

SUMMER 2004

#78



WHERE WE'RE GOING

TRADE NEWS FROM STEVE JACKSON GAMES

GURPS[®]

Fourth Edition

Fourth Edition Starts Big, Gets Bigger

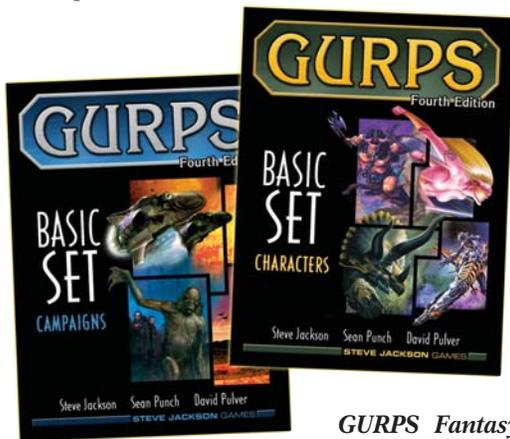
The new Fourth Edition of *GURPS* is building on its buzz as the most-talked-about game at Origins. Everyone who saw the "preview" in *GURPS Dragons* is waiting for the Gen Con release of the *Basic Set*. And new books will keep coming.

"Getting the *Basic Set* out was a big lift for everybody," SJ Games Managing Editor Andrew Hackard said. "We've never done books this big or this beautiful. The whole staff is on the edge of their seats waiting for them to come back from the printer. And for Sean Punch and David Pulver, it's the culmination of over two years of intense work. They deserve tremendous credit."

But nobody is resting on his laurels! After the two-volume *GURPS Basic Set* and the *GURPS GM's Screen* come three more books that will finish off 2004 in style.

GURPS Fantasy (October 2004) is the ultimate sourcebook for creating any fantasy roleplaying campaign you can possibly imagine. The 256-page, hard-bound, full-color tome has detailed, concrete advice for assembling fantasy settings – from the basics of the landscape itself, through its inhabitants and cultures, to the details of believable histories and politics. It also examines the nature

of supernatural forces, and discusses the impact of wizards, monsters, and gods. And, of course, it looks at the many different ways that magic and users of magic can work in a fantasy world.



GURPS Fantasy is not an update of the Yrth setting presented in the old *GURPS Fantasy*. (We're going to give that world its own book, *GURPS Banestorm*, in 2005.) Instead, it advises GMs and players alike on the kinds of characters appropriate to fantasy, including ordinary folks, people with fantastic powers, and nonhumans. "This book will equip you for any fantasy campaign . . . as classic as Tolkien, as mythic as Zelazny, or your own creation," Steve Jackson said.

The heart of all fantasy roleplaying is magic, and the next book will be *GURPS Magic* (November 2004). Completely

revised and updated for Fourth Edition, this full-color, 256-page hardcover combines the spells from the Third Edition *GURPS Magic* and *GURPS Grimoire*, plus dozens of all-new spells, for the ultimate tome of magic!

GURPS Magic gives roleplayers the core magic system for *GURPS*, expanding on the introduction in the *Basic Set* – rules for learning magic, casting spells, enchanting magic items, and more! It also includes complete alchemy rules, alternatives to the core magic system, including complete, updated rules for improvised magic and rune magic . . . and, of course, guidelines for the GM who wants magic to work different ways in different places or worlds.

Multi-world campaigning – mixing and matching genres and characters – has always been one of the biggest strengths of *GURPS*, and we prove it with the December 2004 release of *GURPS Infinite Worlds*. This is the core setting of *GURPS Fourth Edition*, written by the master of alternate histories and illuminated weirdness, Ken Hite. This is a 256-page, full-color hardback . . . the complete genre book on both alternative-world gaming and time travel. It offers detailed advice on the unique challenges of running this kind of campaign, and on designing and playing characters who regularly cross between settings. It also provides a wide variety of exciting threats and hazards – from evil cross-time Nazis and cosmic conspiracies to "ordinary" monsters and disasters. And it gives guidelines for building alternate worlds from the perspectives of the setting, the story, and the rules.

