



## **Bureau 13 Launches Investigation into Savage Worlds**

The Original Paranormal Agency RPG Set to Return in 2020

Oak Park Michigan: 08.30.2018: Tri Tac Legacy LLC (TTL) is proud to announce a new project based on their award-winning RPG Bureau 13: Stalking the Night Fantastic (B13). TTL is adapting the original B13 world to the Savage Worlds RPG system with a 2020 planned release. The goal of retaining everything the fans remember of the groundbreaking RPG had been paramount in the development process. Bureau 13: Stalking the Night Fantastic (B13) previously won the Best Fantasy RPG award at GenCon and has a dedicated fanbase that has followed the game for decades.

Bureau 13 was created by the late Richard Tucholka, who also created *Fringeworthy* and co-created *The Morrow Project*. B13 is an Urban Fantasy RPG filled with mysterious events and creatures, with roots in both the horror and paranormal genres. Before his death, Tucholka authorized an update of the world that returned it to its roots. Mel Natcher, current owner of Tri Tac Games (TTG), is honoring the legacy of Tucholka's work by overseeing the creation of this project. The narrative will take place in the current world, with a focus on normal, everyday people facing the supernatural; a concept that has been the inspiration of many games, movies and TV series that fans have come to love since B13's initial 1982 release. The game, designed by Longshot Productions (LSP), will make use of the Savage Worlds updated version rules soon to be released by Pinnacle Entertainment Group (PEG.)

Additionally, a Bureau 13 tie-in novel will be written by author David Boop in time for the Kickstarter launch. The novel will serve to take readers into the updated world of Bureau 13 and explain what has happened to the agency since the last major system update in 1993. Boop has written several media tie-in stories and is also an RPG game designer, having worked on PEG on *Deadlands: Noir* and *Flash Gordon*.

Tri Tac Legacy LLC is a partnership between Mel Natcher, owner of Tri Tac Games LLC, home of Bureau 13, David Boop, owner of Longshot Productions, and Sally Vilkmán, creative staff member at TTG. Licensing of all B13 products, related to this adaptation, will be handled by Tri Tac Legacy.

Mel Natcher joined the staff of Tri Tac Games a decade ago, designing art and graphics for *Hardwired Hinterland* and other projects. As Richard's health failed, Mel stepped up her contributions to TTG and eventually took on the role of General Manager. Richard passed away on April 27th 2017, secure in the knowledge that he had left his life's work in her hands, and that she would dedicate herself to the nurturance and expansion of his legacy.

The *Bureau 13 – Stalking the Night Fantastic* (Savage Worlds Edition) Kickstarter is expected to launch September 13, 2019 (Friday.)

## **Tri Tac Legacy Bios:**

### Mel Natcher – Brand Manager

30 years a gamer and Game Master, Mel worked a gamut of odd and creative jobs, including reference librarian, webmaster, copy editor and graphic designer, before finally settling into a career in IT at the University of Michigan. Having recently retired, she now focuses on her role as Brand Manager for all things Tri Tac and torchbearer of Richard Tucholka's legacy.

### David Boop – Product Development

David Boop is a Denver-based speculative fiction author, editor and game designer. He's also an award-winning essayist, and screenwriter. David's debut novel, the sci-fi/noir *She Murdered Me with Science*, is back in print from WordFire Press. He followed-up with a Victorian horror, *The Soul Changers*, based on the RPG from Pinnacle. David went on to edit the bestselling weird western anthology, *Straight Outta Tombstone*, for Baen. Dave is also prolific in short fiction. He's published across several genres including media tie-ins for *Predator* (nominated for the 2018 Scribe Award), *The Green Hornet*, *The Black Bat* and *Veronica Mars*. His RPG work includes *Flash Gordon* and *Deadlands: Noir* for Savage Worlds. He created Longshot Productions in 1986 and has released two books and produced one short film. His role at TTL, in B13's Product Development is a dream come true, having played many of Tucholka's RPGs in his youth.

### Sally Vilkmán – Communication Manager

Sally Vilkmán brings her experience of 35-years as an RPG player and Game Master, as well as her talents as a writer and creative consultant. Her passion for gaming and tech background makes her the best qualified for role as Communications Manager for TTL. Her love and knowledge of Bureau 13 is a "supernatural" bonus.