

INVISIBLE SUN

Invisible Sun



Roleplaying reimagined.

Surreal fantasy, secrets, and magic that is truly magical. Invisible Sun is the most ambitious RPG product in decades—perhaps ever—not just in its physical form but also its unique setting and groundbreaking new form of play.

- ◆ The black cube contains four hardcover books with 600+ pages. Plus 1000 cards and hundreds of other components.
- ◆ Gameplay and setting are as rich, sophisticated, and beautiful as the physical product.
- ◆ Surreal fantasy setting that's truly unique. Genuinely unlike any previously published RPG.
- ◆ Purchase includes an app that facilitates between-session play. Invisible Sun may look like a collector's item, but this game does more than any RPG to facilitate actual play in today's hectic world.
- ◆ A reprint of the highly sought-after game, which went out of print almost immediately after release due to high demand.

**REPRINT AUGUST
2019**

Invisible Sun

MSRP \$252.00

MCG135

ISBN 978-1-939979-59-9

Boxed set



More info about Invisible Sun
at www.invisiblesunrpg.com

Sell sheets for all MCG titles at
mymcg.info/retailersellsheets

Related Titles



Vislae Kit

Boxed set
MSRP \$43.00
MCG151
ISBN 978-1-939979-75-9



The Key

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MSRP \$49.00
MCG204
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Book M

120-pg hardcover; 200 cards;
slipcase
MSRP \$49.00
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ISBN 978-1-939979-83-4



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MonteCook
Games



INVISIBLE SUN

Invisible Sun



A Secret World.

You are a vislae recently returned to your true home: The Actuality, and Satyrine, the city under the Indigo sun. It's a world that seems like a surreal dream to those of us toiling aimlessly in Shadow—grey realm you once believed to be the real world. As a vislae, a shaper of magic, you face incredible challenges, visit breathtaking places, and discover and wield the secrets of reality itself.

Invisible Sun is a game of surreal fantasy, with a setting truly unlike any roleplaying game out there—or any that has come before.

- ◆ A unique setting replete with secrets and based on a rich, sophisticated cosmology.
- ◆ This is something really new. Seriously: When was the last time an RPG explored a completely new genre?

MORE AT WWW.INVISIBLESUNRPG.COM

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New Ways to Play.

Invisible Sun pioneers new ways to approach roleplaying games, expanding the genre and making it easy to build incredibly sophisticated characters and campaigns. And it's purpose built to integrate in the busy lives of modern gamers.

- ◆ Play is driven as much or more by story arcs and other elements embedded in character creation than by GM adventures.
- ◆ Development mode allows players to discuss and advance the story between game sessions—online, by chat, in person, or however is convenient—even without the GM.
- ◆ The Invisible Sun app facilitates development mode and is a handy GM aid.
- ◆ Through the Directed Campaign, GMs can get world and adventure content customized for their campaigns. (This is a separate direct-to-consumer offering from MCG.)

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An Unprecedented Production.

Invisible Sun is an RPG product unlike anything that's come before it. With literally thousands of physical components, it is a celebration of tabletop gameplay. And every component is designed to make gameplay smoother, easier, and faster. It's entirely play-focused, while still being as beautiful and deluxe as any collector's edition.

- ◆ Four hardcover books with 600+ pages.
- ◆ Over 1000 unique cards. (They don't duplicate content from the books or each other.)
- ◆ Multi-page character sheets, a GM's notebook, a gameboard, two cloth maps, and an art book.
- ◆ The Sooth Deck, an evocative 60-card round tarot-like deck.
- ◆ Loads of in-game props and handouts.
- ◆ Eight-inch-tall resin-cast Testament of Suns.
- ◆ A sealed GM's envelope with deeper secrets of the setting.
- ◆ Custom Invisible Sun dice, plus hundreds of tokens, counters, and other components.

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