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GOODMAN GAMES TO PUBLISH 4E “AMETHYST” SETTING IN COOPERATION WITH DIAS EX MACHINA GAMES

Goodman Games is pleased to announce that it has signed an agreement with Dias Ex Machina Games to publish the 4E version of *Amethyst*, the extraordinary D&D setting that examines what would happen if a fantasy world of dragons, elves, and fairies suddenly appeared in our real world. Previously published under 3.5 rules and recognized with an Honorable Mention for Best Setting in the 2008 Gen Con ENnie Awards, the 4E version of *Amethyst* will be published under the GSL license from Wizards of the Coast, utilizing the Dungeons & Dragons Fourth Edition mechanics. The 256-page core setting book *Amethyst: Foundation* will be released as a PDF in April 2009 and a hardback print edition at Gen Con 2009.

“*Amethyst* stops you in your tracks,” said Joseph Goodman, President of Goodman Games. “When I first came across the 3.5 product, I had to read it. The core premise is intriguing, the presentation is outstanding, and the world is a great place to adventure.”

“After the GSL’s release, we realized how it was perfect for our needs. It was the catalyst to creating *Amethyst* as it was originally intended. It fits better now than any previous system ever could,” said Chris Dias, creator of the setting and primary writer. “We are overjoyed at the prospect of working alongside Goodman Games on *Amethyst*. There have been no compromises for quality or integrity and the final result will stand as a proud testament of our dedication for detail.”

Amethyst: Foundation will feature a wide variety of new material, including races, technology-based classes, paragon paths, epic destinies, weapons from bolt-action pistols to plasma cannons, monsters, rituals, and a full history on the future of fantasy. The *Amethyst* line will be subsequently supported with a product lineup that allows players to immerse themselves in the setting. An introductory adventure is scheduled for October 2009, with a setting sourcebook and character sourcebook quarterly thereafter. Fans will be able to count on a steady stream of support for the product line.

Retailers will be able to order *Amethyst: Foundation* in summer 2009 under the Goodman Games listing as SKU code GMG4370.

Goodman Games is a publisher of role playing games, adventures, and accessories that celebrates its seventh anniversary this year. It is best known for its Dungeon Crawl Classics line of adventure modules, the longest-lived and most popular d20 product on the market. For more information, visit <http://www.goodman-games.com>.

Dias Ex Machina Games was founded in 2007 by Chris Dias. It released a 3.5 version of *Amethyst* to critical acclaim. Since the announcement of 4E, the company has been devoted to converting the product to the 4E rules set. For more information, visit <http://www.diasexmachina.com>.

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