Shovel Knight is getting a sequel in a ‘new dimension’



Shovel Knight might be bouncing into 3D. Developer Yacht Club Games just announced a new mainline game in the hit series that started as a retro-inspired 2D platformer, and the studio says this new game will “launch Shovel Knight into an entirely new dimension of gaming,” according to a blog post.

If that wasn’t enough of a clue about the move to 3D, the Yacht Club Games’ Friday livestream celebrating the 10th anniversary of *Shovel Knight* featured an even more pointed hint: a 3D version of the Yacht Club Games logo.

The studio is staying mum about many specifics — there’s no release window — but did tease that “the game will bring electrifying action, richer mechanics, and all the timeless charm you expect from a *Shovel Knight* title.”

While you wait for that new game, Yacht Club Games will have a lot of new things you can play. The studio also announced *Shovel Knight: Shovel of Hope DX*, the “definitive edition” of the original *Shovel Knight* title that adds things like online

multiplayer, stereoscopic 3D, a rewind power, in-game cheats, and the ability to play as 20 different Shovel Knight characters. Yacht Club Games says the game is “coming soon.” *Shovel Knight Dig* and *Shovel Knight Pocket Dungeon* are also getting free DLC this summer.

The developer also shared new footage of *Mina the Hollower*, its upcoming game that looks to be heavily inspired by the Game Boy classic *The Legend of Zelda: Link’s Awakening. Mina* also has a vague “coming soon” launch date, and I look forward to a more specific release window — the game looks fantastic.

https://www.theverge.com/2024/6/14/24178773/shovel-knight-sequel-new-dimension-3d