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Nemesis (Conspiracy X) Paperback - June 3, by Various (Author) Be the first to review this item.

How about you tell us all a little bit about yourself? Dave: I got into gaming thanks to a friend. I went over to his place for our regular video gaming on the old Sinclair ZX Spectrum, and instead we went off to see one of his friends where I was introduced to Traveller. We used to game all the time. This was while I was at school - we used to game about 3 or 4 times a week, though I particularly loved GMing. I loved all of those. The first real writing I can remember doing was crafting character creation rules for Indiana Jones as they were lacking a little from the published box. But all that lead to creating your own gaming material? Can you recall how you got into the writing gig? When most of my gaming group went off to universities around the country, the few of us that remained in my little hometown kept playing, just not as often. I suddenly realised, someone wrote this. Someone wrote the rules, the stories, the adventures. And Ghostbusters was written in such a way that it was fun to actually read, so it must have been fun to write. So I wrote to West End Games this was long before the internet, so it was all by post overseas and waiting weeks for a response. So I better ask, how did you discover this great little game and what got you involved with Eden Studios? That was thanks to a friend of ours, Jason. He knew I was an obsessive fan of The X-Files, and loaned me a copy of the first edition rulebook. The way the history was designed, and how it reflected our real history with alien encounters, and the distinct alien types reported at 3rd kind encounters. It was simply fantastic and I was instantly hooked. In fact, I never ran 1st Edition Conspiracy X! So I folded the company, gave up on that dream, and went back to a real job working in a bookstore. But, I kept talking to Eden. They were so receptive and open to hearing ideas, I saw this as an opportunity to try my hand at writing again, just like I had all those years ago with Ghostbusters. They asked if I could write something for them to prove I could write, and I ended up creating a complete supplement for them, for their All Flesh Must Be Eaten game. A lot of it just felt like helping out a friend, if that makes any sense? They were really great to work with, despite being on the other side of the planet. If they needed something checking or tightening up, I helped out - some of it unpaid, some of it uncredited. It was fun, I was doing something I loved. I have to ask. Basically, I wanted to give Conspiracy X a new lease of life, to give it a faster and simpler game system that already existed with Unisystem, and update the setting. With series like Fringe still keeping conspiracy science fiction alive, it felt right. George gave me the go ahead, and I set to work. But it must have been a bit of a daunting task to dive into it, right? How did you go about converting it? What was your process? The first thing was to work out what went where. The Conspiracy X books spread lots of Pulling Strings and Resources through the various volumes, so it was best to put them all together. A few were kept for their relative sourcebooks because they were exclusive to a certain element. Of course, it had been years since some of these books had seen print, and the text files were long gone. Eden had the original Quark documents on file and I managed to slowly and laboriously copy and paste the text in chunks, carefully maintaining the boxouts, into new text files for editing, rewording and updating. I was also given the original text files for Armageddon - the most up-to-date and revised version of Unisystem, and I started piecing it all together like a massive puzzle. Then came the tricky bit. This possibly took up most of the time, making sure the Conspiracy X careers reflected the new structuring. Thankfully, it all seemed to come together fairly well. But any book, section or rules in particular you hold most fondly? The Conspiracies Sourcebook was possibly my favourite to work on. The other three involved a lot of rewriting, and editing, but the fourth book had a lot of new material in there. Parts of it was my own, and huge chunks of it was from the legendary Area 51 Boxed Set that had been planned. It detailed the origins of the conspiracies, the true nature of the background. Major stuff that had never seen the light of day that would appeal to players of Conspiracy X both old and new. It was sowing the seeds of some elements that would resurface in Extinction, the Armageddon of the Conspiracy X universe. Of course, once the first book came out, the biggest surprise was how small the book was! I knew it was going to be about the size of WitchCraft or Armageddon, but George was trying this new paperstock. It was glossy, more durable, and made the blacks of the art really dark and crisp. The new paperstock meant the actual thickness of the paper

