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### **Bear Weiter Joins Monte Cook Games as Art Director**



Monte Cook Games, LLC, the company behind the Origins Award-winning *Numenera* roleplaying game and the upcoming *The Strange* roleplaying game is very pleased to announce that Bear Weiter is joining MCG as Art Director on June 30, 2014.

Throughout his career, Weiter has demonstrated a keen eye for bringing a clear vision to projects and a passion for good design. “We were so fortunate to have an amazing slew of candidates for this position—overwhelmed really—so narrowing it down to the right person was hard,” said Monte Cook. “We’ve worked with Bear on other projects outside of MCG and we know how very talented and dedicated he is. We can’t wait for Bear to get started and to bring his vision to MCG products.”

“I’m super excited to join MCG,” said Weiter. “It’s always been a dream of mine to work in the gaming industry, so to be about to embark in this new direction—fulfilling a dream, working with a great team, working with great illustrators and art—it feels incredible to me.”

Professionally, Weiter has worked in the design and graphics world for 20 years, with a wide range of experiences: production work, graphic design, interactive design and development, illustration, animation, and beyond. In 1997 he started his own design company, Wombat Studios, through which he and his business partner handled a variety of projects and clientele—he became sole owner at Wombat in 2008. Outside of the day-to-day tasks of management and client support, his primary focus was in 3D illustration, animation and video production. Weiter brings with him a passion for inspired design, for artists, for high-quality products, and for the art of the fantastic.

The addition of Bear Weiter to Team MCG further establishes this growing start-up as a driving force in the RPG industry.

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Monte Cook Games, LLC, was formed in 2012 by Monte Cook and Shanna Germain, with the aim of revitalizing fan passion for RPGs through high-quality, innovative releases. The first Monte Cook Games product, *Numenera*, released in August of 2013 and recently won the Origins Award for Best Roleplaying Game of the year.

Bear Weiter is an artist with a BFA in Painting from the University of Kansas, an avid gamer, and collector of cats and cat toys. In addition, he is a speculative fiction writer with dozens of published short stories (his full-length novels are currently out searching for a home or in progress). Since his first exposure to *Dungeons & Dragons* in the early '80s, he's always dreamed of working in the game world, and is excited to finally do so.

*Numenera* is an exciting, evocative RPG from Monte Cook Games, LLC. In this science fantasy game set in the far future, humanity lives amid the remnants of eight great civilizations that have risen and fallen on Earth—the Ninth World. *Numenera* released in August 2013, as a gorgeous 416-page hardcover. Many products in the *Numenera* line have been released, including a deck-building game from AEG and other licensed products. The *Torment: Tides of Numenera* CRPG, from inXile (itself funded by a Kickstarter campaign that topped \$4 million), is a successor to the famous *Planescape: Torment* computer game and will release in 2016.

*The Strange* is an electrifying RPG from Monte Cook Games, LLC, co-written by Monte Cook and Bruce R. Cordell. In this present-day science fantasy game, there lurks a dark energy beneath the orbits and atoms of our natural universe. Those who have learned to access and navigate this chaotic sea of dark energy have discovered an almost endless set of “recursions” in the shoals of our Earth: Worlds with their own laws of reality, reflected from human experience or imagination, given form in the swirling Chaosphere of the Strange. Worlds teeming with life, with marvels, and with incredible danger. *The Strange* corebook is a beautiful 416-page hardcover. In addition to *The Strange* corebook and *The Strange Player's Guide*, there there will be a full line of supporting products. *The Strange* launches August 13, 2014.

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For more information or to schedule an interview, please contact MCG's COO Charles M. Ryan at [charles@montecookgames.com](mailto:charles@montecookgames.com).