

**Release Source: David J Rodger**

**FOR IMMEDIATE RELEASE**

**Autumn 2008 - Yellow Dawn & Gamesfest3 - Official Release of EDGE**

**BRISTOL, UK—OCTOBER, 2008—** It has been an exciting few months! Yellow Dawn & Gamesfest3: this was my first public appearance and I thoroughly enjoyed the experience. I was showcasing both Yellow Dawn and my novels. Very positive. Then EDGE, my 4<sup>th</sup> novel, saw its official release this month.

**Yellow Dawn & Gamesfest3**

I took Yellow Dawn (The Age of Hastur) and my novels to a sci-fi literature and gaming convention last weekend, just outside London. I'd been invited by the organisers to attend as one of the guests. The game was very well received.

I ran a number of 1 hour demos of "Dead City Runs" where the pre-gen group of fresh faced characters (new recruits for the CRC - City Recovery Corps) got chucked into their first mission: sneaking into an abandoned city, evading the "zombies"; setting up a secure perimeter; and scavenging for resources and artifacts that they could either sell or apply technical skills to build stuff.

The downside to my approach was that many punters began to think Yellow Dawn was just about zombies: which it isn't.

Games Workshop, Pinnacle Entertainment, and Wizards of the Coast were there along with many indies, and I had a lot of very positive feedback from people in the industry. I've also had invites to discuss retail options, so watch that space.

The venue was a small market town North West of London. As we cruised up outside the place, I saw a gathering of storm-troopers directing traffic. Brilliant! They looked so cool: from a purely childhood-fantasy-transferred-into-the-eyes-of-an-adult point of view. A vast amount of effort was made by the organisers \*vast applause to them\*

A very enjoyable and worthwhile experience. I recommend you put the 24th October 2009 in your diary for Gamesfest 4.

You can see several pics of me (looking exhausted but happy) here: **[www.davidjrodger.com/Assets/photogallery/yd\\_gamefest3/index.htm](http://www.davidjrodger.com/Assets/photogallery/yd_gamefest3/index.htm)**

Finally, I've been busy play-testing a major campaign I've written for YD called "Shadows of the Quantinex". A beta version is available now; I'm aiming to have an official release of "Shadows..." in Summer 2009.

Thanks to everyone who's bought-into Yellow Dawn, especially the emails and feedback.

## **Official Release of EDGE**

In the near future...

At the age of 29, Ethan Carmichael is a leading inventor of new technology. He accepts the invitation from an acquaintance, a man he barely knows, to take a snowboarding break at the Zen Dow resort. At first it is just the elixir he needs, but events take a dark turn when people start to go missing.

On the other side of the world is Halo Santana, an unscrupulous agent who preys on vulnerable minds with fresh ideas. A random incident gives him a lead on a new technology that's vanished from a corporate R&D division, along with the scientist in charge.

A malign and alien force is oozing into our reality, squirming across vast cosmic distances; radiating a malevolent and corruptive energy; sentient, older than humankind and growing strong again after centuries of absence.

Both men find their fate intrinsically entwined as events unfold with increasing tension, plunging them through heart-gripping scenes of terror.

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Author's note:

I know some of you have been chomping at the bit for this one to be finished. I just want to say thank you for all the prods (polite) and encouragement. It's been a very flattering experience knowing so many people are now watching my work evolve. \*gulp!\*

Finally, I hope you enjoy EDGE. It's a return to the horror of H.P.Lovecraft's Mythos, blended with some corporate intrigue, greed and betrayal. I'm hoping there's some engaging social situ's with the snowboarders in the small isolated community... I guess I'm hoping to create something similar to The Beach by Garland, but on snow. And with a crusty Great Old One waking up on the scene and causing mayhem. Let me know what you think.

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That's it for the Autumn update.

Coming next: I'll be working on some new supplements for Yellow Dawn; an anthology of short stories; and the next novel, Dog Eat Dog, which is the first in a series of stories occurring within the world of Yellow Dawn.

Dark dreams.

David

Links to Publications

EDGE: [www.lulu.com/content/4137991](http://www.lulu.com/content/4137991)

YELLOW DAWN: [www.lulu.com/content/923035](http://www.lulu.com/content/923035)

SHADOWS OF THE QUANTINEX (beta): [www.lulu.com/content/2216451](http://www.lulu.com/content/2216451)

### **ABOUT AUTHOR**

David J Rodger was born in Newcastle Upon Tyne in 1970. He has published three novels (fiction) and is the creator of YELLOW DAWN, a successful role playing game based on the world formed by his books. He has written freelance non-fiction for UK magazines and had short stories published in the UK, US and Canada. His presence on the Internet got him a place in a BBC documentary in 2000, 'Through The Eyes of the Young.' He spent 8 years working for a government agency, within the IT Division, developing a virtual communications service, before moving into commercial online project management for a major UK media company. He now lives in Bristol with a Braun coffee-maker, writing from a house on a hill with a view of the Earth's curve.

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