And that's just the tip of the iceberg. *GURPS Fourth Edition* will keep rolling into 2005 and beyond. We're now contracting writers for 2007 and 2008 projects . . .

STEVE JACKSON GAMES

MUNCHKIN™

Munchkin 3 – Clerical Errors

The third set of *Munchkin* cards adds Gnomes, Bards, and new foes like the Tequila Mockingbird. Illustrated by John Kovalic, of course. #1416, \$16.95.

Go down in the dungeon. Kill everything you meet. Backstab your friends and steal their stuff. Grab the treasure and run. Admit it. You love it. This award-winning card game, designed by Steve Jackson and illustrated by John Kovalic, captures the essence of the dungeon experience . . . with none of the stupid roleplaying stuff. *Munchkin* is a



gaming phenomenon, a monster hit for the past three years, with no signs of a let-up. #1408, \$24.95.

COMING SOON! *Munchkin Bites*

Now the Munchkins are vampires . . . and werewolves . . . and changelings. It's the World of Dorkness! Bash through the haunted house and slay the monsters. The OTHER monsters. You can't slay your fellow munchkins, but you can curse them, send foes at them, and take their stuff. For a true Munchkin, it's business as usual . . . with TEETH.

This is a stand-alone game, which (of course) can be combined with other *Munchkin* games. And it's

illustrated by John Kovalic. OF COURSE. See Igor, Gilly, and all the other *Dork Tower* characters in their munchkin-vampire finery . . . So bring along your Coffin (+3!) and wield The Sword Of Beheading People Just Like In That Movie. Face foes like the Banshee, the Heck Hounds, and the dreaded Were-Muskrat. Coming in October 2004. #1419, \$24.95.

Munchkin 2 – Unnatural Axe

112 more cards for the hit *Munchkin* . . . designed by Steve Jackson, illustrated by John Kovalic. #1410, \$16.95.

Munchkin Fu

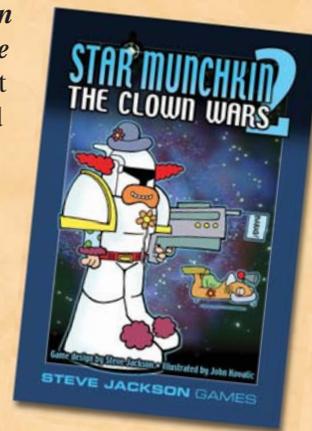
The Munchkins are back, but this time it's chop-socky Hong Kong action. It's Samurai, Ninja, Yakuza, and Monks against mooks, demons, and tons of poorly dubbed bad guys. *Munchkin Fu* is a stand-alone game, but it can be mixed with any other *Munchkin* product for even more wackiness! Illustrated by Greg Hyland. #1412, \$24.95.

Star Munchkin

Munchkins in space! Mutants, Androids, and Cat People try to avoid sci-fi death at the hands of Fanged Fuzzballs, Bionic Bimbos, and the fearsome Brain In A Jar. *Star Munchkin* can be played by itself, or combined with any other *Munchkin* game or supplement. Illustrated by John Kovalic. #1411, \$24.95.

Star Munchkin 2 – The Clown Wars

The Munchkins take to the stars – again! *Star Munchkin 2* takes the epic saga of *The Clown Wars* to life, except with better acting. Illustrated by John Kovalic, *Star Munchkin 2* is a supplement, requiring one of the stand-alone *Munchkin* games to play. #1418, \$16.95.



Munchkin T-Shirts

Each shirt includes special rules to give the wearer a munchkinly bonus in play!

Unnatural Axe T-Shirt – A high-quality beige T-shirt with the fearsome Munchkin Babe from the *Unnatural Axe* cover. #9121, \$18.00.

Star Munchkin T-Shirt – A high-quality blue T-shirt with the space-armored munchkin from the *Star Munchkin* cover. #9125, \$18.00.

