FOR IMMEDIATE RELEASE

Clover Bottom, a grim 2D gothic action RPG set in a West Virginia valley, is coming to Steam

Best ROI Media details its sword-and-shield exploration game for PC: one connected valley of about 125 rooms, 17 bosses and two endings.

HOUSTON, TX, November 17, 2026 — Best ROI Media today detailed Clover Bottom, a single-player 2D gothic action RPG for PC, coming to Steam. Built with Unreal Engine and voiced in English, it sends a lone swordswoman through one connected valley, side on, from a frontier fort to a coal camp in winter. The whole valley, all 17 boss fights and both endings are built; testing and balancing continue. No release date or price has been announced.

"I wanted the history of a real valley to be something you walk into, not something you are told about. Every monster she meets comes out of the folklore of the people who lived there, and she meets them close up, with a sword and a shield. We rebuilt the game around the guard, the backdash and the cut, because everything else in the valley rests on them," said Mitchell Clay, founder of Best ROI Media.

She is the valley's Watcher. She has seen everything that ever happened here and could never lift a hand. She kneels under the great sycamore and asks to leave, and the tree answers: "Break what holds you. Then ask me again." She takes a dead man's sword and shield and walks the valley through its worst years: a frontier fort, a burning county seat, a coal camp in winter, a midway by a black lake.

The fighting is sword and shield from the first minute: guard, backdash, thrown weapons, and killing cuts that take a body apart. Three shapes taken from the valley's bosses open new paths, five workings are cast with spirit, and over 100 weapons and shields, ten coats and a set of charms change how she fights and how she looks. Four towns keep shops and townsfolk who each want something, and a day and night clock turns them over to the dead after dark.

Clover Bottom began as an earlier Unity game and was rebuilt in Unreal Engine in November 2026, with a rewritten story, a voiced script and painted films between chapters. It is made with AI-assisted tools for art, voice and code, as the game's credits list them; design, direction, development, story, writing and music are by Mitchell Clay.

KEY FEATURES

- **One connected valley:** about 125 rooms, walked side on, with drops and doors that loop back.
- **Sword and shield:** guard, backdash, thrown weapons, and killing cuts that take a body apart.
- **Shapes and workings:** the Dog's, the Crow's and the Ghost's shapes, and five workings cast with spirit.

- **Gear:** over 100 weapons and shields, ten coats that change how she looks, and charms; two charms may be worn.
- **Towns and the clock:** four towns with shops and townsfolk, and a day and night clock. The towns are not the same after dark.
- **Bosses:** 17 of them, seven off the road.
- **Two endings,** voiced, with painted films between chapters.

CONTENT NOTE

Clover Bottom has violence, blood, dismemberment, horror imagery and grief. It is set in a real West Virginia valley with a long, dark history, and draws on frontier violence of 1783: a settler family, the Shawnee men who raided their farm, and what the settlers did after. The Shawnee appear as people with a grievance, never as monsters.

A NOTE ON THE HISTORY

The Watcher is invented, but the valley is real, and the game draws on its history. Every monster comes from settler, miner and carnival folklore. The Shawnee appear only as people. The history is something a player finds by walking, not the reason to buy the game.

AT A GLANCE

- **Title:** Clover Bottom
- **Developer:** Best ROI Media
- **Genre:** 2D gothic action RPG, side-view exploration
- **Platform:** PC, on Steam
- **Players:** Single-player
- **Language:** English, voiced
- **Engine:** Unreal Engine
- **Status:** Coming to Steam
- **Release date:** Not announced
- **Price:** Not announced
- **Website:** https://bestroi.media/games/clover-bottom
- **Press kit:** https://bestroi.media/press/clover-bottom (logo, key art, screenshots and film stills)

ABOUT BEST ROI MEDIA

Best ROI Media is an independent studio founded in October 2025 and based in Houston, Texas, making games and software for iPhone, iPad, Android and the web. Website: https://bestroi.media.

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