



Super/Human Identity is a dark superhero origin story RPG/visual novel hybrid featuring complex companion group dynamics, romances, action, tough choices and vast variability.

Fact Sheet

Developer: Rock A Role Games

Genre: RPG/Visual Novel hybrid

Platforms: Available on [Steam](#) and [Itch](#) for Windows, MacOS, and Linux

Release: Feb 2022, demo available now

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A [Kickstarter campaign](#) for the project will launch on Sep 1. The trailer is available on [YouTube](#).



Description

In Super/Human Identity, you wake up with superpowers in an unfamiliar facility, the designation “Subject 5” your only clue to a former life you have no memory of. On the run, fighting for your life, you join up with Subjects 1-4. Together, you must cross a ruined city to get to safety and find answers. Beset by an external threat as well as internal conflict, you have to navigate your way through darkness, in more ways than one, before finding your freedom.

The choices you make as Subject 5 will have a significant impact on your experience. They will – directly or indirectly – affect your companions' attitudes, identities, and relationships with each other, making for major differences in the group dynamics from one playthrough to the next. Any two characters can end up as friends or bitter enemies, and no one is safe from death.

Super/Human Identity also allows you to play as the character you want to play. Plenty of dialogue choices means that Subject 5 only says what you want them to say, without being forced to act a certain way. Your control extends to your physical appearance, with two different avatars to choose from, and your pronoun, with three options. As a queer studio, it is also important for us to be inclusive to the LGBTQIA+ community, and try to ensure that no matter who you are, you will be able to play a character who is like you. One aspect of this is our six romances, with both male and female love interests who are available for all genders, and a choice of whether to turn the relationship sexual or not.

Game Features

- Choose your avatar, pronoun and name as you develop your main character into who you want them to be with nuanced choices.
- Influence each of your companions' fates. Will they live or die? Who will they become if they survive?
- Experience different group dynamics as a consequence of your choices. Any two characters can be friends or bitter enemies.
- Romance one of 6 different characters – 3 male and 3 female – available for all genders.
- Think fast and use your telekinetic powers on the environment to defeat enemies. Choose between 4 difficulty settings ranging from Narrative to Superhuman.
- 7+ hours long, highly interactive, narrative gameplay. One story with vast variability.
- Stylized, cel-shaded characters and backgrounds, with gorgeous painted CG artworks illustrating key story moments.
- Epic, emotional, original soundtrack from composer Edwin Montgomery (Warhammer 40,000: Regicide, Wasteland Remastered, Ghost In The Shell, Neverwinter).

About Rock A Role Games

Rock A Role Games was founded in 2019 by Swedish geek couple Cecilia Lundberg and Jacob Veenhuizen. We both love storytelling in all forms of media, especially the interactive kind, and have a shared background in film making and writing. During our first year, we created the demo for our first game, Super/Human Identity. As a company, we are dedicated to bringing to life powerful stories with rich characters that represent the vast variety of people in this world.

This game contains mature themes, including violence, strong language, use of alcohol, and optional consensual sexual content.

Screenshots





