

ECLIPSE PHASE

PANOPTICON

VOLUME 1: HABITATS, SURVEILLANCE, UPLIFTS

ISBN: 978-0-9845835-4-6 MSRP: \$44.99 PAGES: 200 [EST, Color, Hardcover] CATALOG #: PS+21101 RELEASE: Q2 2011

COMPATIBILITY:

- Requires the *Eclipse Phase* core rulebook

SELLING POINTS:

- Details the inner workings of the different types of space habitats in *Eclipse Phase*—a crucial source of information for bringing the setting to life.
- Provides comprehensive information on surveillance and sousveillance technologies, the impact they have on culture, and the means for bypassing them.
- Explores uplifts (animals raised to human-level sapience) and the socio-political challenges they face, including essential background information for uplift characters and a selection of new uplift morphs.

TARGET MARKET:

- *Eclipse Phase* gamemasters looking for information to present and flesh out core elements of the *Eclipse Phase* setting.
- *Eclipse Phase* players seeking more tools for their character's uplift background.
- *Eclipse Phase* gaming groups interested in exploring the issues raised by omnipresent surveillance and uplifting.
- Crossover sales to players of other transhumanist, cyberpunk, and sci-fi titles.

UP-SELLS & CROSS-SELLS:

- *Eclipse Phase* [PS+21000]
- *Sunward* [PS+21200]

PROMOTION:

- Advertising in Game Trade Magazine and Greater Games Industry Catalog.

Eclipse Phase is the post-apocalyptic game of transhuman conspiracy and horror. Technology allows the re-shaping of bodies and minds, but also creates opportunities for oppression and puts the capability for mass destruction in the hands of everyone. Other threats lurk in the devastated habitats of the Fall, dangers both familiar and alien.

In this harsh setting, the players participate in a cross-faction conspiracy called Firewall that seeks to protect transhumanity from threats both internal and external. Along the way, they may find themselves hunting for prized technology in a gutted habitat falling from orbit, risking the hellish landscapes of a ruined Earth, or following the trail of a terrorist through militarized stations and isolationist habitats. Players may even find themselves stepping through a Pandora Gate, a wormhole to distant stars and the alien secrets beyond....

