

Sci-fi horror dungeon crawler game played with cards + dice.

A single-player descent into a derelict ship gone dark. Draw cards to create the ship one module at a time, recover the Datacards, and reach the evac before the Endoparasite corners you — played entirely with cards and dice, push-your-luck combat, and permadeath.

FACT SHEET

Title	Nostos (on the App Store: *Nostos: Deep Space Salvage*)
Developer / Publisher	Attract Mode (Attract Mode Ltd), United Kingdom
Genre	Sci-fi horror dungeon crawler — card & dice roguelike
Platforms	Windows & macOS (Steam) · iOS (App Store)
Players	Single-player
Release date	Steam: November 2026 — free demo out now · App Store: out now
Price	Steam: to be announced · App Store: £1.99
Languages	English, French, German, Spanish, Portuguese (Brazil), Simplified Chinese, Japanese, Korean — *interface*
Age rating	13+ (App Store)
Website	https://attractmode.co.uk/nostos/
Steam	https://store.steampowered.com/app/4871240/Nostos/
App Store	https://apps.apple.com/app/id6779274697
Trailer	https://youtu.be/sOTHlaXylkc
Press contact	press@attractmode.co.uk

SHORT DESCRIPTION

A single-player sci-fi horror dungeon crawler played with cards and dice. Lead a deep space salvage crew through a procedurally generated derelict stalked by an Endoparasite Matriarch. Push your luck on every roll, scavenge to survive, and fight your way to the evac before the doomed vessel becomes their final resting place.

DESCRIPTION

Nostos is a single-player **sci-fi horror dungeon crawler played with cards and dice**. Nostos drops your expendable Fireteam into a derelict ship that's gone dark. Crawl it one module at a time, recover three Datacards, and reach the evac — while the Matriarch, a large, predatory Endoparasite, closes in one room behind you.

Reveal the ship card by card. Scavenge grenades, turrets and medstations. Fight outbreaks of Endoparasites with a fistful of dice — then **push your luck**: bank your hits as damage, or push for more and risk the bust. Your Agents go from Full Health to Injured to **DEAD** — and dead is forever. Endoparasite infection spreads unseen through the crew, sapping your dice, and can strip a hard-won victory at the final bioscan.

Escape clean, escape pyrrhic, or don't escape at all. Nostos pays well. Nostos keeps track. Nostos does not pay for bodies left behind.

KEY FEATURES

- **Push-your-luck dice combat** — every roll gambles banked damage against busting out.
- **A predator that hunts you** — the Endoparasite Matriarch advances every turn; linger and she catches you.
- **True permadeath roguelike** — a freshly shuffled derelict each run, and dead Agents never come back.
- **Hidden infection** — Endoparasite Embryos spread unseen, drain your dice, and can cost you the win at the final bioscan.
- **Build your loadout** — grenades, turrets and medstations; recruit a Survivor, or bring the boss-killing Exo online by recovering all three Datacards.
- **Multiple endings, four difficulties** — from Story to Nightmare, with optional legacy threats like the Contractor.
- **Atmospheric terminal horror** — a cold corporate-salvage future rendered in glowing CRT readouts.
- **Fully localized** — playable in 8 languages; single-player and offline.

QUOTABLE LINES (LIFT FREELY)

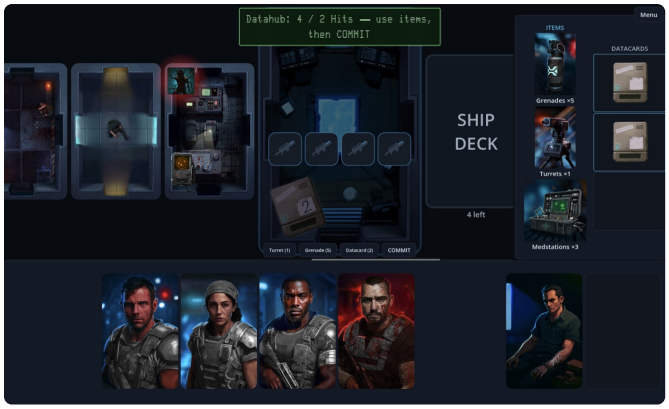
- "A deep-space dungeon crawler that generates a different story each time you play."
- "Push-your-luck horror game with tons to unlock."
- "Permadeath is final, infection is invisible, and you are always being hunted."