Munchkin Fu T-Shirt – A high-quality white T-shirt with the Fu'd out munchkin from the *Munchkin Fu* cover. #9129, \$18.00.

The Munchkin's Guide to Power Gaming

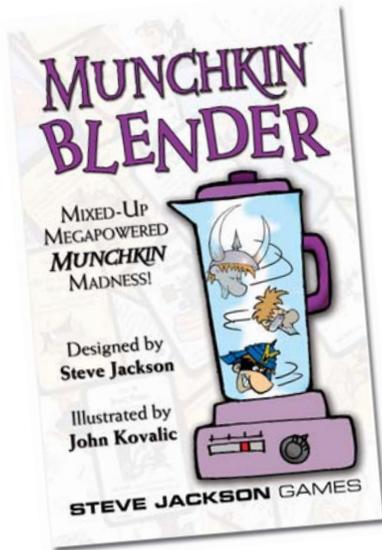
In this outrageous satire, an experienced munchkin gleefully reveals the tricks of the trade: everything from re-rolling an unfavorable result to bribing the GM. This won the Origins Award! #3003, \$19.95.

NEW RELEASES

These are the latest releases from Steve Jackson Games. They're all available now in a store near you – make sure you're not missing out!

Munchkin Blender

It's the ultimate party kit for *Munchkin* fans! *Munchkin* players really like to combine their sets . . . *Munchkin*, *Star Munchkin*, *Munchkin Fu*, all in one game. The stupider things get, the better.



Munchkin Blender is a new set of *Munchkin* cards to enhance the anything-goes games where every deck is in play and no combo is too strange. Why be a Super Munchkin when you can be an *Ultra* Munchkin? If a Half-Breed isn't enough, you can be a 1/3-Breed. And if a single Cheat card doesn't do it for you, you can Cheat With Both Hands! Illustrated by John Kovalic, this is a supplement, not a stand-alone game. It is meant to be combined with at least one full

Munchkin game – and preferably two or more, with or without other supplements. #1424, \$16.95.

GURPS Dragons

Dragons! The most fabulous of all fabulous beasts. Throughout history, around the world, tales of fire-breathing monsters have stirred awe and terror. Now . . . *play* a dragon. Take to the air with prodigious wingbeats, soaring effortlessly for hundreds of miles. Terrify your foes with fire, claws, and teeth. Gather your hoard. Study ancient lore and magic . . . and take human form to walk in the world of men!

GURPS Dragons is a full-color hardback. It includes:

- Origins of the dragon, through myth and legend and even true history
- How dragons fly
- How to hunt dragons . . . and survive
- Creating dragon characters in *GURPS*



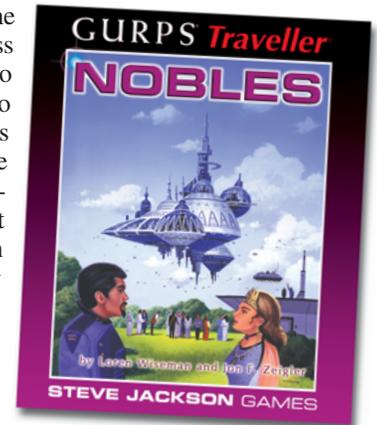
- Dragon-specific combat maneuvers
- Templates for Firedrakes, Naga, Chinese Dragons, Sea Serpents, and others
- Ideas for dragon-centric campaigns, including two campaign backgrounds!

A special Appendix converts the game material to the *GURPS Fourth Edition* rules! #6540, \$29.95.

GURPS Traveller: Nobles

From the Imperial family to the lowest knight, from the fantastically wealthy duchess on her private estate world to the impoverished baronet who barely has a Free Trader's bunk to call his own, from the archduke who governs hundreds of worlds to the knight with no formal duties – in *Traveller*, the aristocracy plays a major role in society, in government, and in the military.

