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YouTube:

<https://www.youtube.com/watch?v=ko4EeYfYsBI&hd=1> (normal)

<https://www.youtube.com/embed/ko4EeYfYsBI?vq=hd1080> (best quality)

FROGMIND BRINGS GAME OF THE YEAR WINNER *BADLAND* TO CONSOLES & STEAM

Apple's 2013 iPad Game of the Year Set to Launch on Eight Platforms in Spring 2015

Helsinki, Finland – January 29th, 2014 – Frogmind announced today that it is bringing the multi-award-winning action-adventure game, ***BADLAND***, to new platforms in Spring 2015. ***BADLAND: Game of the Year Edition*** will bring one of the tablet's most original experiences to life with robust improvements on the PlayStation®4 and PlayStation®3 computer entertainment systems, Xbox One, the all-in-one games and entertainment system from Microsoft via the ID@Xbox self-publishing program, the Wii U, PlayStation®Vita and Steam for Windows, Mac and Linux.

"It's such a relief to finally be able to say 'yes' when fans ask if we're ever bringing *BADLAND* to Steam and consoles," said Frogmind CEO Johannes Vuorinen, one of the game's two original creators. "*BADLAND* was designed as a console-quality tablet experience, and we're working with our partners to take it even further, for a product that looks and feels very much at home both on consoles and Steam. As a small tight-knit studio committed to high production values, we're certainly attempting to 'punch above our weight' and push what is possible in terms of independent publishing."

Named Apple's iPad Game of the Year in 2013, *BADLAND* went on to win several other top honors, including an Apple Design Award, Webby Award, Tabby Award, Satellite Award, IMGA Grand Prix and several BAFTA nominations. *BADLAND*'s fiercely original physics-driven gameplay, gorgeously atmospheric graphics and addictive four-person local multiplayer received high praise from both consumers and critics.

BADLAND: Game of the Year Edition is redesigned for the consoles and Steam and builds on the beautiful, hand-painted graphics of the original with enhanced Full-HD visuals. The controls have been expanded for the analog stick and triggers, a change that each level of the game has been carefully tuned to accommodate. The Game of the Year Edition features over 4 times more content than the original did when it was launched. It has over 15 hours and 100 levels of single-player story content and 100 co-op and 27 multiplayer deathmatch stages in an up-to-four-person local multiplayer mode.

Frogmind is joining forces with two other indie studios to bring about the ambitious eight platform launch. Blitworks, a studio behind bringing *Fez*, *Spelunky* and *Bastion* among others onto new console platforms is helping on the console side and Frozenbyte, the studio behind the successful *Trine* series, is helping with QA, publishing and marketing.

BADLAND: Game of the Year Edition will be released in Spring 2015. For the latest *BADLAND* news, please visit www.badlandgame.com, or follow along on *BADLAND*'s Facebook page (www.facebook.com/badlandgame), where fans can enter to win exclusive prizes during Frogmind's launch announcement campaign.

Screen captures:

http://www.badlandgame.com/ScreenCaptures_Jan29th/Badland-GOTY_banner.jpg

http://www.badlandgame.com/ScreenCaptures_Jan29th/Coop.jpg

http://www.badlandgame.com/ScreenCaptures_Jan29th/Dawn.jpg

http://www.badlandgame.com/ScreenCaptures_Jan29th/Dawn2.jpg

http://www.badlandgame.com/ScreenCaptures_Jan29th/EggCreature.jpg

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http://www.badlandgame.com/ScreenCaptures_Jan29th/Springs.jpg

http://www.badlandgame.com/ScreenCaptures_Jan29th/Vehicle.jpg

All screens in one .zip package

http://www.badlandgame.com/ScreenCaptures_Jan29th.zip

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