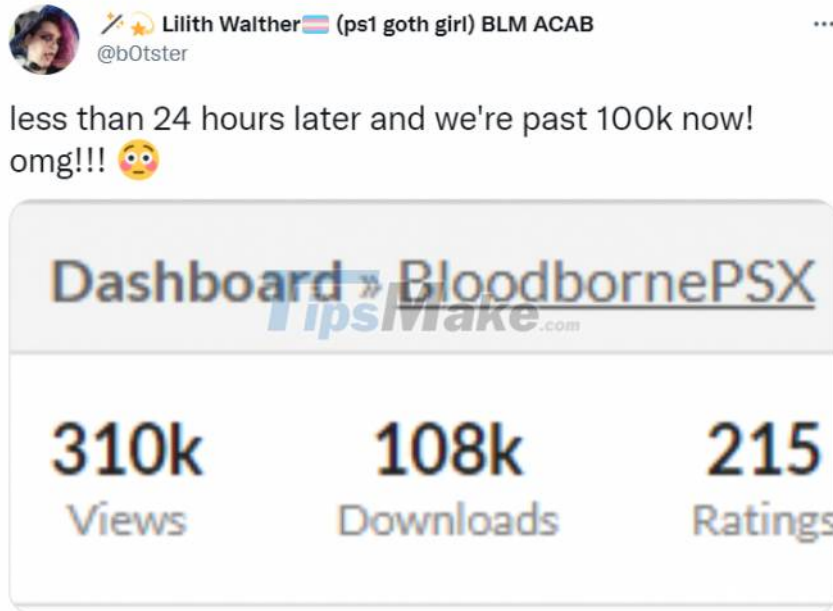


# Bloodborne Demake surpassed 100,000 downloads after only 24 hours of release

Bloodborne is one of the Souls-like games with the largest fanbase in the world at the moment.

First released on PS4 in 2015, Bloodborne is the next Souls-like game developed by FromSoftware following the success of Demon's Souls and the two Dark Souls games. Over nearly 7 years of existence, Bloodborne has built an extremely loyal and vibrant fan community to this day.

It's also why some dedicated fans have spent 13 months working on a PS1-style "demake" that will transform Bloodborne into a low-resolution game to run on consoles. Classic machine.



Finally, on January 31, Bloodborne Demake was officially released and immediately attracted attention and support from the gaming community. In a recent post on Twitter, developer Lilith Walther is pleased to announce that the Bloodborne demo has surpassed 100,000 downloads within the first 24 hours of its launch.



Not resting on the victory, Walther recently released a new update - version 1.03 to fix some outstanding bugs in Bloodborne PSX.



Bloodborne PSX is truly an impressive breakthrough project to pay tribute to a game that is loved by many people around the world. Although it is not possible to fully reproduce the entire original on PS4, Bloodborne Demake has also proven the unique values ??that the development team wants to convey to fans.

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