



A Farkle roguelike deckbuilder where the deck is six dice.

FACTS

Title	SORTALIS
Developer	Sceptre Studios
Publisher	Schmoyer Games, Inc.
Genre	Dice-building roguelike / roguelike deckbuilder
Players	Single-player
Platforms	Steam (Windows, macOS, Linux), iOS and iPadOS, Android
Demo	Free in the browser at playsortalis.com/game
Release	October 2026
Price	US\$9.99
Website	playsortalis.com
Steam	Store page
App Store	Store page
Google Play	Store page
Discord	discord.gg/63BNqduvr
Facebook	SORTALIS on Facebook
Contact	support@playsortalis.com

DESCRIPTION

SORTALIS is a roguelike deckbuilder built on Farkle, the classic push-your-luck dice game. Every turn is one decision: bank your score, or roll again and risk losing it all. Between rounds, spend the Coin you earn at the Tavern's counter on Charms that rewrite how every roll scores, and on cards that recut your dice's faces and turn them to gold, glass or flame. Each Stage ends with a Keeper, a living die whose one rule attacks the habit you were leaning on. Clear eight Stages to finish a run.

KEY FEATURES

- Real Farkle at the start, then you rebuild the dice themselves: new faces, new materials, gold, glass and living flame.
- Over 200 cards, including more than 100 Charms that change how every roll scores.
- Thirteen Keepers, living dice with one rule each, waiting at the end of every Stage.
- Twelve starting dice sets, each with eight difficulty tiers, and an Endless mode once you clear a run.
- The Draft: pick cards from packs passed around a table of eight, then play the run you built.
- Keyboard, mouse, touch and gamepad. Plays offline, with no account and no ads.

CREATORS

You may stream, record, monetize and publish coverage of SORTALIS.

CONTACT

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ABOUT SCEPTRE STUDIOS

Sceptre Studios is an independent studio, and SORTALIS is its first game. SORTALIS is published by Schmoyer Games, Inc.