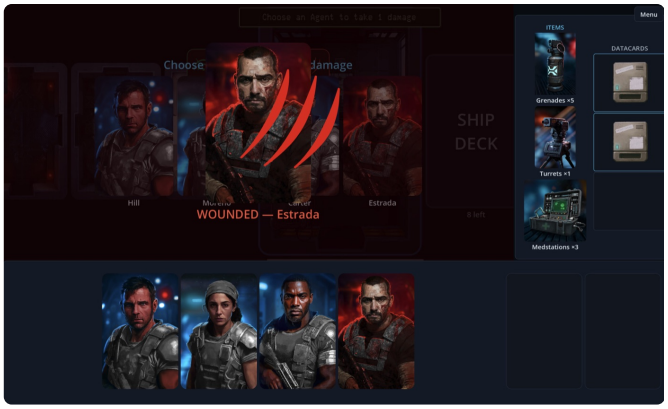
TRAILERS & VIDEO

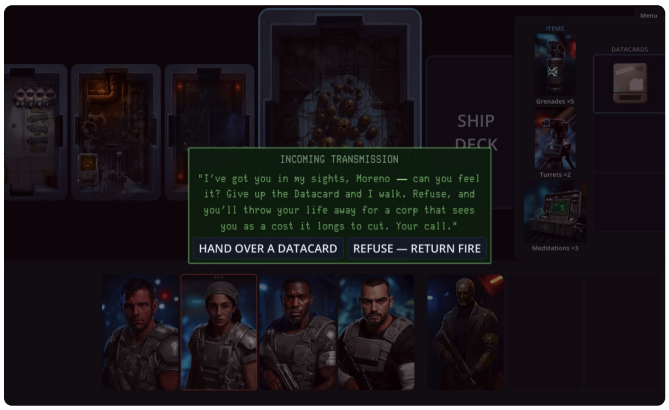
- **Gameplay trailer:** https://youtu.be/sOTHlaXylkc (85 s, 1080p; the same cut as on the Steam page).
- **Full run gameplay walkthrough:** https://www.youtube.com/watch?v=vTQoknW8seI

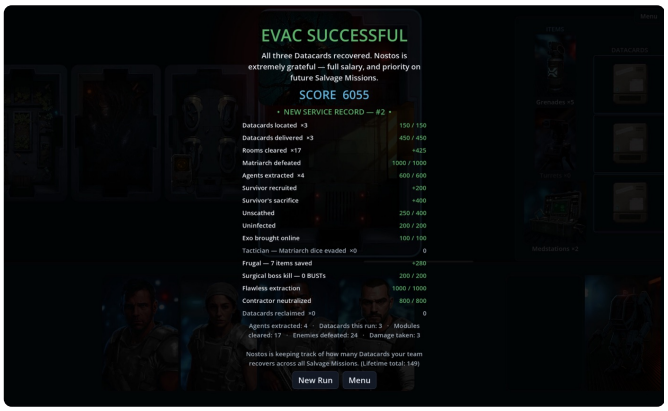
SCREENSHOTS

Eleven gameplay screenshots are in `screenshots/` (2940 × 1783 JPEG, the same set as the Steam page). Four of them:





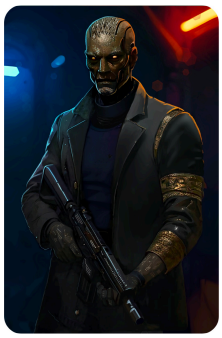


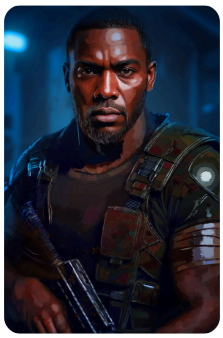


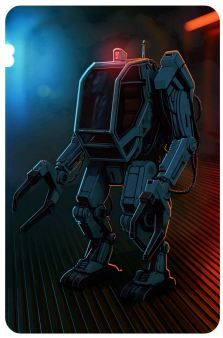
KEY ART AND LOGOS

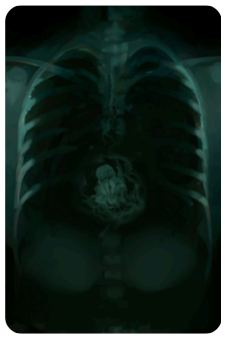
In `images/`. All are downscaled key art (≤1500 px); higher-res originals available on request.











File	What it is
`nostos_logo.png`	NOSTOS wordmark (glow-on-black)
`attractmode_logo.png`	Attract Mode studio logo
`box_art_rear.png`	Box art (rear)
`keyart_matriarch.png`	The Matriarch (antagonist)
`keyart_contractor.png`	The Contractor (rival hunter)
`keyart_agent.png`	A Corpsec Agent
`keyart_exo.png`	The Exo (boss-killing mech)
`keyart_embryo.png`	Endoparasite Embryo (infection)

ABOUT

Nostos is the work of **Attract Mode**, a UK studio. It distils the dread and corporate-horror tone of classic sci-fi into a tight, replayable card-and-dice crawl: a derelict ship that reshuffles every run, a crew you will lose, and a monster that never stops advancing. The full game ships on Steam (Windows/macOS) and the App Store (iOS), localized into eight languages.

CREDITS

Created by **Attract Mode**.

CONTACT

- **Press contact:** press@attractmode.co.uk — review keys on request.
- **Website:** https://attractmode.co.uk/nostos/

LEGAL

© 2026 Attract Mode Ltd. All rights reserved. Nostos and the Attract Mode name and logo are trademarks of Attract Mode Ltd. Art and text in this kit may be reproduced for editorial coverage of the game.