Would you like to serve one of the Imperium's nobles . . . or *be* one? *GURPS Traveller: Nobles* details the lifestyle, fortunes, duties, and responsibilities of the nobility in the Third Imperium, the Vilani ruling class at the height of the *Ziru Sirka*, and the Darrian and Zhodani systems. #6624, \$26.95.

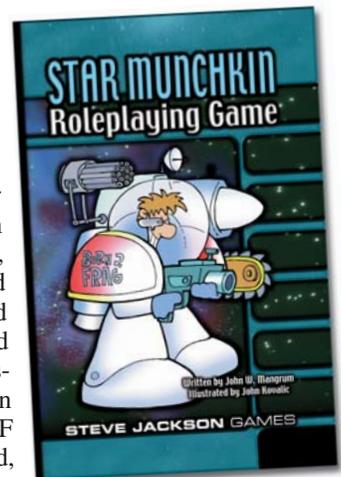


Star Munchkin Roleplaying Game

The *Star Munchkin Roleplaying Game* takes the *Munchkin* experience to a final frontier a long time ago in a galaxy far, far away where no one can hear you scream. But everyone will hear you laugh.

Now you can play your favorite races and classes from the *Star Munchkin* card game, including Mutants, Cyborgs, and Cat People . . . taking on Fanged Fuzzballs, Bionic Bimbos, and the dreaded Clowntroopers, masters of the Farce. Use the latest in exotic and rules-abusive SF weapons, like the Vibrosword, Nova Grenade, and the ultra-powerful Laser-Maser-Bobaser-Bananafanafofaser.

It's a big universe, full of exotic alien monsters to kill and loot to grab – conquer it with *Star Munchkin*! #3404, \$19.95.



Chez Goth



They're back. In black.

It's a new spin on the award-winning *Chez Geek*. You're still living with all your annoying roommates . . . but you've gone Goth!

Work at your dreary job.

Spend your hard-earned money and precious time to accumulate Slack points . . . or collect Gloom when life turns against you. You can Cough, Complain, or even Faint Dramatically, especially if you have an audience. And if you get very lucky, there might be some Graveyard Nookie in your future.

It's a stand-alone game, but you can combine it with *Chez Geek* and have a house full of Goths AND slackers. Go ahead. We dare you. #1354, \$26.95.

Cardboard Heroes Castles: The Keep

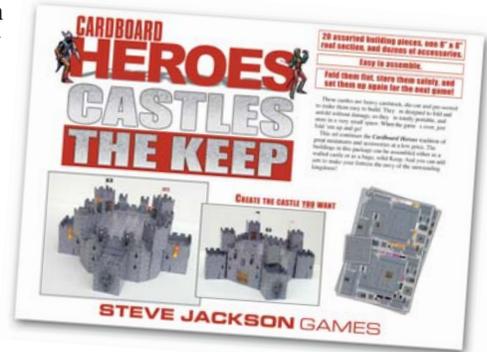
Put a castle in your backpack!

Cardboard Heroes Castles are great-looking 3-D structures that fold up for play, and fold down again for travel and storage! They're heavy cardstock, but they're die-cut and pre-scored to make them easy to build, and they're designed to fold and unfold without damage.

This set can be used by itself to create either a castle with enclosed courtyard or a massive towered keep. Or use it as an expansion to our *Walls and Towers* set. The more

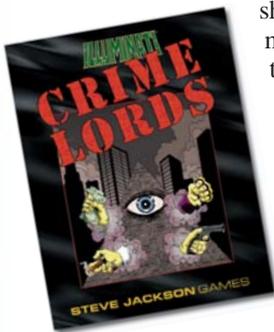
sets you add, the bigger your castle gets

. . . *Cardboard Heroes Castles* are full-color (of course), gorgeous, and totally portable. When the game's over, just fold 'em up and go! #2151, \$24.95.



