

About the game Hollow Knight: Silksong

The very long-awaited game

Hollow Knight: Silksong is a 2025 Metroidvania video game developed and published by Australian independent developer Team Cherry. The sequel to Hollow Knight (2017), it was released on 4 September 2025

On its first three days of release, it had **over 5 million players**, including 1 million playing with Xbox Game Pass and 3 million with Steam.

Gameplay

Hollow Knight: Silksong's gameplay is similar to its predecessor Hollow Knight, featuring 2D platforming and combat. Some changes are made from the original, such as Hornet moving with a more acrobatic flair compared to Hollow Knight's protagonist, and that healing is faster. Side-quests are part of the game, and include a journal to keep track of them.

Development

Hollow Knight: Silksong was originally planned as downloadable content for Hollow Knight. This piece of downloadable content, set to have the player control Hornet, was in development even before the release of Hollow Knight.

Eventually, due to *the increased size and scope of the project*, Team Cherry decided to expand it into a fully-fledged sequel titled Hollow Knight: Silksong.