

“The Life of Clones” Nature Documentary Trailer (Direct Download):

[www.frogmindgames.com/BADLAND\\_launch\\_date\\_trailer\\_May13th.mp4](http://www.frogmindgames.com/BADLAND_launch_date_trailer_May13th.mp4)

YouTube: [https://www.youtube.com/watch?v=Gau4l\\_Pt93Q&hd=1](https://www.youtube.com/watch?v=Gau4l_Pt93Q&hd=1)

## ***BADLAND: GAME OF THE YEAR EDITION*** **COMES OUT MAY 26 – 29 2015 ON CONSOLES AND STEAM**

*The Multi-Award-Winning BADLAND Will Launch on Eight New Platforms with Brand-New Controls, Content and Local Multiplayer Awesomeness*

**HELSINKI, Finland – May 13, 2015** – Frogmind announced today that ***BADLAND: Game of the Year Edition*** will come out the last week of May. The platform-specific release dates are: May 26 on the PlayStation®4 and PlayStation®3 computer entertainment systems and PlayStation®Vita in North America, and May 27, respectively, in Europe; May 26 for Windows, Mac and Linux through Steam; and May 29 in North America and Europe for Xbox One, the all-in-one games and entertainment system from Microsoft, via the ID@Xbox self-publishing program. The exact release date of the game on Wii U™, planned for the end of June, will be announced at a later date.

***BADLAND: Game of the Year Edition*** is based on Frogmind’s multi-award-winning game, ***BADLAND***, a console-quality game for tablets with over 25 million players worldwide. ***BADLAND*** is a side-scrolling action adventure with innovative physics-based gameplay and stunning atmospheric graphics and audio. Players control a flying creature called Clony and try to survive an astonishing number of imaginative traps, puzzles and obstacles through a beautiful forest.

***BADLAND: Game of the Year Edition*** builds on the original game’s strengths with completely redesigned controls, perfected for consoles and PC. The redesigned gameplay expands that of the original by offering full left/right/up/down control over the game’s characters. The Steam version supports up-to-four-player multiplayer gaming from a single keyboard (old-school style), gamepad controllers, and any combination of controllers and keyboard.

The levels of ***BADLAND: Game of the Year Edition*** have been rebuilt to suit the new control mechanics. The new edition features over 15 hours and 100 levels of single-player story content, 100 co-op levels, and 27 multiplayer deathmatch stages for up-to-four-person local multiplayer awesomeness.

“***BADLAND: Game of the Year Edition*** looks stunning in Full-HD with all its visual enhancements, and the multiplayer gameplay has been praised wherever we have shown it,” said Johannes Vuorinen, co-creator of ***BADLAND***. “The co-op mode works well even for players of different skill levels – as long as one player survives, he’ll be able to quickly resurrect the others back into the game. ***BADLAND: Game of the Year Edition*** delivers one of the best local multiplayer experiences on these new platforms.”

Get ready to save the Clones starting May 26 when *BADLAND: Game of the Year Edition* comes out with launch week sales that take the price to just under \$10 in North America, €10 in Europe and £7 in UK from its normal price of \$11.99, €11.99 and £8,49 on consoles. The price on Steam is \$9.99, €9.99 and £6.99 and will also feature a sale at launch. *BADLAND: Game of the Year Edition* features cross-buy functionality on PlayStation® platforms, offering players the game on all three available systems with a single purchase.

For the latest *BADLAND* news, please visit [www.badlandgame.com](http://www.badlandgame.com), or follow along on *BADLAND*'s Facebook page at [www.facebook.com/badlandgame](http://www.facebook.com/badlandgame).

Screen captures:

[http://www.badlandgame.com/ScreenCaptures\\_May13th/BADLAND\\_GOTY.jpg](http://www.badlandgame.com/ScreenCaptures_May13th/BADLAND_GOTY.jpg)

[http://www.badlandgame.com/ScreenCaptures\\_May13th/MP1.jpg](http://www.badlandgame.com/ScreenCaptures_May13th/MP1.jpg)

[http://www.badlandgame.com/ScreenCaptures\\_May13th/MP3.jpg](http://www.badlandgame.com/ScreenCaptures_May13th/MP3.jpg)

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[http://www.badlandgame.com/ScreenCaptures\\_May13th/MP6.jpg](http://www.badlandgame.com/ScreenCaptures_May13th/MP6.jpg)

[http://www.badlandgame.com/ScreenCaptures\\_May13th/01.jpg](http://www.badlandgame.com/ScreenCaptures_May13th/01.jpg)

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[http://www.badlandgame.com/ScreenCaptures\\_May13th/03.jpg](http://www.badlandgame.com/ScreenCaptures_May13th/03.jpg)

[http://www.badlandgame.com/ScreenCaptures\\_May13th/04.jpg](http://www.badlandgame.com/ScreenCaptures_May13th/04.jpg)

All screens in one .zip package

[http://www.badlandgame.com/ScreenCaptures\\_May13th/Screens.zip](http://www.badlandgame.com/ScreenCaptures_May13th/Screens.zip)

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*BADLAND: Game of the Year Edition* has been made as a three-way co-operation between three indie studios: Frogmind, Blitworks & Frozenbyte.

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