

Godlike

APU1009
or ARC 1009

Product Type	RPG Core Rulebook plus a full line of supplements
ISBN	978-0-9853175-1-5
MSRP	\$39.95
Format	8.5" x 11" paperback, B&W, 376 pages
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Release	August 2012

Ten-Second Pitch

Godlike is a tabletop roleplaying game about superpowered soldiers in World War II. A fast-playing dice-pool mechanic that emphasizes character willpower drives home the action, suspense, and drama of war. Courage in the face of physical and psychological danger is what makes characters true heroes.

Target Market

- World War II buffs.
- Superhero gamers looking for a deadlier, tougher kind of heroism.
- Fans of **One Roll Engine** games like *Wild Talents*, *A Dirty World*, *Monsters and Other Childish Things*, *Progenitor*, *The Kerberos Club*, and *Reign*.
- Fans of other works by the Arc Dream Publishing team such as *Unknown Armies* and *Delta Green*.

Up-Sells and Cross-Sells

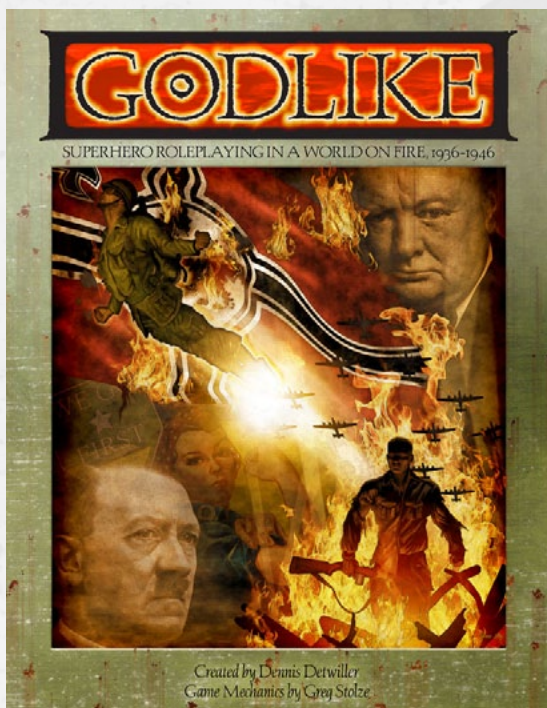
- *Will to Power* (HBG1001)
- *Talent Operations Command Intelligence Bulletin 2* (ARC1002)
- *Donar's Hammer* (ARC1003)
- *Talent Operations Command Intelligence Bulletin 3* (ARC1004)
- *Godlike Game Moderator's Screen* (ARC1005)
- *Saipan* (ARC1006)
- *Black Devils Brigade* (ARC1008)
- *The Courtyard of Hell* (APU1010)

Selling Points for Players

- Fast-playing, suspenseful action with long-term consequences.
- Powerful immersion in an alternate World War II.
- Tons of pregenerated characters and adventures.
- Encourages long-term campaigns that explore the ramifications of character choices and actions.

Selling Points for Retailers

- Critically acclaimed authors (Dennis Detwiler Greg Stolze) and design team frequently nominated for industry awards.
- Strong online support—online resources and an active gamer base on Arc Dream Publishing's website and in social media (www.arcdream.com).
- Sourcebooks and supplements.
- Retailers can provide a PDF copy to consumers FREE at point of sale via Bits and Mortar (www.bitsandmortar.com).



Godlike is a superhero game like no other. There's no bright spandex or pulp machismo. It's about ordinary men and women who manifest amazing powers in the midst of the deadliest war the world has ever known. For all their power, though, they are just as vulnerable as everyone else. These "Talents" are sent into the worst fighting and on the most dangerous commando missions, where heroism comes not from powers but from their courage in the face of fear. That makes *Godlike* games uniquely suspenseful and deeply rewarding.

"*Godlike* ultimately succeeds because it successfully and believably integrates superheroes into the war.... Our Pick: 'A.'" (Ken Newquist, *Science Fiction Weekly*)

"The world is richly super [yet] delightfully bleak and war-torn.... Look, up in the sky — and take cover." (Kenneth Hite, *Out of the Box*)

"Slick production values, and a simple and clever system with an eye toward punching through tanks and German machine gun nests, make this a great superhero game." (Mark Finn, *RevolutionSF*)

