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Hollow Knight: A Game of Captivating Players and Financial Success ----- Team Cherry’s indie darling Hollow Knight has established itself as a masterpiece among gamers, thanks to its breathtaking hand-drawn art and challenging gameplay. Since its release, the game has achieved remarkable commercial success, with sales exceeding millions across various platforms. The financial performance of Hollow Knight is equally impressive, reflecting its widespread popularity and strong support from its dedicated community. According to estimates, Hollow Knight's gross revenue since its release stands at \$195,574,889.76, with an estimated net revenue of \$57,694,592.48. The game has received overwhelmingly positive reviews from critics and has sold over 3 million copies as of December 2020. A sequel, Hollow Knight: Silksong, is currently in development. A behind-the-scenes look at the team reveals that Team Cherry consists of just three members - Ari Gibson, William Pellen, and Jack Vine. The studio was formed around a shared passion for classic adventure games like Zelda II: The Adventure of Link and Faxanadu. While opinions about Hollow Knight's difficulty vary, it is widely regarded as one of the most challenging indie games of all time. Regarding the question of why Hollow Knight failed or succeeded, there are two perspectives. According to some, the game's failure could be attributed to its ability to feel emotion for another being. On the other hand, others believe that the game's design flaw was due to it failing to seal the Radiance in the Pale King vessel as intended. Regardless of one's perspective, Hollow Knight remains an incredible achievement in game design, world-building, and combat. Hollow Knight: A Challenging yet Rewarding Experience The game's success can be attributed to its unique blend of Metroidvania elements with Soulslike mechanics. Despite being punishing, the game is not unfairly cheap, making it a worthwhile experience for those willing to take on the challenge. The stunning hand-drawn art style and intricate level design add to the game's beauty and depth. Hollow Knight is a massive undertaking, with 63½ hours of content available upon completion. The maximum Geo capacity is 9,999,999, but this number holds little significance in the grand scheme of things. The game's lore is rich and somber, adding to its haunting atmosphere. Hornet, the protagonist, is a discarded vessel, born from the Abyss with Void inside their shell. They are not bound by traditional notions of gender, making them an intriguing character study. The sound design plays a significant role in creating an immersive experience, with unsettling environments like the Deep Nest and Ancient Basin contributing to the sense of unease. Hollow Knight can be tough, but it's worth it Many people think that Hollow Knight is easy because the main character, an adult, is big, but in reality, it's really hard to play. Players will die many times, which can be frustrating for some gamers. However, if you like adventure and action games, this game might be great for you. It has a lot of possibilities. I give it 7+ stars because there are many scary scenes, but no too much violence. For kids, it depends on their age. A 13-year-old can play it just fine. I think it's suitable for most 12-year-olds too, as long as they don't mind some scary parts. You can even skip the part with the Abyss. Visually, it's okay for kids above 12, but be careful of the Hollow Knight himself. The main bad guy in the game is called the Hollow Knight.

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