



ELEMENTAL  
GAMES

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## **ELEMENTAL GAMES LAUNCHES NEW GAME DEVELOPMENT STUDIO**

*Founding members of Avalanche Studios Launch New Studio*

### **Announcement**

Stockholm – March 14, 2022 — Elemental Games, an independent game development studio, today announced the launch of its new studio. Amongst the founders are Linus and Viktor Blomberg, who were founding partners of the critically renowned AAA studio, Avalanche Studios, the developers of the *Just Cause* series.

### **About the company**

Elemental Games is a privately held game development company with a mission to create high-quality open-world experiences, from a creatively and financially independent position.

The founders are recognized for their prolific background in creating critically successful AAA titles, and developed Elemental Games to pursue a new vision in open-world game development.

Co-Founder Linus Blomberg: “We will continue to evolve systemic gameplay and the open-world genre, using all the knowledge we gained from Just Cause, Mad Max, Rage2 and other Avalanche games.”

But there are things Elemental Games want to do differently, Blomberg explained:

“Our years in the AAA games industry have been rewarding and given us much experience, but it has also been frustrating at times. Large companies are often constrained in their ability to break the mold, due to investors’ focus on short-term financial goals. In that environment it’s challenging to do explorative development and to be innovative, as well as to advance the medium in areas such as gender stereotypes and romanticisation of violence.”

“Our ambition is to bring together the best of both AAA and Indie development, by having a team with extensive blockbuster experience, but driven by their personal passion for the craft, and with complete creative and financial independence.”

Blomberg continues to elaborate on their development philosophy: “We’ve seen in the past how technology, art and design are often in conflict rather than elevating each other. So we are creating an environment where none of these disciplines dictates to the others, but where we use our experience and craftsmanship in a truly collaborative way so that opportunities open up that we wouldn’t even have considered in isolation.”

### Collaborators/Partners

Elemental Games are developing proprietary open-world technology alongside third-party collaborations. “The team consists of developers who can push the boundaries in their fields, and we will take advantage of that to develop proprietary open-world technology. But we also don’t want to reinvent the wheel or spread ourselves too thin, so we work with external partners in areas that we don’t think we can add value to. More on this will be announced during GDC next week.”, Blomberg concludes.

### About the projects

Elemental Games was formed in August 2021, and has since then been developing its first title which is yet to be announced.

### About the founders

The company is founded by industry veterans Linus Blomberg, Viktor Blomberg, Oskar Blomberg, Kristofer “Loffan” Labedzki, Robert Krupa, Martin ‘Kritan’ Bergquist, Christian Nilsendahl, Emil ‘Humus’ Persson, Andreas Tillema, and Tobias Ekholm.

The founding team comes from prominent positions in companies such as Avalanche Studios, DICE, Ubisoft, and Epic. Credited contributions include titles such as: Battlefield 1, Fortnite, and the Unreal Engine, and films and series such as Star Wars: Episode 9, Mandalorian, and Harry Potter and the Prisoner of Azkaban.

Linus Blomberg was the original co-founder and CTO of Avalanche Studios, a highly noted BAFTA Games Award-nominated video game developer, acquired in 2018 by Nordisk Film.