Devil's Sanctum

Devil's Sanctum is a brutal fast-paced top-down wave-based arena shooter. Face escalating hordes of demons, steadily build your strength through incremental buffs and attunements, uncover ancient artifacts and come ever closer to securing your freedom.

Developer: ZumbSoft

Platform: PC

Release: Currently early 2027

Demo: Available on Steam, Gamejolt and Itch.io

Languages: English, German, Russian and Simplified Chinese

Steam: https://store.steampowered.com/app/4896190/Devils_Sanctum/

Gamejolt: https://gamejolt.com/games/devilssanctum/1079428

Itch.io: https://zumb.itch.io/devils-sanctum

Contact: zumbsoft@gmail.com





About ZumbSoft

ZumbSoft is the name I develop games under, but my actual name is Tom. I am an independent game developer from the United Kingdom.

I started making games when I was 12, starting with projects such as *Five Nights at Freddy's* fan games.

In recent years I have contributed to the *Dead Frontier* series starting with several browser titles but most notably its *sequel*.

I am currently developing *Devil's Sanctum*, a fast-paced top-down arena shooter set in Hell.