

Deathmatch Island

Softcover "Contraband Edition"

EHP0079

Role Playing Game

ISBN 978-1-61317-222-3

MSRP \$25.00

Format 6"x9" full color
softcover,
232 pages

SKU EHP0079

Release Oct 19 2026

The Ten-Second Pitch

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

Target Market

- Fans of media like *Battle Royale*, *Lost*, *Squid Game*, *Survivor*, *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.

Up-Sells & Cross-Sells

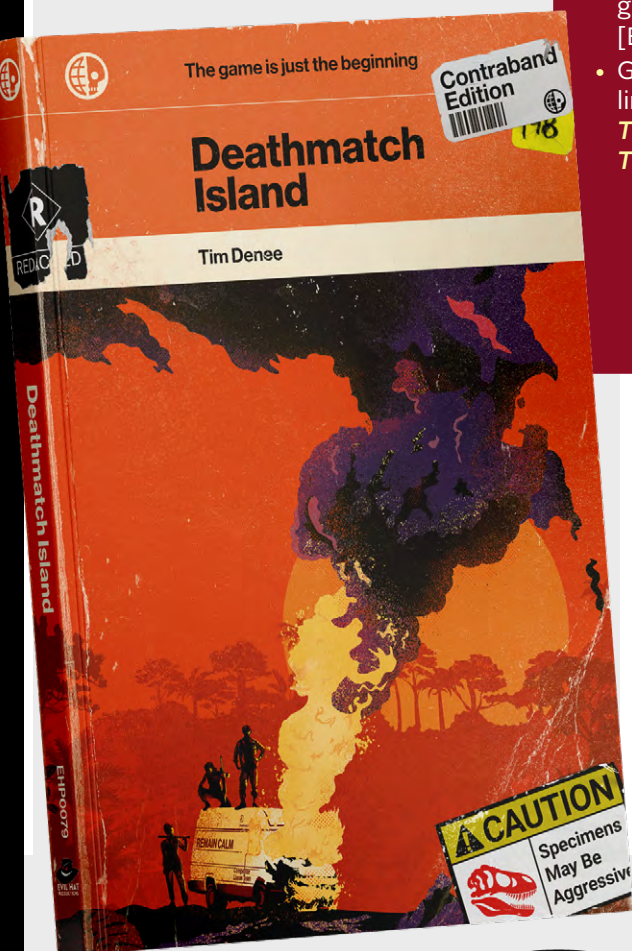
- The original PARAGON rules engine game, *AGON* [EHP0054]
- The subversive, pulpy 60's-themed SF setting of *Blades '68* [EHP0076] for *Blades in the Dark* [EHP0030]
- Modern, supernatural investigation game *Monster of the Week* [EHP0060] and its expansions
- Games with themes of trust, controlling authority, and unstable reality like *Triangle Agency*, *Slugblaster*, or *Over The Edge*

Selling Points

- Explores themes of trust, competition, capitalism, subverting control, unreliable narration, and weird conspiracies
- Point-crawl maps, four casts of NPCs, random character generation and tight, evocative location descriptions help you dive right into the action
- Fast, flexible rules and a narrative-first focus keep the pace of each session moving

What's Different in the "Contraband Edition"?

- The same base content as the *Deathmatch Island* hardcover is included in the Contraband Edition.
- There are no rules updates.
- *Deathmatch Island: Contraband Edition* features meta commentary scrawled in the margins by previous competitors.
- Sixteen additional pages detail a new location: Triassic Island. Dinosaurs were brought to life in this extraordinary theme park. Abandoned for years, Production has purchased the island for the setting of its latest season. What could possibly go wrong.



Winners Play to Win™

"Congratulations [Competitor]. 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 dodge gunshots as they perform for the cameras of Production. Armed only with hazy memories and whatever gear they can scavenge, they struggle to conquer Challenges and earn Rewards. 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 Denese. Character traits are easy to digest, the rules keep the action moving, and the tone reflects an inspired satire of corporate culture. It's a low-prep, narrative-forward TTRPG with a unique, subversive style..

THIS FILE WAS LAST UPDATED AUGUST 4 2026.

©2024-2026 Evil Hat Productions, LLC. All Rights Reserved.

All other product titles and logos are trademarks of Evil Hat Productions.