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GOTLAND GAME AWARD 2008 WINNERS NOMINATED FOR "THE BEST NEW NORDIC TALENT" AWARD AT NORDIC GAME CONFERENCE

Run Jump Duck Entertainment is four students currently studying the third year at Gotland University, Sweden. They are about to release their game Vertigo which recently got a nomination for "The Best New Nordic Talent" award by the Nordic Game Program.

"You could describe the game as a Sonic meets Burnout experience." says Run Jump Duck Ent. producer Max Tiilikainen.

Vertigo is a platform racing game that combines speed and jumping to deliver fast adrenalin pumping action in a game for everyone, regardless of skill level. The goal in Vertigo is to pick up as many powerups you can in order to try and "Chain" these powerups together (I.e. grab a powerup before the effect of the previous powerup is over) to go faster and faster towards the finish line.

"We want our game to be a pick up and play experience so that anyone should be able to play it without losing any aspects of the action" says producer Max Tiilikainen.

The students won Gotland Game Awards 2008 with the game and have since then started their own company, Run Jump Duck Entertainment. Right now Vertigo is being adapted for the XNA platform with a targeted release on Xbox Live Community Games this summer.

Vertigo is one of five games nominated for "The Best New Nordic Talent" award at this year's Nordic Game Conference in Malmoe, Sweden.

"We are extremely happy over this especially when this puts us next to big names like Avalanche, it's a great recognition!" says gameplay programmer Daniel Martis.

Vertigo will be on display at the Nordic Game Conference 19-20 May.

Official Website:

www.vertigogame.com

Nordic Game Program Press release:

<http://www.nordicgame.com/?id=45>

Vertigo trailer:

http://www.youtube.com/watch?v=4-K_xl--7o

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