

Deathmatch Island is a fast-paced roleplaying game of deadly competition on mysterious islands.

Deathmatch Island EHP0064

Role Playing Game

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The Ten-Second Pitch

Fight to survive a mysterious and deadly *battle royale* in *Deathmatch Island!*



Deathmatch Island

The game is just the beginning

Tim Denee

Target Market

- Fans of media like *Battle Royale*, *Lost*, *Squid Game*, *Survivor*, *Lost*, *The Hunger Games*, *Severance*, *The Prisoner*, and more.
- Fans of video games that feature themes of fighting a sterile central authority, like *Control*, *SCP*, or *Portal*
- Gamers who enjoy battle royale-style competition, the tropes of reality tv shows, fighting corporate control, or intra-party tension.
- Fans of existing PARAGON games like *AGON*.

Up-Sells & Cross-Sells

- The original PARAGON rules engine game, *AGON* [EHP0054]
- Modern, supernatural investigation game *Monster of the Week* [EHP0060] and its expansions *Tome of Mysteries* [EHP0063] and *Codex of Worlds* [EHP0061]
- Games with themes of trust, controlling authority, and unstable reality like *Over The Edge* or *Urban Shadows*

Selling Points

- Explores themes of trust, competition, capitalism, subverting control, unreliable narration, and weird conspiracies
- Draws inspiration from the OSR and NSR, with point-crawl maps, random character generation and tight, evocative location descriptions
- Fast, flexible rules and a narrative-first focus keep the pace of each session moving
- Detailed maps of each of the three islands, along with four different casts of NPC competitors enable you to quickly jump into the action
- Striking, stylish design embodies the detached, controlling tone of the management overseeing Deathmatch Island
- Deftly blends the popular tropes of reality tv, battle royale competition, and corporate dystopia
- A standalone RPG that includes all the information you need to play and run the game.

Winners Play to Win™

"Congratulations [Competitor 359]. You have been selected to participate in DEATHMATCH ISLAND. Winning will mean fame, freedom, and unlimited wealth. You may be experiencing some confusion and memory loss. This is normal following [REDACTED]. It is important that you do not panic."

Competitors in **Deathmatch Island** don matching track suits and explore mysterious islands while dodging gunshots as they perform for the cameras of Production. Armed only with their hazy memories and whatever gear they can scavenge, they struggle to conquer Challenges and earn Rewards.

Ultimately, they face their most difficult test: Will they **Play to Win?** Or will they band together to **Break the Game?**

Deathmatch Island promotes fast, flexible game play with a striking design by Tim Denee, based on the PARAGON system by Sean Nittner (*AGON*) and John Harper (*Blades In The Dark*, *Lady Blackbird*, *Lasers & Feelings*).

Character traits are easy to digest, the resolution of conflicts & contests keeps the action moving, and the design reflects an inspired satire of corporate HR handbooks. It's a low-prep, narrative-forward TTRPG with a unique, subversive style.

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