



## **'Castaway Station' On PC & iOS® Challenges You To Embark On An Unforgettable Journey To Survive & Escape A Hostile Planet**

*The Deep Universe Offers More Than A Difficult Challenge!*

Seattle, WA, March 18<sup>th</sup> 2024: Indie game developer and publisher *Bad Zombie Games* is proud to announce the participation in the STEAM™ Deckbuilders Fest Sale's festival beginning March 25<sup>th</sup> 2024 with their debut game, **Castaway Station**. In this thrilling and exciting survival game taking you on a journey to a hostile planet after a catastrophic accident on your space cruiser, you find yourself stranded on an unknown planet with limited resources. Your task is to use all your wits and skills, along with any tools you scavenge, to survive. The dream of ever returning home may be far, far away ... **Castaway Station** is a roguelike deck-builder game with limited-use cards and permanent death available today on PC via STEAM™ and the Epic® Games Store. An iOS® version for mobile has also been released. Your objective is to complete dangerous missions to locate other survivors and gather the resources you need to live another day.

Game Trailer:

<https://www.youtube.com/watch?v=n3faKfHeijw>

**Castaway Station** begins with an anomaly that has destroyed your cruiser, stranding you alone on a hostile planet. Survivors of the U.N. Kobayashi disaster land on a primitive, hostile planet, filled with unrelenting predators. Yu Kato establishes *Castaway Station* to band together with other survivors in this merciless environment. Together, they go on missions to salvage what they can, find tools and resources, and work together to explore the alien landscape. This is where you come in ...

**Castaway Station** was created by an all-star design team led by *Bad Zombie Games'* Andy Cargile, creator of the 2022 Gold Medal International Serious Play Award-Winning *Monsters vs. Fractions* series; and Jay Schneider, Game of the Year Award-Winner for *Shadowrun: Crossfire* and game producer/designer of *Magic the Gathering: Duels of the Planeswalkers*.

*"We really wanted to take the deck builder space further and blur the lines between roguelite Deckbuilders, RPGs and survival games,"* said Andy Cargile, lead designer and founder of *Bad Zombie*

# GAME PROMOTER

Games. *"We wanted a strong narrative about the ship and the survivors. The survivors grow, forage, and learn about their new home. And it gets dark at times."*

Survival is a team effort. Each of the four characters that you discover has distinctive abilities and their own unique set of cards, including Teamwork cards that work synergistically with the two characters in a battle. Yu, an engineering lead, Singer, a combat specialist, Nichelle a 16-year-old engineering prodigy and Ten Eight, a maintenance robot all works collaboratively to make *Castaway Station* the survivor haven on this hostile planet.

Gameplay is a refreshing evolution of the genre in its strategy. Not only do characters have over 50 of their own cards to work with, but any equipment or tech they find on over 30 missions provides additional cards. The Story deck is a third deck that changes based on the encounter, the enemies, the location, and even the weather. These cards don't appear anywhere else. And like everything on an unforgiving planet, character cards have limited durability; it's the flywheel in this design. Each time you use a card, a charge is used. When all charges are gone, the card has double effect and it scrapped, creating a novel strategy element to building character decks.

*Castaway Station* itself is Yu's downed shuttle, which has several devices that allow the survivors to enhance their gear, replicate single use items they scavenge, recharge cards, and even create their own custom character cards. There is even a Bestiary where character's name and catalog what they learn about the creatures there.

*"Our inspiration was to imagine you were in a shipwreck in the 1600s off the coast of some unknown continent and all you had to survive was what you could scavenge. You meet deadly beasts you know nothing about. And you must learn to survive in a new home with no possibility of rescue."*

## KEY FEATURES

- A rich narrative that permeates the entire game, including animated sequences.
- Four survivors who have their own unique cards combine in teams of two in battle.
- Over 200 unique character cards.
- Over 170 Story cards tied to plot elements, locations, and weather.
- A wild assortment of 50 alien creatures living in a unique ecosystem.

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- Over 50 pieces of equipment that are tied to cards.
- 130+ unique encounters in over 25 different missions with branching paths.
- 30+ choice-based decision points that expand the narrative and offer rewards or challenges.
- 10 levels of difficulty that progress from hard to impossible.
- Tools for replicating, enhancing, and recharging game items and creating custom cards.

**Castaway Station** is available from here:

STEAM™	<a href="https://store.steampowered.com/app/2396510/Castaway_Station/">https://store.steampowered.com/app/2396510/Castaway_Station/</a>
Epic® Games Store	<a href="https://store.epicgames.com/en-US/p/castaway-station-e8dd5f">https://store.epicgames.com/en-US/p/castaway-station-e8dd5f</a>
iOS®	<a href="https://apps.apple.com/us/app/castaway-station/id6450753218">https://apps.apple.com/us/app/castaway-station/id6450753218</a>

The official media kit is available from here:

<https://badzombiegames.com/PK.html>

Journalists interested in further information or access to review code may contact games marketing specialist Hans Olsen by emailing [hans@gamepromoter.dk](mailto:hans@gamepromoter.dk) along with their credentials and channel links for verification. Members of the press are encouraged to check out the following Hotlinks for recent news and updates.

Developer Website	<a href="https://badzombiegames.com">https://badzombiegames.com</a>
Game Website	<a href="https://castawaystation.com">https://castawaystation.com</a>
Facebook	<a href="https://www.facebook.com/people/Bad-Zombie-Games/100093902610876/">https://www.facebook.com/people/Bad-Zombie-Games/100093902610876/</a>
Discord	<a href="https://discord.gg/TdGRTD7mTd">https://discord.gg/TdGRTD7mTd</a>
Instagram	<a href="https://www.instagram.com/badzombiegames/">https://www.instagram.com/badzombiegames/</a>
YouTube Channel	<a href="https://www.youtube.com/@BadZombieGames-jz5zu">https://www.youtube.com/@BadZombieGames-jz5zu</a>

## About Bad Zombie Games

*Bad Zombie Games is an Award-Winning Seattle-based game studio founded by Andy Cargile. He and his amazing worldwide team has created and produced more than eight original titles, including the Monsters vs. Fractions franchise and Last Kids on Earth: Hit the Deck. Castaway Station is their latest game now available on PC and on iOS®.*