

Press Release

The Design Mechanism and Issaries Agree RuneQuest license

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RuneQuest is back! The Design Mechanism, a new roleplaying design house and publishing company, has secured a five-year license to publish the RuneQuest game, supplements and supporting material. "It's a very exciting opportunity," says Lawrence Whitaker, The Design Mechanism president. "When we knew that the license to RuneQuest was available it did not take us long to realize that here was a chance to capitalize on previous work we've done for the game, but also to revitalize the brand and bring it to a much wider audience."

Greg Stafford, Issaries president, was effusive: "RuneQuest is an old, highly respected brand that requires creativity, dedication and knowledge of the product. I know that Lawrence and Pete have that, plus the enthusiasm and professionalism that will keep up the reputation and good name. I am pleased."

RuneQuest is a flagship name amongst roleplaying games with a long and celebrated history. The Design Mechanism intends to honor and build upon that heritage. "RuneQuest is a seminal roleplaying system," Lawrence said, "and its position as a respected game system deserves to be promoted and advanced. Pete and I, working as The Design Mechanism, have the skills and drive to make that happen."

The Design Mechanism's plans for RuneQuest are straightforward. "The game will be re-launched towards the end of the year or at beginning of 2012," affirmed Pete Nash. "Work Lawrence and I have done for a previous edition of the game will form the bedrock and we'll build and improve from there. Once the core rules are finished we intend to quickly follow-up with a gritty Swords and Sorcery campaign setting that reflects the quality and imagination of the Griffin Mountain classic."

"From there," Lawrence added, "we will produce some historical supplements, most likely beginning with Mythic Greece and Dark Ages Britain. We're also very keen to produce a book of generic scenarios – The Book of Quests – that will illustrate the flexibility of the RuneQuest engine."

The Design Mechanism also spoke about Glorantha, the world setting developed by Greg Stafford, which is most closely associated with RuneQuest. "Glorantha is iconic and our agreement with Issaries allows us to publish Glorantha material through our partnership with Moon Design Publications." Pete commented. Rick Meints, Moon Design President said, "I can't think of anyone better suited to advance RuneQuest to a new level than Lawrence and Pete, and the whole Moon Design team is excited about The Design Mechanism's plans for the game."

Lawrence concluded: "Having known Greg for many years, and been a RuneQuest fan for many more, it is an absolute pleasure to be able to follow in the footsteps of some of the roleplaying industry's greats. The Design Mechanism's aim is to produce RuneQuest rules and supplements of the *highest possible quality*, with the best value for money, and using the finest talent at work today. We look forward to providing RuneQuest fans, old and new, with more information as our plans progress."

ENDS.

About The Design Mechanism

THE DESIGN MECHANISM is a new Canadian company set-up to produce and publish RuneQuest. Its founders are Lawrence Whitaker and Pete Nash, both of them well-known and well respected roleplaying game authors. Prior to founding The Design Mechanism Lawrence and Pete worked for Mongoose Publishing and both have freelanced as writers for a variety of roleplaying publishers including Moon Design, Chaosium and Alephtar Games. Pete's 'Rome: Life and Death of the Republic' is an ENNIE silver award winner.

ISSARIES INC. is the license holder for both RuneQuest and Glorantha. Its president, Greg Stafford, is legendary in the roleplaying community as Glorantha's visionary and for being the founder of Chaosium Inc. More recently Issaries developed and published Hero Wars and HeroQuest, revolutionary game systems designed to support Glorantha. Greg is also the developer behind the much loved and respected Pendragon roleplaying game, a system that is still unmatched in replicating the Arthurian stories and the Age of Chivalry.

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