



\*\*\*\*\* PRESS RELEASE \*\*\*\*\*

**Bergdietikon (AG) Switzerland, June 29th 2023** - Swiss Indie Studio PolarityFlow announces today that their newest solo title «**GINSHA**» will launch **on Steam and Nintendo Switch on August 24th 2023**.

**GINSHA** is a unique atmospheric pixelart Action-Adventure Platformer with special **Gravity Shield** and Dash mechanics. It combines a versatile Platformer Core with **RPG, Souls and Crafting Elements** to an Anomaly among **Metroidvania** games. Explore huge, interconnected planets, filled with **secrets, loot**, obstacles, different enemy types and **epic boss fights**. Level up, equip and customize your Clone, craft companion drones and enjoy ever evolving possibilities as you proceed to save your species.

**Explore 6 different planets** and find your own path to save your species. Every decision matters and affects your surroundings and karma for new possibilities and endings. Make new friends or foes among your way, find epic gear, and unlock new shortcuts.

Choose from a **wide variety of weapon types** and combine skills, dash and gravity shield abilities to master **GINSHA's fast paced combat system**. Defend yourself against the overwhelming enemy forces and fight on ground, in the air, underwater and in space in hundreds of challenging environments.

**Choose to be good or evil** in **GINSHA's** unique Alien Couple Story and dive into an epic journey, driven by rewarded Exploration. Play as two Alien lifeforms "Gin" and "Gon" and unveil the mystery of our dying planet in a far future.

Ginsha is a solo project conceived, programmed, and published by Adrian Zingg.

**Contact:**

contact@polarityflow.com / [www.polarityflow.com](http://www.polarityflow.com)

**Steam store link:** <https://store.steampowered.com/app/600510/GINSHA/>

**Game Website:**

<https://www.ginsha.com>

<https://www.polarityflow.com>

**Trailer Link:**

<https://www.youtube.com/watch?v=Z39NLKrtAwk>

<https://youtu.be/Z39NLKrtAwk>

**Press Kit**

<https://www.ginsha.com/press>