVA game development, Artificial Life’s production team succeeded in completing this game in a very short deployment time. After this first successful launch of a game for the G1 phone, the Company plans to develop eight more titles for the Android platform in the near future

"We are glad to see this exciting game extend to yet another platform. This way even more of our fans can enjoy boxing with us in our mobile game. Now there’s another mobile platform where they can watch and box in a Vitali vs. Wladimir virtual match," said the Klitschko brothers.

"As one of the leading game developers, we always pay close attention to the latest mobile news, trends and technology so that we are ready to quickly adapt as needed for the ever-changing mobile world. Android games will be another major mobile entertainment market and we are happy to make our first move onto this platform with the exciting Klitschko Boxing game," said Eberhard Schoneburg, CEO of Artificial Life, Inc.

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