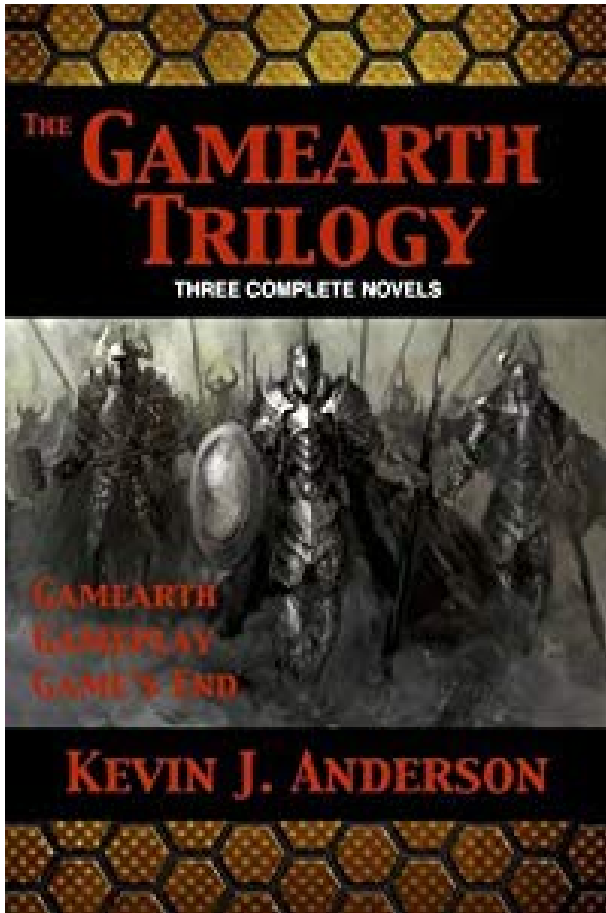


Gamearth Trilogy Omnibus



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Author:	Kevin J. Anderson
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All three volumes of the GAMEARTH Trilogy Gamearth: It was supposed to be just another Sunday night fantasy role-playing game for David, Tyrone, Scott, and Melanie.

But after years of playing, the game had become so real that all their creations—humans, sorcerers, dragons, ogres, panther-folk, cyclops—now had existences of their own. And when the four outside players decide to end their game, the characters inside the world of Gamearth—warriors, scholars, and the few remaining wielders of magic—band together to keep their land from vanishing. Now they must embark on a desperate quest for their own magic—magic that can twist the Rules enough to save them all from the evil that the players created to destroy their entire world. Gameplay: It was written in the Rules—Save the World! Over the past two years, a group of four players had given so much to their role-playing world that it had developed a magic of its own. The creatures, warriors, sorcerers, thieves—all had come alive. And now there is an odd connection between the gamers and their characters, splitting into factions to determine the fate of the Game itself and both the inside and the outside worlds. Game's End: It's all-out war between the players and characters in a role-playing game that has taken on a life of its own. The fighter Delrael, the sorcerer Bryl, as well as famed scientists Verne and Frankenstein, use every trick in the Book of Rules to keep the world of Gamearth intact while the outside group of players does everything possible to destroy it.