



July 12, 2023 – Singapore-based publisher, Soft Source Publishing in association with Akupara Games and Clover Bite is happy to announce the physical release of the **GRIME** for the PlayStation®4 and PlayStation®5 on 20 July in South East Asia, Hong Kong and Taiwan. The game supports English / French /Italian /German /Spanish /Portuguese /Russian /Korean /Traditional Chinese/ Simplified Chinese.

An unusual material collapses in on itself, the world shudders and contracts, and suddenly you are squeezed into existence.

An unfamiliar and alien world awaits, challenging you to survive it's terrors. Explore your surreal surroundings, absorb the many enemies you encounter, and use their own traits against them as you let yourself become far more than you once were.

**GRIME** lets you play to your preference, upgrading only those traits you feel most suited to your unique style. You'll find there is more than one way to break open an enemy as you move through a variety of evocative environments, meet their inhabitants, and discover the source of their madness.

**GRIME** includes "Colors of Rot", a DLC expansion introducing a new area: the Childbed, as well as new abilities, weapon & armor types, updated monsters, & even more challenging Bosses.

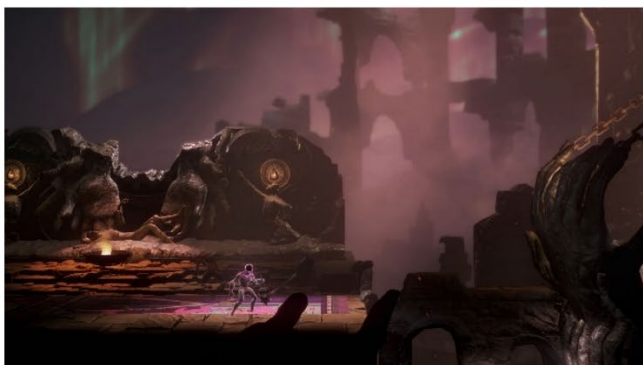
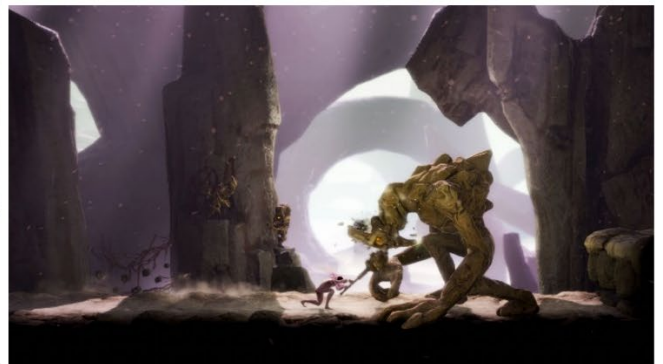
### Game features:

- **Eye-Popping Surrealism** - Uncover mysterious secrets in weeping caves and face-covered deserts. Meet otherworldly characters in distinct civilizations across an organic, interconnected world - all rendered in unearthly 3D. Face foes born of the world itself, and swallow them whole.
- **Death-Defying Combat** - Punish enemies by parrying their attacks, smash them from the ground or even airborne, and absorb them to grow your strength as you wage war on a living world.
- **Living Weapons** - Seamlessly swap weapons made of living creatures that mutate form during combat, from clawing swords to centipede whips.
- **Unique Skill Progression** - Hunt down and absorb challenging monsters to improve your skills and bring true customization to your play style.
- **Challenge Menacing Bosses** - Battle against creatures dozens of times your size. Adapt to their strategies, withstand their assault, and consume them to gain game-changing abilities that affect both combat and traversal.
- **Colors of Rot** - a free DLC expansion set in the Childbed, featuring new abilities, weapons, & armor to take on a plethora of more challenging enemies & bosses

### [Grime Gameplay Trailer](#)

#### Screenshots

Hi-Res screenshots can be downloaded [here](#)



### **About Akupara Games**

Akupara Games is an indie game publisher based in Los Angeles, California. Using extensive knowledge and experience in development, they support their developers through an involved and personalized pipeline to bring games to communities of players who are looking for their next enveloping experience. Their vision is to help bring stories to life and usher in the next line of gaming classics.

For more information, visit: [AkuparaGames.com](http://AkuparaGames.com)

### **About Clover Bite**

Clover Bite is the internal studio of Tiltan School of Design, based in Haifa, Israel, allowing students to get industry and studio experience while still in school. GRIME was developed by the founding team of Clover Bite - a group of five extremely talented alumni, Dark Souls enthusiasts, and Hollow Knight fanboys that set out to design their blend of the two.

For more information, visit: [GrimeGame.com](http://GrimeGame.com)

### **About Soft Source Publishing**

Singapore-based publisher, Soft Source Publishing is a leading video games publisher focus on bringing premium localized content from international game publishers and developers to the Asian gamers.

For more information, please visit <https://softsourcepublishing.com/grime-phy-eng/>

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