

12 fighters. 35 cities. One sofa.

Rumbleborn is an original 2D arcade fighting game for Apple TV by Slovak independent developer David Zacik, under the DejvoGames name. Fight through a campaign spanning 35 cities, master 12 fighters, or challenge a friend in local two-player Versus. A physical game controller is required.

12
FIGHTERS

35
CITIES

2
PLAYERS ON ONE SOFA



Facts at a glance

Detail	Information
Developer and publisher	David Zacik / DejvoGames, Slovakia
Platform	Apple TV; tvOS 26 or later
Genre	2D arcade fighting
Release	October 2026
Version	1.0
Price	US\$4.99 / €5.99 / £4.99; one-time purchase, regional pricing applies
Players	One player; local two-player Versus
Modes	Campaign, Versus against the CPU or a friend, Training
Controls	Physical game controller required; two controllers for local Versus
Game language	English
Age rating	App Store 18+; regional ratings may differ
Business model	No ads, in-app purchases or player account; offline gameplay

Website: <https://dejvogames.com/rumbleborn/>

App Store: <https://apps.apple.com/app/id6817799260>

Press contact: David Zacik - dejvo01@gmail.com

About the game

Rumbleborn brings close-range arcade fighting to the living room. Combat takes place on a horizontal 2D plane: move, jump, guard and find an opening. Fighters differ in speed, power and durability, with quick and heavy strikes, kicks, close-range attacks and energy-powered special moves. Each of the 12 main fighters has four finishers, for 48 in total.

The campaign spans 35 cities and 350 arenas. Enemy groups, rival fighters and city finales change the rhythm of the journey, with up to two enemies fighting at once. Ronan, Kaia and Mateo are available from the start; further fighters and cities unlock through play.

Versus is built for a rematch on the sofa. Play against the computer or another person on the same Apple TV, with the first fighter to win two rounds taking the match. Training lets players practise solo, against a stationary opponent or against one who fights back. The game plays offline and saves campaign progress and settings on the Apple TV.

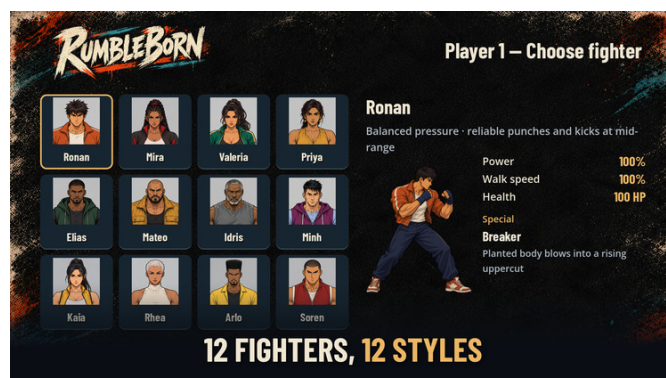
Key features

- 12 main fighters with different strengths, special moves and 48 finishers.
- A campaign across 35 cities and 350 arenas.
- Local two-player Versus and matches against the CPU.
- Training with solo practice, stationary opponents and active sparring.
- A painted 2D visual style, animated arenas and cheering spectators.
- Adjustable difficulty, sound levels, blood effects, camera motion and combat flashes.
- One purchase, with no ads, in-app purchases or player account.

About the creator

David Zacik is an independent game developer from Slovakia, creating games under the DejvoGames name. After working on adventure games, Rumbleborn gave him a chance to build his own fighters, arenas and a more physical kind of action.

The idea grew out of childhood memories of playing Mortal Kombat and a more recent purchase: two PlayStation controllers for his Apple TV. When he struggled to find a game on the platform that grabbed him, he decided to make one himself. Those two controllers became part of testing Rumbleborn.



Media in this kit

Trailer (YouTube): <https://www.youtube.com/watch?v=UEWvQnnudn0>

The download includes the English and Slovak press sheets as PDF and editable text, seven gameplay screenshots, two trailer thumbnails, logos, the Apple TV icon and four promotional illustrations.

The **thumbnails/** folder contains two 1280 × 720 images: a gameplay thumbnail and an illustrated key-art thumbnail.

Screenshot captions

All seven screenshots are 1920 × 1080 PNGs captured from the game, with English promotional captions.

File in screenshots/	Suggested caption
01-arcade.png	Mira unleashes her special move in Times Square.
02-finishers.png	Kaia performs her personal finisher in Shibuya.
03-campaign.png	Valeria faces a group encounter in Venice Beach.
04-versus.png	Minh and Rhea face off in local two-player Versus.
05-roster.png	The main-fighter selection screen.
06-crowd.png	Spectators cheer on Ronan and Mateo.
07-cities.png	The city-selection screen for the 35-city campaign.

Artwork and credits

Files in **artwork/** are promotional illustrations. Use **screenshots/** when illustrating actual gameplay. The **logos/** folder contains the primary wordmark, light- and dark-surface variants, monochrome variants, the R monogram and the current Apple TV icon.

Use the supplied logos without changing their proportions, colours or lettering. Keep their transparent padding. The game's name is Rumbleborn; Arcade Fighting Action is its separate App Store subtitle.

These materials are supplied for editorial coverage of Rumbleborn. Suggested credit: Rumbleborn / DejvoGames. © 2026 David Zacik. For other uses, please contact David.

Review copies and interviews

For a review copy, interview or additional information, contact David Zacik at dejvo01@gmail.com. Please include your publication or channel. Review play requires an Apple TV and a physical game controller; local two-player Versus requires two controllers.

Game page: <https://dejvogames.com/rumbleborn/>

YouTube: <https://www.youtube.com/@dejvo01>

X: <https://x.com/dejvo01>