Price Cut on New Boxed Games

Steve Jackson Games has reduced the price of two recent boxed games, *Illuminati: Crime Lords* and *Dork Tower*. Both of these games will now list at \$29.95. "We gave ourselves a standard markup on these games," Steve Jackson said, "and the feedback from the people who bought them was that they'd gotten their money's worth. But the retailers told us that a lot of people just couldn't afford to try them. So we're cutting *Crime Lords* by \$5, and *Dork Tower* by \$10. That shoots the profit margin, but having more people playing them is better than leaving them on the shelf. This also tells us 'No more boardgames over \$29.95 until the economy gets better, no matter how much stuff we put in them.'"



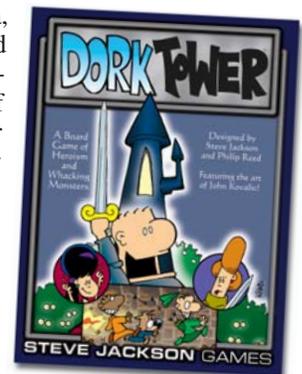
Illuminati: Crime Lords is a stand-alone game using the award-winning *Illuminati* system.

Crime Lords players are rival mobs battling for control of the city. Taking over the rackets, raking in the dough, and rubbing out the opposition is the name of the game.

Players start with a few gangsters and some cash. They must recruit more crooks and take control of income-producing

operations like bordellos, bookies, and loan sharks. The police and the Feds are after them, but the biggest threats are the fellow mob bosses. Scheme, negotiate, and backstab.

Dork Tower is a boardgame based on John Kovalic's famous comic of geeks and gaming. *Dork Tower* is set in the land of Aurora, where John Kovalic's beloved characters take their own characters for adventure. Play the role of Lumpin Lightfingers, Brother Zark, or one of the other four *Dork Tower* characters' characters as they journey through the forests, dungeons, and cities of this magical land.



Dork Tower is a fast-moving game for 3 to 6 players. It features a full-color game map with a 3D central tower, over 100 monster and character disks, pretty Chessex dice, spell cards, rules, and character sheets . . . all illustrated, of course, by John Kovalic!

The new \$29.95 price on *Crime Lords* and *Dork Tower* goes into effect immediately.

Building the Perfect Miniature

More and more players are using scenery and buildings in their miniatures and roleplaying games. But buildings have a lot of drawbacks – for a lot of gamers, they’re too big, too heavy, and too expensive.

If there’s anyone who understands this, it’s Steve Jackson. More than 20 years ago, Steve introduced *Cardboard Heroes*, a low-cost, portable alternative to metal figures. *Cardboard Heroes* have been a gamer favorite for two decades because they’re not only



inexpensive and easy to carry, but they look great, too.

The new line of *Cardboard Heroes Castles* continues that tradition. The first two sets, *Walls and Towers* and *The Keep*, are gorgeous buildings scaled for industry-standard 25-28mm figures. These sets bring to miniature castles the same great features gamers have come to expect from *Cardboard Heroes*:



Easy to build. No tiny scissors at impossible angles – *Cardboard Heroes Castles* are die-cut, eliminating cutting entirely! Folding is easy, too, because the scoring lines are already on the pieces.



Truly portable. Miniature buildings made of resin or plastic share the twin problems of weight and bulk. All *Castles* components are cunningly designed by John Hollis to fold flat for storage, even after they’ve been glued together (patent pending).



Great value. The pictures on this page show some of the great setups you can build with *Cardboard Heroes Castles* – some of them with just a single set! And every

nook and cranny of each sheet is crammed full of extras to give you the most for your money – pennants, banners, decorative gates, bas-reliefs, arrow slits, ladders, ramps, and much, much more.

Walls and Towers gives you four towers and four walls (plus assorted castle goodies) – set them up as a full castle or two smaller strongpoints. *The Keep* can be used by itself to create either a castle with enclosed courtyard or a massive towered keep. Or use it as an expansion to *Walls and Towers*. The more sets you add, the bigger your castle gets . . . and when the game’s over, just fold ‘em up and go.