was less, and while the page count is more than WitchCraft, the book is half the thickness. Indeed, given that fact, I have to ask, is there actually anything else waiting in the wings to release? There was also a few other books looking at magic, intelligence operations, and even a fourth Bodyguard of Lies. Of course, before all of that, a fifth book was planned - The Operations Sourcebook - which would compile all of the adventures that were in the original supplements, that had to be cut for space for the new editions. These would be revised, updated, converted to Unisystem, and some new adventures added in there for good measure. But Eden was never the best at hitting its publishing dates, was it? In fact, second edition itself is a good example of this, given the time that lapsed between the release of the core book and then the supplements barring the pdf of the Extraterrestrials Sourcebook, of course. In some ways thought, this delay must have be the result of other forces at play. The corebook came out, and everything was going fine. As far as I know, the licensing contract with Fox ended for the Buffy game still one of my favourite RPGs of all time - love Buffy and the RPG was simply fantastic and I know there was a financial knock-on effect from the deal with Fox that put a strain on Eden. Alex Jurkat, the editor who gave everything another look over and really made things shine and work perfectly, left Eden to pursue his day job and pay the bills, and with CJ Carella cutting back on his game writing, it really just left Eden as George Vasilakos and a handful of freelancers like myself. It took a long time for Eden to resurface after that. I always hoped the books would come out, especially as I was on a pay-on-publication contract. But we finally got the other Con X supplements in print and pdf, right? I think the reason the other three books saw print is down to one word - Kickstarter. It had just started becoming a viable option for roleplaying game publishers. It was a win-win! George did the layout, and I went through the book again a couple of time to make some last minute revisions, updates and changes. A process that was repeated for the other two. Of course, Kickstarter and its stretch goals meant that additional elements like a GM screen, cool dice, zener cards, maps, and so on. I have to say that I was really proud to see the fans respond in the way they did to the Kickstarters, especially how they built over time in regards the amount pledged. But what about you? Obviously there was a lot water under the bridge between the writing of the conversion and the final Kickstarter for the Conspiracies Supplement. Are you involved in the long promised Extinction sequel to Con X? I was always just a freelancer, typing away in my free time and when Eden scaled back its production after the corebook came out, I needed to keep writing. I started working again as a freelancer for Cubicle 7, designing the game system for Doctor Who which has since gone on to be used in Primeval and Rocket Age. When the Conspiracies Sourcebook was heading to Kickstarter, George said that he was looking to work on Extinction as a future Kickstarter, and that he would open up playtest to the Conspiracies Sourcebook backers as a stretch goal. Once the Kickstarter was over, I opened the Extinction files and started to have a look at them, and I had a real problem. Back when I first was pitching to do the conversion for Conspiracy X, my father was very ill, and had been for some time. Maybe it was just my way of dealing with the loss, but I kinda buried myself in the writing. Not a particularly healthy way of dealing with it, I suppose. The corebook has a dedication to him in the credits. Just as the Conspiracies Sourcebook Kickstarter reached its goals, my mother died. That sourcebook has a dedication to her in the credits, almost bookending my Conspiracy X career in the worst way possible. My head and my heart were not in the place for violence, death and war. Last I heard, Extinction had been offered to a few writers who had worked on other Unisystem titles. And with that realisation, I have to ask, what do you think the future holds for Con X? With the return of Delta Green, it would be cool to see Conspiracy X make a return. I have chatted to Derek Stoelting who is a dedicated freelancer running the Unisystem lines. It has such a rich background, and plenty of material just waiting to print. And so many genre shows are ripe for Conspiracy X inspiration. Hell, even Supernatural, if you imagine all those demons and shapeshifters are Corrupted - a perfect civilian hunters game! But moving on from Conspiracy X what are you up to these days, Dave? Conspiracy X actually lead to my role working on Doctor Who for Cubicle 7. So, life after Doctor Who isâ€¦ Dave:

2: Eden Studios, Inc. - Conspiracy X

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CONSPIRACY X: NEMESIS pdf

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Fact is, if you want a candidate for planet X, Nibiru or Nemesis or any other name you'd care to call a distant (by the standard of how far you can easily comprehend) gravitational bruiser in our cosmic back yard, then a viable candidate seems to have started to surface from the irregular orbits of some pretty distant trans-Neptunian objects.

The Grey Sourcebook Have you ever been abducted by aliens? Thousands have reported seeing flying saucers and little grey aliens. Hundreds have described horrifying abductions and experiments. Most are unable to explain these events. Aegis operatives have been watching and countering Grey activity on Earth for decades, and they are no closer to the truth. A detailed history of the Grey civilization Secrets behind their program of abduction The Sinister Grey - The Black book conection Details on the psychic powers Character options Looking for more adventure, strategy or excitement? Visit our ebay store to see our latest stock of fun filled games, miniatures and books! Visit My eBay Store: I strive to provide all of my customers with first class service by offering them quality items at a reasonable price and shipping them in a timely manner, most on the same or next day of receiving payment. You can purchase items with confidence and know that Geniehobbies cares about your satisfaction. I expect payment within 7 days of you receiving your invoice. Have a great day and pleasant gaming: Seller assumes all responsibility for this listing. Shipping and handling This item will ship to Germany, but the seller has not specified shipping options. Contact the seller- opens in a new window or tab and request a shipping method to your location. Shipping cost cannot be calculated. Please enter a valid ZIP Code. Afton, Michigan, United States Shipping to: Worldwide No additional import charges at delivery! This item will be shipped through the Global Shipping Program and includes international tracking. Learn more- opens in a new window or tab Change country: There are 1 items available. Please enter a number less than or equal to 1. Select a valid country. Please enter 5 or 9 numbers for the ZIP Code.

4: Conspiracy X : Wikis (The Full Wiki)

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6: Richard Dakan (Author of Clanbook)

Conspiracy X, GURPS Conspiracy X, Conspiracy X (Conspiracy X), Conspiracy X Extraterrestrial Sourcebook, Conspiracy X Paranormal Sourcebook, Conspir.

7: GURPS Conspiracy X | RPG Item | RPGGeek

Conspiracy X is a role-playing game (RPG) published by Eden Studios, Inc. The current version is based on the Unisystem, but previous versions have used GURPS and its own system.

8: List of role-playing game publishers - Wikipedia

Many supplemental books were produced for this line including books detailing alien technologies and races, books for dealing with the supernatural (as it is defined in the Conspiracy X world) and books on the governmental agencies featured in the core book (AEGIS and Black Book, also called the NDD), as well as a book on how to create.

9: CNN News Reports :: "Niburu 'Planet X' is Real" : conspiracy

This is the nature of Conspiracy X. Conspiracy X takes place in a world of dark secrets and hidden agendas where the only certainty is nothing is what it seems. The.

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