

ARCADE WARLORD - LOGISTICS IS WAR

THE PITCH

The digital entertainment era is dawning.
The city is hungry for neon, noise, and high scores.
But this isn't a game about playing; it's a game about domination.

You have a vision, a wallet, and a hit-list of rivals who already own the city. Your goal is not just to build a company, but to engineer a monopoly that controls every coin drop from the slums to the skyline.

Will you engineer the best software?
Will you manipulate the stock market?
Or will you physically muscle your competition off the pavement?

Define your doctrine. Build your tower. Conquer the grid.



KEY FEATURES

BUILD YOUR CEO DNA

You don't pick a class; you engineer your own strengths before the game even begins. Allocate your creation points to define how you will conquer the market:

- Boost Vision & Logic: Start as a prodigy. Invent next-gen game engines and dominate the charts with superior software quality before you even rent an office.
- Start with Intellectual Property: Skip the R&D grind. Begin the game owning a franchise license and flood the streets with cabinets on Day 1.
- Inject Liquid Capital: Sacrifice skill for raw buying power. Start with a war chest to define the path on your own.

THE VERTICAL ENGINE

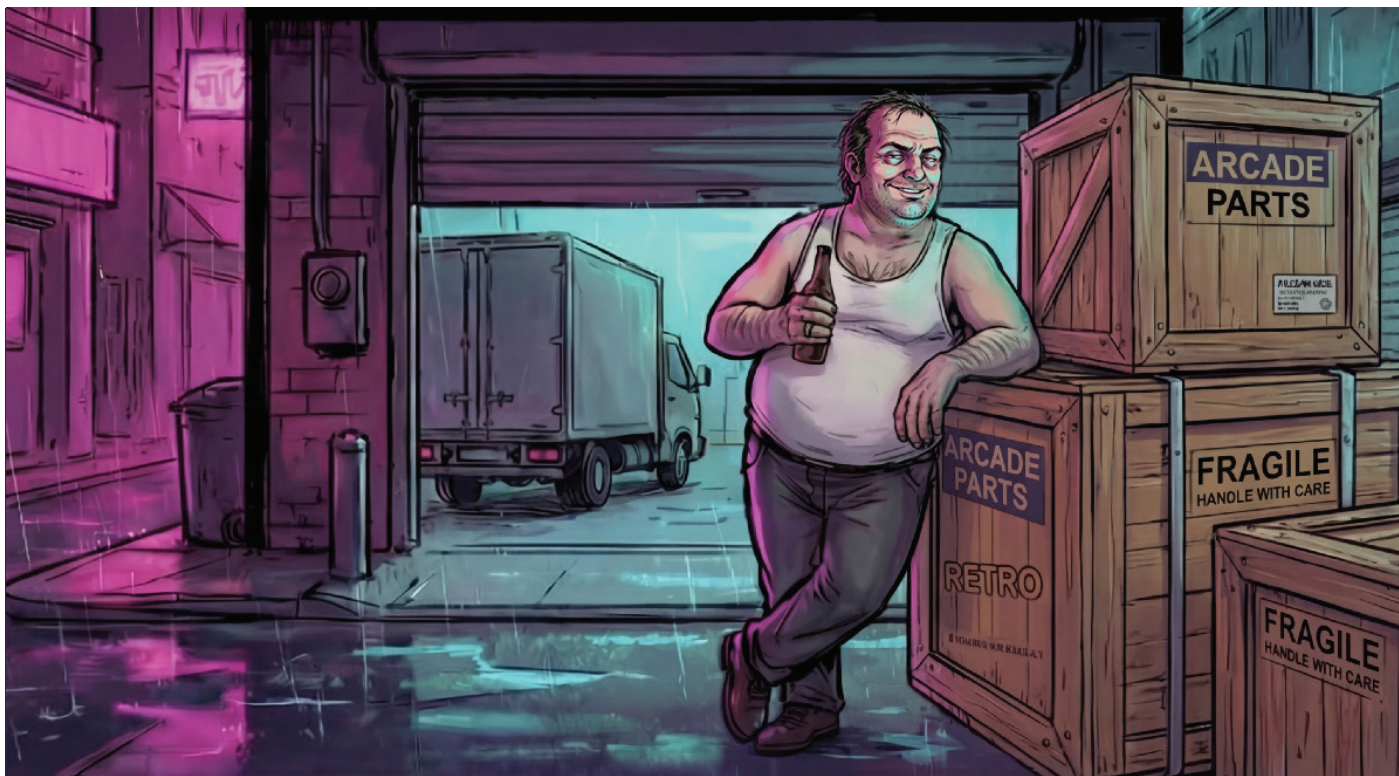
Your Headquarters is a puzzle of efficiency. Space is your most expensive resource.

- Construct a Tower: Every floor is a blank canvas.
- Space Tetris: Do you build a massive Marketing Dept to generate hype, or a Workshop to keep your old machines running?
- Talent Management: Hiring cheap labor saves money, but low-skill drivers crash trucks and low-skill coders release buggy games. You get what you pay for.

THE LIVING CITY

Forget micromanagement. You are the boss, not the driver.

- Smart Logistics: Design the supply chain, and watch your fleet of trucks physically distribute machines based on neighborhood trends.
- District Ecosystems: The map is divided into territories anchored by strategic assets. Control the Auto Shops to repair your fleet cheaply, or seize the Radio Stations to weaponize the airwaves.
- The 60% Rule: You can't just buy power. You have to take it. Secure 60% of a district's venues to force a monopoly and unlock powerful regional buffs.



WEAPONIZED FINANCE

Business is combat, and your bank account is the ammunition.

- The Stock Market: Your company's value is real. Get rich by stock selling or play the passive earning through Dividends. Short-sell a Rival's stock, then sabotage their most profitable venue to crash their price and buy them out for pennies.
- Issue Bonds: Need to expand fast? The market will fund you – be careful though not to enter junk bond territory.
- The Crash: The economy is volatile. Survive the booms and busts to emerge as the last tycoon standing.

WHO ARE YOU?

In Arcade Warlord, there is no single path to victory.

- The Developer wins by creating the highest-rated games in history.
- The Investor wins by owning 51% of every competitor.
- The Kingpin wins by painting the entire map in their color.

The Golden Age is waiting. Insert Coin.

Release Q2 2026 @ Steam

Early Access Price: \$20 - 20% Discount for first 2 weeks

<https://arcadewarlord.com/>

<https://discord.gg/vnbZ4vku>

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