

Rifts Palladium Ninjas Superspies Revised

Examines the complex world of sleep and discusses whether or not women sleep differently than men and if killing someone while sleepwalking would count as murder.

Heroes Unlimited

Rifts Role-Playing Game

The Compendium of Contemporary Weapons

Your Guide to the Megaverse

A sourcebook of evil monsters for use with the RIFTS role playing game.

Lone Star

Rifts Japan

The Palladium Book of Weapons and Assassins

Skrapers

Within the expansive mediascape of the 1980s and 1990s, cyberpunk's aesthetics took firm root, relying heavily on visual motifs for its near-future splendor saturated in media technologies, both real and fictitious. As today's realities look increasingly like the futures forecast in science fiction, cyberpunk speaks to our contemporary moment and as a cultural formation dominates our 21st century techno-digital landscapes. The 15 essays gathered in this volume engage the social and cultural changes that define and address the visual language and aesthetic repertoire of cyberpunk — from cybernetic organisms to light, energy, and data flows, from video screens to cityscapes, from the vibrant energy of today's video games to the visual hues of comic book panels, and more. Cyberpunk and Visual Culture provides critical analysis, close readings, and aesthetic interpretations of exactly those visual elements that define cyberpunk today, moving beyond the limitations of merely printed text to also focus on the meaningfulness of images, forms, and compositions that are the heart and lifeblood of cyberpunk graphic novels, films, television shows, and video games.

Rifts Sourcebook

A Fishy Adventure

Rifter Number Two

The Rifter

Join the Mouse Guard and defend the Mouse Territories against predators and dangers, in this roleplaying game based on the acclaimed Mouse Guard comic book series! Players form their own Mouse Guard patrol and attempt to complete missions while the Game Master takes on the roles of the weather, animals, and the wilderness, all trying to thwart the fearless mice. Designed by Origins Award-winning game designer Luke Crane for beginners and veterans alike, the game comes complete with three sample patrols and three sample missions, so you and your friends can get started playing right away. Includes art and extensive background material on the Mouse Territories specially prepared by Mouse Guard creator David Petersen, as well as character sheets and maps.

Rifts Mercenaries

Rifts Book of Magic

Teenage Mutant Ninja Turtles

Pantheons of the Megaverse