

CRAFTING THE PERFECT SPY SETTING

As you may already know, the *Spycraft* brand has a new home, though its management remains the same. Crafty Games consists of Alex Flagg, Scott Gearin, and Patrick Kapera, the authors of the *Spycraft 2.0 Rulebook*, and while we're expanding the game's offerings to include science fiction, near future, horror, and other genres, we haven't forgotten its roots. As our first major release, *World on Fire* squarely targets the espionage genre, in fact more so than anything we've ever done.

For a start, there's the Tradecraft chapter, which gets down and dirty with all the little ways and means of the cloak and dagger profession. Everything from how to code and secretly transmit messages to building and running spy cells is covered, along with dozens of other topics intentionally geared to inform and improve your espionage experience. Game Controls and players alike should benefit from this in-depth discovery of one of the world's most elusive trades.

We've also slanted the New Rules chapter toward intelligence work, with the Fixer base class and several expert classes offering many new career paths for characters and their opponents. New Origin options and feats round out this healthy mix, which also greatly expands melee combat options and rounds out other parts of the system. A new system, Allegiance, further develops factional play by offering character options and new Reputation uses specifically tailored for certain groups. This system in particular will make appearances in future Crafty Games releases, joining our existing tools in sculpting the flavor of each setting.

This brings us to *Spycraft's* latest campaign offering, the *World on Fire* itself, which features a unique approach that we believe is a perfect fit for today's discerning RPG audience. First and foremost, though the setting material in this book shares many elements with the factional *Spycraft CCG*, and in fact details many aspects of that game's backstory, it is both independent and very different in approach and tone. Where the card game was necessarily broad, including many real and fabricated concepts to support a wide array of visuals, *World on Fire* is largely realistic and tightly focused, a snapshot of global turmoil directly inspired by today's political landscape. Where the card game was flamboyant and bombastic to exhilarate and drive competitive duelists, *World on Fire* is believable enough to satisfy die-hard tabletop espionage enthusiasts.

Another important feature is this book's setting content, which keeps the spotlight on matters of interest to everyone. The setting's history is detailed in broad strokes, never focusing too long on any single faction or NPC, and offers many hooks and details for players to reference when creating their characters. The modern backdrop, rather than focusing long sections about each faction, revolves around current events and villains against which the player characters struggle. There's a little about each of the heroic factions here, but mostly we've left those roles for you, the players and Game Controls using the product, to fill. Above all else this product should be about what you do with it and we don't want any of our ideas to get in the way of that.

This approach has several additional benefits as well. It allows Crafty Games to give each of these heroic factions the deluxe treatment in its own PDF release. Each of these six products will include a comprehensive overview of the faction and additional storyline related to the group and its NPCs of note, as well as options exclusive to characters who join — all without distracting from the primary thrust of the setting, detailed herein. As many of these factions were the source of unconventional flavor in the card game, this also allows GCs and players to adjust the setting to their liking. Perhaps best of all in an espionage world, these releases allow factions to remain mysterious to those whose characters don't or shouldn't know about them.

A brand new approach for a brand new company, and one we at Crafty Games hope you enjoy. Please feel free to drop by www.crafty-games.com and let us know one way or the other, browse our other products, ask questions, or just socialize. We look forward to meeting you and until then, enjoy the *World on Fire*.

