**Publisher:** [Radical Theory](https://www.radical-theory.com/), [Shine Group](https://www.shine-group.tech/)

**Developer:** ML Media, [Shine Group](https://www.shine-group.tech/)

**Game:** Rooftops & Alleys: The Parkour Game

**Release Date:** 17 June 2025

**Platforms:** PlayStation 5, Xbox Series S/X, Nintendo Switch and PC

[](https://youtu.be/pZwSgSrG0lU?si=_P-7Jrxe1rUVUDgj)

* [Watch the trailer on YouTube](https://youtu.be/pZwSgSrG0lU?si=_P-7Jrxe1rUVUDgj)
* Download the trailer: [NoRating](https://www.radical-theory.com/trailers/Rooftops&Alleys/RNA_GAMEPLAY_PRESS_NoR_2160p.zip), [ESRB](https://www.radical-theory.com/trailers/Rooftops&Alleys/RNA_GAMEPLAY_PRESS_ESRB_2160p.zip), [PEGI](https://www.radical-theory.com/trailers/Rooftops&Alleys/RNA_GAMEPLAY_PRESS_PEGI_2160p.zip)
* [Download the Presskit](https://www.radical-theory.com/index.php/presskit/)
* [Official Website and Stores](https://www.radical-theory.com/index.php/rooftops-alleys/)

**Rooftops & Alleys Showcases Its Official Gameplay Trailer Before Releasing June 17**

*Solo progression, multiplayer modes, 6 unique maps, original in-game music, loads of challenges, endless trick combos, and tons of customization options to unlock - the game will have you covered for a long time.*

Paris, 27 May 2025 - Freshly created indie-publisher [RADICAL THEORY has recently partnered with ML MEDIA and SHINE GROUP](https://www.radical-theory.com/index.php/2025/03/28/radical-theory-partner-with-ml-media-to-publishing-rooftops-alleys-on-consoles/) for the release of ***Rooftops & Alleys: The Parkour Game***. After a successful 1-year Steam Early Access period and nearly 200.000 copies sold, the game created by solo-dev Michel Losch will happen on 17 June 2025 on PlayStation 5, Xbox Series S/X, Nintendo Switch and PC. Let’s jump into its action-packed Official Gameplay Trailer showcasing pretty much everything you should expect from this game. Disclaimer: this video includes pigeons.

Watch the Official [Rooftops & Alleys: The Parkour Game | Gameplay Trailer](https://www.youtube.com/watch?v=pZwSgSrG0lU)

**Easy To Pick-Up, Instant Fun, Yet Hard To Master Like A Pro**

Parkour & Freerunning are not quite the same. While one focusses more on getting from A to B in the fastest way possible, the other is all about style, flow, and tricking-madness. Rooftops and Alleys merges both into 1 to create an exciting and engaging gameplay experience for players in solo, and multiplayer! The game is easy to pick, but hard to master. Whether you throw yourself into time trials or trick challenges, you will quickly improve your skill level to perform the craziest lines in the 6 different maps available at launch. Each map has its unique style, environment, and set of challenges, making sure to offer a fun and engaging playground for the action every time.

With the game’s intuitive controls, you have loads of tricks & moves at your disposal, not to mention all the endless combo possibilities ahead of you. By performing trick combos, you can raise your adrenaline meter, which unlocks speed boost for you at will, or stall your combo meter going down, helping you get to those super high scores!

**Progression, Customization & Pigeon**

Completing challenges makes you earn feathers, which unlock over 100 different customization items for you and your pigeon with the build-in progression system. Yes, you can totally be a pigeon in the game - think of it as your freecam, session marker, pin dropper, and most importantly… your little friend! In each map, you can unlock your pigeon by exploring around and finding it. Once you do so, you can switch to the pigeon at any time, fly around, find new challenges, and totally go where you’re not supposed to…

**Be Casual, Chill, Make Photos or Compete In Multiplayer**

Parkour is also fun with friends. Play online, hangout in freeroam multiplayer, or engage in intense games of TAG, Capture The Flag, or Tricks Battle. And when you’re tired, just checkout the super cool photo mode, which has the craziest freedom of all, with its highlight feature: The Doll-Mode, and much, much more!

**Rooftops & Alleys: The Parkour Game releases 17 June 2025 on PlayStation 5, Xbox Series S/X, Nintendo Switch and PC.**

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**ABOUT THE GAME**

Rooftops & Alleys is more than just a game about Parkour & Freerunning. It’s the adrenaline rush of landing an impossible trick combo, defying gravity, and feeling like you’re flying… until you crash face-first into a dark alley 30 meters below.

In solo or with your friends, explore in total freedom massive-parkour-ready maps. Reach every corner of your playground to uncover hidden spots — time trials, trick challenges, and more! In multiplayer, dive into game modes like TAG, Capture the Flag, Trick Battles, or simply freeroam with your friends!

– Explore huge, unique, vertical parkour environments

– Discover, learn, and master every trick, move, and their endless combo possibilities

– Call on your pigeon to discover new areas, fast travel, and plan your routes

– Tons of challenges and game modes — solo or with friends (TAG, Capture the Flag, Trick Battles, and more)

– Unlock over 100 customization options for yourself and your pigeon

<https://www.radical-theory.com/index.php/rooftops-alleys/>

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**ABOUT SHINE GROUP**

Founded in 2012, Shine Research was built around acknowledged technical expertise. They have contributed to the development and porting of thirty titles on PC and game consoles for several AA publishers. Architect Life: A House Design Simulator, published by Nacon, is the first title they have entirely developed in-house. <https://www.shine-group.tech/>

**ABOUT RADICAL THEORY**

Radical Theory exists somewhere between a global publisher and your usual service providers. Imagine your favorite publisher, offering AAA-Quality Services, funding solutions, worldwide impact – but with full transparency, with fair deal-terms and refreshingly cool attitude. We believe that’s RAD. <https://www.radical-theory.com/>

**ABOUT ML MEDIA**

In 2024, the one-man studio ML MEDIA (led by Michel Losch) launched Rooftops & Alleys in early access on Steam. Michel’s passion for gaming, creative talent and a strong community connection proved to be the magical recipe making Rooftops & Alleys so special. It only took a few weeks for the game to sell over 100.000 copies and collect thrice more wishlists, earning an outstanding 96% (!!!) Steam user score.

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**CONTACTS**

Press Inquiries + Code Request (US): [Dan@sandboxstrat.com](mailto:Dan@sandboxstrat.com), [Tyler@sandboxstrat.com](mailto:Tyler@sandboxstrat.com)

Press Inquiries + Code Request (Rest of the World): [pr@radical-theory.com](mailto:pr@radical-theory.com)

Partnership Inquiries: [contacts@radical-theory.com](mailto:contacts@radical-theory.com)