

Yuri Horror Visual Novel DEVIL'S LIMINAL Full Release September 1st, 2026 on Steam

A video game inspired by Goethe's Faust, featuring a story about poverty and violence wrapped in a fantastical tale of alchemists and demons spanning 500 years.

AMSTERDAM, NORTH HOLLAND, NETHERLANDS, August 25, 2026 /EINPresswire.com/ -- [Studio Interlude](#) is proud to announce their debut game, DEVIL'S LIMINAL, will be leaving Early Access with a full release September 1st, 2026 on [Steam](#). DEVIL'S LIMINAL is a yuri horror visual novel inspired by Azores folklore and Goethe's Faust, featuring a story about overcoming poverty and violence wrapped in a fantastical tale of alchemists and demons spanning 500 years.

The Story

Margo Silva has done everything she can to leave behind the trailer park in Arizona where she grew up. Now all she has to do is focus on her summer job until she can leave for college, but her illusion of a quiet summer is shattered when a hungry ghost enters her dreams. To make matters worse, Margo must also contend with a demon's claim on her soul. Two mysterious girls show up in town, each claiming they can help her, but each harboring her own motives and secrets. Now she must choose between two blossoming romances while trying to piece herself back together. As the ghost grows in power, will she be able to save her soul before September?

Play as Margo, influencing future events and other characters' actions as the story builds in

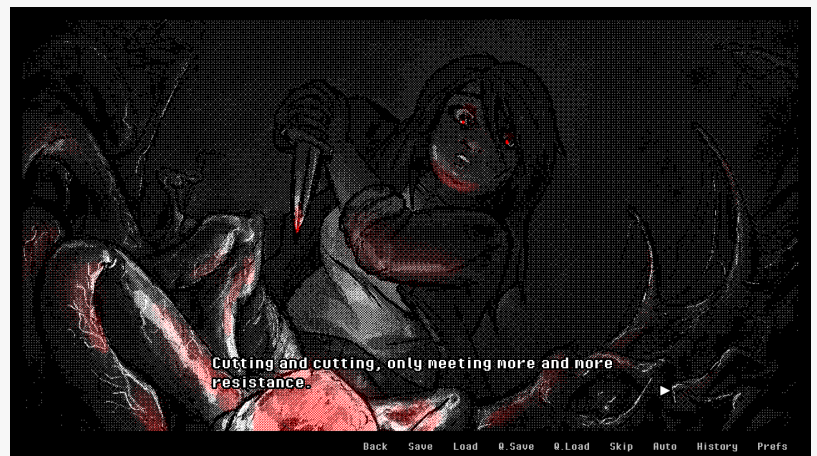


DEVIL'S LIMINAL logo



DEVIL'S LIMINAL screenshot

tension and dread to its horrific conclusion where Margo determines her own fate. Disturbing dreams that open windows to a mysterious past, rituals to consume souls, and grave robberies in the desert feed Margo's growing sense of unease as she weighs pursuing relationships with Bec and Clara. As Margo tries to focus on a promising future, she's dragged back into a legacy of violence, poverty, and blood pacts.



DEVIL'S LIMINAL screenshot

Features of DEVIL'S LIMINAL

Supernatural horrors blended with mundane ones. Multi-layered story explores abusive relationships interwoven with themes of cultural heritage and generational demonic influence that builds slowly over one summer in modern day small-town Arizona.

Coming-of-age queer romance. Find hope and safety from the supernatural in a sapphic romance with two different characters. Or seek out a secret route, with a potential romance 500 years in the making.

Branching story with multiple routes. With over 300 choices, 238k words, and 5 endings, determine Margo's relationships with her romantic interests, childhood friends, and residents of her town. In each playthrough, uncover new details about Margo's life and the historical events leading up to her encounter with the demon that holds her soul.

Mid-2000s setting and aesthetic. Original soundtrack influenced by 90s and 2000s alternative rock, as well as handmade retro-inspired 2-bit dithered art and 40+ unlockable gallery images, evoke the feeling of being on the verge of adulthood in the 2000s. 4 actors provide partial voice acting for the main characters.

About Studio Interlude

Studio Interlude is an independent development studio founded by Renee Blair, a former technical narrative and quest designer at both Guerrilla and PUBG Studios. She founded Studio Interlude to pursue her love of creating narrative-focused games with heavy topics and hopeful endings. DEVIL'S LIMINAL is the studio's first game.

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