

# THE SECRET FIRE

## Pre-Release Comments about The Secret Fire™

**Gail Gygax, widow of Gary Gygax, co-creator of Dungeons & Dragons:** “With *The Secret Fire*, George Strayton is following in the footsteps of the inventor and master of role-playing games, Gary Gygax, expanding on Gary’s original vision of fantasy role-playing by taking it back to its roots while simultaneously bringing it into the future.”

**Monte Cook, co-creator of Dungeons & Dragons 3rd Edition:** “A flavor-filled approach to fantasy gaming that puts the mystery and magic back into the dark recesses of the dungeon.”

**Stan!, TSR staff member on 2nd Edition AD&D and Creative Director & Co-Founder of Super Genius Games:** “With *The Secret Fire*, George Strayton has captured the sense of wonder, possibility and (yes) *magic* that I felt when I first played *D&D* back in 1979.”

**Award-winning author Michael Curtis:** “I had the opportunity to... play-test a convention scenario for the upcoming RPG *The Secret Fire*. There is literally something for everyone in the rules, no matter what edition you started with and some very innovative and interesting mechanics to the game.”

**Weird Review blogger John Collins:** “The game is dedicated to bringing back some of the best elements of old fashioned tabletop, role-play gaming that Mr.[Gary] Gygax and his friends pioneered back in the 60’s and 70’s, modernizing them, and starting a secret fire burning in the hearts of a new generation of gamers while adding new life to the spirit of gaming to old schoolers like me.”

**Buccaneer’s Guild blogger Iain M. Norman:** “I’m playing in a *Pathfinder* game, which is great fun, but it doesn’t capture that spirit of exploration and adventure that *D&D* was for me in the early 1980s as a young Tolkien fan. *The Secret Fire* promises to bring back that feeling and I can’t wait to both play and run it. Looking forward to reading the book when it’s released, it’s going to be an interesting RPG.”

**Play-tester Bill Heron:** “I love the rules and how they work – they’re pretty easy to pick up and it does encourage a player to develop their character more – certainly that’s something that they did say in my game. There’s less of the console gamer who treats his other party members as monster fodder. For more experienced RPGers, it gives them new challenge of playing to their PCs strength and weaknesses. In fact it’s likely that I’ll adapt one of my campaign settings to them. The system itself is very simple if you’ve played D&D before and harkens back to those games that really made your players think before acting: too many games these days rely on a complicated series of feats, powers and very little role-playing: every character ... has a specific role in the universe and they are rewarded for their traits. Combat is nice and immersive too, and for once players were thinking about protecting their flanks (and the magic user!).”

**Play-tester Nick Mizer:** “Everyone loves the game and had a really fun time. The energy points combined with the personality traits encourages creativity in play more than any other system I have seen.”

**Further information about The Secret Fire and Secret Fire Games is available from Dave Heffernan, [dheffernan@bridgeny.com](mailto:dheffernan@bridgeny.com), 212-583-1043 Ext. 14.**