

HOLLOW KNIGHT SILKSONG

Info Sheet

- Developer: Team Cherry
- Release Date: September 4, 2025
- Availability: PC, Mac, Linux, Nintendo Switch, Sony Playstation 5 & Xbox Series X|S.
- Website: hollowknightsilksong.com
- Developer Website: teamcherry.com.au
- Press Contact: press@teamcherry.com.au
- Social: [X/Twitter](#) | [Facebook](#)



Ascend to the Peak of a Haunted Kingdom

As the lethal hunter Hornet, adventure through a whole new kingdom ruled by silk and song. Captured and brought to this unfamiliar land, Hornet must battle foes and solve mysteries as she ascends on a deadly pilgrimage to the kingdom's peak.

Hollow Knight: Silksong is the epic sequel to Hollow Knight, the award-winning action-adventure of bugs and heroes. As the lethal hunter Hornet, journey to all-new lands, discover new powers, battle vast hordes of bugs and beasts and uncover ancient secrets tied to your nature and your past.

Features

- Discover a whole new kingdom! Explore coral forests, mossy grottos, gilded cities and misted moors as you ascend to the shining citadel at the top of the world.
- Engage in lethal acrobatic action! Wield a whole new suite of nimble moves as you dance between foes in deadly, beautiful combat.
- Craft powerful tools! Master an ever-expanding arsenal of weapons, traps, and mechanisms to confound your enemies and explore new heights.
- Solve shocking quests! Hunt down rare beasts, unearth ancient mysteries and search for lost treasures to fulfil the wishes of the downtrodden and restore the kingdom's hope. Prepare for the unexpected!
- Face over 200 all-new foes! Beasts and hunters, assassins and kings, monsters and knights - you must defeat them all with bravery and skill!
- Experience a stunning orchestral score! Hollow Knight's award-winning composer, Christopher Larkin, returns to bring melancholy melodies, symphonic strings and heart-thumping, soul strumming boss themes to the adventure.
- Challenge Steel Soul mode! Once you conquer the game, test your skills in an all-new mode that spins the game into a unique, challenging experience.



About the Developer

Team Cherry is a tiny 3-person team based in Adelaide, Australia. Our team initially formed around game jams, but we really bonded over our love for Zelda 2. Though we've all worked on games in the past, Hollow Knight is the culmination of the things we love in games. Its cute and creepy, quaint and epic; a giant, strange world to explore and conquer.

Ari Gibson

Ari is the co-founder of Team Cherry. He is an award-winning animation director and has worked in numerous creative fields across games, film and advertising. He previously ran the acclaimed 2D animation studio Mechanical Apple. Ari's been modding games from before computers were colour and has loved them since his first ever game rental: Faxanadu for NES.

Ari is responsible for game design alongside William. He creates the game's art, environments and animates all the weird and wonderful bugs you will meet in Silksong.

William Pellen

William has been designing and building games for years, and is co-founder of Team Cherry. He loves to create silly little worlds for people to poke around in and explore. He's been enraptured with games ever since his Dad found the wing boots for him in Zelda 2, and wants to recreate that experience of adventure and excitement for other people.

William designs the game along with Ari. He creates the enemy, boss and game behaviour for Silksong. If any enemy seems too challenging or a gauntlet insurmountable, blame him!

Jack Vine

Jack is Silksong's supremely talented coder. Jack's been building out the systems for Silksong, tightening and optimising and adding a suite of all new exciting features. Jack has worked with Team Cherry for some time now, being instrumental in Hollow Knight's console releases and the development of its huge final free Content Pack Godmaster.

Cherry Partners

Christopher Larkin

Chris is a highly accomplished composer for feature film, television and video games. He's the co-creator of the excellent narrative puzzler Expand and provided the score for the acclaimed Pac-Man 256. Chris is based in Adelaide, Australia.

For Hollow Knight: Silksong, Chris is continuing in the exquisite, melancholic style he developed on Hollow Knight, providing both its sound effects and its epic original score.

Matthew 'Leth' Griffin

Continuing his role from Hollow Knight, Matt will be handling PR and marketing for the game in the lead-up to release and during the post-launch window. In the past, Matt's also handled release for hit titles like Stardew Valley, Interstellaria and Wanderlust Adventures. Matt is also a legit game creator, working as the main coder for Wanderlust and the online-multiplayer coder for procedural platformer Risk of Rain.

Matt is based in Texas, USA, and can be contacted at press@teamcherry.com.au