

## Day 4 Night Studios Unveils Bradley the Badger, a New Game From The Creative Minds Behind Red Dead Redemption and Mario + Rabbids, at The Game Awards

*Evan Peters stars as the iconic mascot trapped in unfinished worlds, in a game that blends a satirical live-action meta-story with action-adventure gameplay and inventive freeform puzzle solving*

**LOS ANGELES — December 11, 2025** - Today, [Day 4 Night Studios](#) revealed *Bradley the Badger*, a new action-adventure game that features exploration, traversal and mind-bending, freeform puzzles. It blends original play mechanics with live-action sequences in a satirical storyline that is a commentary on videogames. The game is currently slated for PC via Steam, with the team exploring additional platforms and consoles. Bradley is brought to life by **Evan Peters** (*X-Men*, *Mare of Easttown*, *Dahmer*, *Tron:Ares*) in both voice-over and live-action performance, bringing warmth, humor, and heart to the game's bright-eyed mascot.

Check out the trailer [here](#), and find assets in the [media kit](#).

Bradley, the iconic star of numerous hit platforming games in the past, finds himself lost in strange new lands that, to him, look utterly alien and weirdly unfinished. Longing to return home, Bradley embarks on a journey to save his world and his friends at all costs, even if that means coming face to face with a revelation bigger than anything he ever imagined.

“Bradley is part love letter to videogames and part satire of them,” said Christian Cantamessa, Co-Founder of Day 4 Night Studios. “Games are an art form and this is a story inspired by our adventures making them. From the inner turmoil of self-doubt to the joy of building worlds, we set out to transform those experiences into a game that anyone can get lost in.”

At the heart of the game is **the Kit**. It's a tool that lets Bradley **modify every unfinished asset** he can find, just as if he was a game developer. It's systemic, immediate, and completely transforms the approach to exploration, traversal, puzzles, and combat. Using the Kit and his trusty frying pan, Bradley must navigate worlds that players will find instantly familiar, but littered with unfinished elements. Over the course of the game, Bradley will explore, solve puzzles, defeat bosses, and unravel a broader mystery.

“We wanted to make something that would reignite us, something capable of taking us back in time to when, with younger eyes, the whole world of videogames seemed to shine,” said Davide Soliani, Co-Founder, Day 4 Night Studios. “And we wanted our mechanics to be the perfect bridge between the past and the future.”

*Bradley the Badger* is directed by Day 4 Night Studios founders Christian Cantamessa (*Red Dead Redemption*, *Middle-earth: Shadow of Mordor*) and Davide Soliani (creative lead on *Mario + Rabbids Kingdom Battle*, *Sparks of Hope*, and *Rayman in the Phantom Show*).

Day 4 Night Studios is focused on originality and innovation, creating new content that pushes the boundaries of storytelling and game design. The studio was founded by five industry veterans and is funded by prominent videogame publisher [KRAFTON, Inc.](#), with participation from Xbox co-creator Ed Fries' [1Up Ventures](#). For more information about *Bradley the Badger*, visit the website [here](#), wishlist the game on Steam [here](#), and follow the game on [Instagram](#) and [Facebook](#).

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## About Day 4 Night Studios

Day 4 Night Studios is an independent game development studio focused on delivering deeply heartfelt and original games that innovate in storytelling and design. With an international footprint, it has offices in both Los Angeles, California and Milan, Italy. Comprised of triple-A industry veterans, Day 4 Night Studios is a small team with big ambitions. *Bradley the Badger* will be the studio's debut title. For logos and press photos, please visit [d4nstudios.com](#), and follow Day 4 Night Studios on [LinkedIn](#), [Instagram](#), [Facebook](#) and [X](#).

To learn more, please visit [d4nstudios.com](#).