HTML5 MMORPG Mad World is coming to Steam this fall

Jandisoft announced their plan to bring their HTML5 MMORPG Mad World to Steam. Playble on most platforms with a browser, the game will be cross-playable, inviting players from various platforms, from PC to mobile.

With the news comes a brand new teaser video previewing the concept, and the settings of Mad World. (Teaser Video: https://www.youtube.com/watch?v=ajeVQN9EzU8)

Clad in unique hand-drawn 2D art style, Mad World stays true to the classic MMORPGs but with a few tweaks. Leaving the MMORPG's standard combat style, the game's Target and Move style makes the combat more dynamic, and its classless weapon-based skill system gives more options when using skills.

On-field skirmishes against grotesque monsters await, and a battle with a giant fierce creature ends each chapter in an epic climax. Also in the store are more traditional MMORPG content like collecting, crafting, trading, guild and more.

Mad World's unique and dark setting comes with an in-depth storyline. Enslaved humans' struggle against Demons leads to dramatic and unexpected events, providing an engaging story-driven quests and many memorable experiences while actions and choices players make throughout their journey impact how their character evolves.

Jandisoft says "Bringing Mad World to Steam takes us one step closer to our goal to eliminate the barriers between the gaming platforms. We will continue to push HTML5 to its full potential , making the game available on as many platforms as possible. Meanwhile, we want to give fans a glimpse of where we want to head in in terms of the game's settings and mood with a new teaser video. We want to innovate and differentiate ourselves in every aspect, from technology to gameplay, using HTML5 as a tool."

Mad World is aiming to launch this fall. To sign up for updates on future beta tests, please visit https://www.madworldmmo.com

Game Features
- MMORPG Powered-by HTML5. No installations.
- Truly multi-player experience thanks to the cross-platform feature
- Hand-drawn 2D art-style
- Target and move combat style
- Classless weapon-based skills
- Battles against grotesque monsters and giant creatures
- A dark and grotesque setting