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Solideo is proud to announce Sick Samurai, a blindingly fast action game based on instant-death combat and razor-sharp reflexes. Set on a surreal island that fuses Edo-period Japan with gritty 20th-century urban America, players will step into the shoes of an aspiring young fighter under the guidance of Genyu, an infamous ex-samurai. Blending vintage aesthetics with raw style, the game features a hand-drawn, retro anime-inspired art style, and an original lofi soundtrack infused with elements of hip hop, jazz, funk, soul, and more.

The game features hand-crafted levels, each of which offers multiple paths and strategies, along with various upgrade and item choices that players will make as they progress. Players can restart levels instantly upon death, and repetition is necessary for mastering the game's combat, which largely revolves around a blazing fast dash-and-slash mechanic. Precision, speed, reflexes, and planning will all be put to the test.

The game will also feature fully voice-acted dialogue with branching choices that will shape the player's relationships with the game's diverse and eccentric cast of characters – including Jones, an “ex”-gangster turned proprietor of a jazz bar, and Spike, Jones' lazy pet Rottweiler.

Sick Samurai is slated for release on PC via Steam in Q1 2026.

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