

# The Cleaner's Contract - Press copy (English)

Approved fact sheet, descriptions, and feature list for editorial use (English).

## Fact sheet

Field	Value
Title	The Cleaner's Contract
Genre	Top-down 2D cleaning-simulation roguelite
Platforms	PC (Steam)
Release window	TBA
Price	TBA
Languages	TBA
Developer / Publisher	Saliya Games
Press email	<a href="mailto:press@saliyagames.com">press@saliyagames.com</a>
Steam	<a href="https://store.steampowered.com/app/4646080/The_Cleaners_Contract/">https://store.steampowered.com/app/4646080/The_Cleaners_Contract/</a>
Trailer (YouTube)	<a href="https://youtu.be/J21hvox5Rns">youtu.be/J21hvox5Rns</a>
Trailer MP4 (hosted)	<a href="#">Download on saliyagames.com</a> ~1 min, ~23 MB. <i>Not included in the press ZIP; use this link or the game press kit page when you need the file.</i>
Game press kit (web)	<a href="https://saliyagames.com/presskit/the-cleaners-contract">https://saliyagames.com/presskit/the-cleaners-contract</a>
Studio press kit (web)	<a href="https://saliyagames.com/presskit">https://saliyagames.com/presskit</a>

## Status line (for listings)

In development for PC.

## Elevator pitch (one sentence)

You owe the underworld \$1,000,000. Armed with a mop, chemical sprayer, and UV flashlight, you race through hand-built crime-scene templates where kill zones shift every run. The Cleaner's Contract is a top-down 2D cleaning-sim roguelite where time, blood, and your slipping sanity work against you.

## Short description

A top-down 2D cleaning-sim roguelite about clearing hand-built crime-scene templates where kill zones shift every run before the cops arrive.

## Medium description

You owe the underworld \$1,000,000. Armed with a mop, chemical sprayer, and UV flashlight, you race through hand-built crime-scene templates where kill zones shift every run. The Cleaner's Contract is a top-down 2D cleaning-sim roguelite where time, blood, and your slipping sanity work against you.

### **Long description (three paragraphs)**

The Cleaner's Contract puts you in the role of an underworld cleaner trapped under \$1,000,000 of debt. Each run sends you into a hand-built crime-scene template where different kill zones activate, turning every second into a choice between speed, thoroughness, and survival.

The game combines procedural blood simulation, three cleaning tools, psychological-horror pressure, and a harsh debt economy. Blood spreads, dries, and hardens into different cleanup states, while your sanity drops near corpses and audiovisual hallucinations distort the run.

Across runs, players unlock permanent upgrades, tool tiers, and debt milestones while adapting to modifiers that change each job. The game is in development for PC as Saliya Games' first commercial title.

### **Feature bullets (for back-of-box / store-style lists)**

- Procedural blood simulation. Stains spread, dry, and harden, and each state needs a different tool.
- Hand-built crime-scene templates. Different kill zones activate each run.
- Three cleaning tools. Mop, chemical spray, and UV flashlight, each with its own mechanics and tier upgrades.
- Sanity pressure. Staying near corpses distorts your perception with audiovisual hallucinations.
- Debt economy. 95% of each payout goes toward your \$1,000,000 debt.
- 20 run modifiers. 10 perks and 10 penalties create varied run setups.
- Persistent progression. 5 permanent skills, 3 tool tiers, and 5 debt milestones unlock over time.
- Full controller support. Adaptive prompts for keyboard and mouse, Xbox, and PlayStation DualSense.

### **Trailer**

**YouTube:** [youtu.be/J21hvox5Rns](https://youtu.be/J21hvox5Rns)

**MP4 (~1 min, ~23 MB):** [Direct download on saliagames.com](https://saliyagames.com)

The downloadable **press kit ZIP does not include** the trailer MP4 file in order to keep the archive smaller. Use YouTube or the link above (or the game press kit on the website) when you need the file.