PRESS RELEASE / BEST ROI MEDIA / FOR IMMEDIATE RELEASE

Best ROI Media reveals Grimwood Manor, a chibi-horror trap platformer for iPhone, iPad and Android

Five friends, five haunted manors, 105 rooms: the whole game is built, with five boss fights and the endless Long Night mode, for USD 4.99 with no ads and no in-app purchases.

HOUSTON, TX, 17 November 2026. Independent studio Best ROI Media today revealed Grimwood Manor, a chibi-horror trap platformer coming to iPhone, iPad and Android. All five manors, 105 rooms, five boss fights and the endless Long Night mode are built. The game will cost USD 4.99, with no ads and no in-app purchases. The release date will be announced later.

Watch the official trailer

Watch Grimwood Manor on YouTube

"I wanted a platformer that is hard but never cheap, so every trap in Grimwood Manor warns you before it strikes, and a mistake puts you back at the door in under a second. The five friends stick together from the first room to the last; the whole point is getting all of them out before dawn. And it's one price with nothing for sale inside, so the only thing you spend in there is candles."
Mitchell Clay, founder of Best ROI Media

A wrong turn in the pines

Five college friends are driving a dying van down a logging road when it gives out beside a gate that is not on any map. Behind it lies the Grimwood estate: five manors hidden in the pines, each ruled by a member of a family that collects lost travellers. Juno, Rafi, Melody, Oskar and Mae go manor to manor together, trying to get everyone out before dawn.

Each room is a run from a door to an exit through traps: falling chandeliers, a suit of armour swinging its axe, darts, rotten floorboards, saws, hunters, toy soldiers, crypt-lid crushers, falling bells and rising water. Every trap shakes, glows, creaks or ticks before it strikes. One hit ends the attempt, and the hero is straight back at the room's door for another go. Many rooms scroll beyond one screen, and hidden keys wait in side routes, on wall-jump ledges and down slide passages.

Five manors, five masters

Every manor has its own look, its own tool and its own master in the last room. Grimwood Hall teaches running, jumping, sliding and wall-jumping before the porcelain-masked Butler. The Glasshouse adds vine swinging and Nanny Thorn; Antler Lodge, a battle axe and the Taxidermist; the Nursery Wing, a bow and Mother Doll. In the Drowned Chapel the friends take up a grappling hook over rising water to face the Matriarch, who cannot be touched at all: the only way to beat her is to bring down the bell she hides under, while the water climbs. No two masters are beaten the same way.

Long Night

Beating the Butler opens Long Night, the endless mode. It strings together rooms from all five manors, from easy to hard, and puts each one on a timer. When the timer runs out, the Grimwood shadow comes for the hero. Every third stop is the Night Market, a ghostly shop where candles earned in the run buy perks: double jump, glide, a key magnet, a ward against one hit and slow time. The score is the number of rooms cleared, and a daily run gives every player the same night.

Features

- 105 rooms across five manors, each with its own hazards and its own tool: vines, a battle axe, a bow and a grappling hook
- Five boss fights, each one its own puzzle
- Five heroes with one perk each: Juno survives one hit per room, Rafi's camcorder light finds hidden keys and false walls, Melody runs faster and slides further, Oskar's lantern lights more of dark rooms, and Mae can hover at the top of a jump
- Fair traps: every hazard telegraphs, one hit ends the attempt, the restart is instant
- Long Night: timed rooms, the Grimwood shadow, the Night Market, seeded runs and a daily run
- Touch controls in landscape, close, medium and wide camera, left-handed controls and subtitles
- USD 4.99 once: no ads, no in-app purchases, no tracking

Fact sheet

- Title: Grimwood Manor
- Developer: Best ROI Media, Houston, TX
- Genre: chibi-horror trap platformer, single player
- Platforms: iPhone, iPad, Android
- Price: USD 4.99; no ads, no in-app purchases
- Release date: to be announced
- State: content complete; not yet submitted to the App Store or Google Play
- Credits: design, art direction and production by Mitchell Clay; programming, art and animation produced with AI tools under his direction (image and animation generation, voice synthesis by ElevenLabs); synthetic voices; generated music and sound
- Game page: https://bestroi.media/games/grimwood-manor
- Press kit (screenshots, key art, characters, logos, icon): https://bestroi.media/press/grimwood-manor/index.html

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.

Media contact

Mitchell Clay, Best ROI Media
mitch@bestroi.media
832-509-6705