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MORE NACHOS ENTERTAINMENT SECURES RIGHTS TO ECLIPSE PHASE

More Nachos Entertainment has acquired the rights to the highly anticipated role-playing game *Eclipse Phase*. Game veterans Rob Boyle and Davidson Cole are actively developing the feature film script.

Eclipse Phase is set in the future, but in a time that is closer than we want to believe. Earth has been destroyed and humanity stands on the cusp of a new age where humankind has merged with technology. This new transhumanity has colonized Mars and the solar system, though it remains divided between repressive hypercorp-backed regimes and techno-anarchist strongholds. Biotechnology allows humans to repair or replace their bodies, while artificial intelligence has grown to staggering levels with cognitive science and nanotechnology, making uploading the human mind possible. Transferring the mind digitally across great distances is now the preferred means of travel.

What horrors await us in the deep empty chill of space? What choices will we make in order to survive?

Rob Boyle has been actively working as a game designer, editor, writer, developer, and art director in the tabletop role-playing game industry since 1997, contributing to over 60 published products. For 6 years he served as lead developer for the *Shadowrun* role-playing game, culminating in the co-design and creation of the award-winning *Shadowrun, Fourth Edition*. He is currently lead developer for the *Eclipse Phase* role-playing game, which he co-created with Brian Cross.

Davidson Cole is developing the boardgame/video game hybrid, *Verminopolis*. Additionally, Cole has worked extensively on character and story contributions with video game developer Day 1 Studios and role-playing games such as *Shadowrun* and *VOR: The Maelstrom*. Cole also wrote and directed *Design*, which was an official selection of the Sundance Film Festival and the documentary, *The 95th: The Iron Men of Metz*. In addition to the *Eclipse Phase* script, he is currently in development on his second feature film, *Angels*.

More Nachos Entertainment (MNE) officially launched in June of 2009 with its acquisition of *Eclipse Phase*. MNE was founded by Stephen Marinaccio, film maker and gamer who has worked on over 45 feature film and television projects. MNE aims to bring great films to the screen, engaging video games to the masses and well-told stories to the Los Angeles stage.

Posthuman Studios and Catalyst Game Labs developed the *Eclipse Phase* role-playing game, due to be released in the autumn of 2009.

Posthuman Studios is a creator-owned game design studio project founded by Rob Boyle, Brian Cross, and Adam Jury in 2008. Several new titles are currently in development, including the *Eclipse Phase* role-playing game and the *Paparazzi!* card game.

Catalyst Game Labs is comprised of game-industry veterans publishing the *BattleTech* wargame and *Shadowrun* fantasy-cyberpunk role-playing game. Catalyst is a division of InMediaRes Productions, creators of the *BattleCorps BattleTech* subscription site.

More Nachos Entertainment is based in Los Angeles, California. For more information visit morenachos.com

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