

JESUS SAVES



PUBLISHER PITCH

A dark, thematic action-platformer about timing, speed, and survival, one hellish level at a time.

Humble Servant Games | PC | In development

What if Jesus went to Hell to kill the Devil?

- Provocative, instantly legible premise
- Fast action, high intensity, escalating difficulty
- Heavy thematic ambiance
- Run, jump, swing, fly, kick, punch, and throw your holy halo
- High player agency
- Unlock new abilities and upgrade existing ones



About Me

- Solo developer
- 25 years of professional game development experience
- Extremely fast progress
- Started March 15, 2026
- Clear roadmap for what comes next



Current Progress

Jesus Saves currently has the following in place:

- Fully playable demo, available with a Steam code
- Regular updates to content and mechanics
- Publicly available Steam store page
- Public gameplay trailer
- Developer website



Next Steps

- September 1, 2026: public demo release
- October 19-26, 2026: Steam Next Fest
- Use Next Fest results to plan the Early Access release date
- Continue adding content and improving the game
- Committed to long-term development and support.



Seeking a publisher for several reasons

- First self-built game; publisher-perspective feedback across the whole game would help
- Outreach expertise to identify the right streamers, influencers, and press outlets, then deliver on that plan
- Guidance on how to spend a marketing budget effectively and efficiently
- Contingency planning and budget for commercial issues from extensive AI-generated art



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A bold action-platformer with serious Hell, and a hook players can repeat.



Links

Website: humbleservantgames.com

Steam: store.steampowered.com/app/4601330/Jesus_Saves/

Trailer: youtube.com/watch?v=LCKwefk6Tmo

Discord: discord.gg/Z753PcWx3A

