



WHERE WE'RE GOING

NEWS FROM STEVE JACKSON GAMES

www.sjgames.com/wwg

Less Is More?

Welcome to the new and very, very short version of *Where We're Going*. The theory here is: a single sheet, lots of pictures, lots of web links, no more words than absolutely necessary, and a new issue every other month. For those of you who prefer electrons to dead trees: www.sjgames.com/wwg. Same content, much less mass.

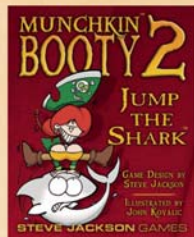
WELCOME TO THE WORLD OF MUNCHKIN™

MUNCHKIN NEWS

Less is more, again. The next two *Munchkin* releases will be 15 cards each. The first one, *Fairy Dust*, ships in August.

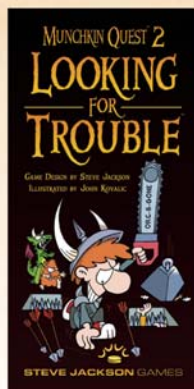
We've completely reworked the whole website: www.worldofmunchkin.com.

To the right is a picture of our new munchkin mascot. He'll be making his first official live appearance at GTS. He looks even stupider in person. We love him.



Jump the Shark

Arrr! An expansion for *Munchkin Booty!* Yer local retailer should have it now, if he hasn't already been picked clean by yer fellow freebooters.



Munchkin Quest 2 - Looking for Trouble

Now up to 6 can play *Munchkin Quest!* Also adds 18 new Rooms, and lots of new cards and monsters.

And now the dungeon has Traps. Axes, arrows flames . . . Maybe you can dodge. Maybe you can push your buddy in front of you.

Chibithulhu! So Cute!

If you're going to be driven mad by a creature of primal evil, make it a soft, fuzzy one with big blue eyes.



Green? Pink?
Or white with
Santa hat?
They all
love you!

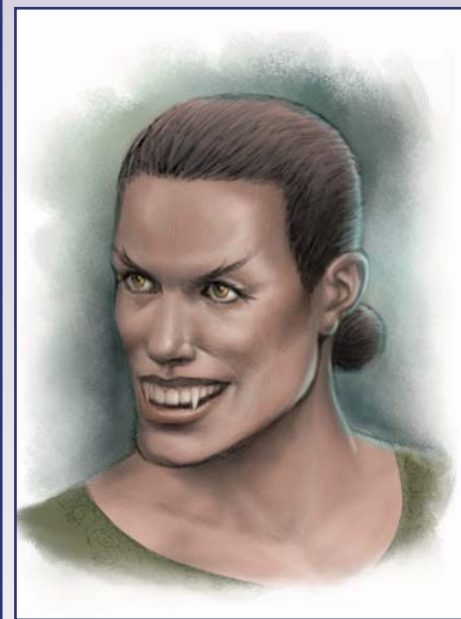


GURPS

GURPS. Stupid name. Excellent RPG system with continuing support. Learn more at gurps.sjgames.com.

The Vorkosigan Saga

The new hardcover *GURPS* book is based on the award-winning novels by Lois McMaster Bujold. It includes rules for spaceship design and combat and a customized *GURPS Lite*.



Back in Print

GURPS Fantasy, Magic, and Space are back in stores, in softcover format.



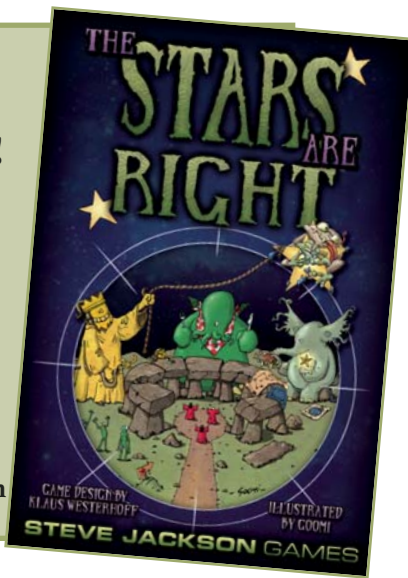
gurps.sjgames.com



www.worldofmunchkin.com

The World Is Doomed, and You Can Help!

Help doom it, that is. Become a mad cultist, summon creatures, *move the very stars in the sky* to let you summon worse creatures. A quick game for 3-4 players, with a mechanic unlike anything we've done before. starsareright.sjgames.com



REVOLUTION!



Gold.



Blackmail.



Force.

Make Your Bid For Power

Game design by Philip duBarry

STEVE JACKSON GAMES

And It Has 100 Wooden Cubes

Revolution! was an indie release. It's Euro style, but super quick playing, and very much about outguessing the other players. Phil Reed bought a copy and loved it. He brought it to the office and everybody else loved it. One thing led to another, and soon you'll be able to buy *Revolution!* from SJ Games.

revolution.sjgames.com

It's a secret.

... but we can say it's:

1. For *Munchkin*.
2. Designed by Steve Jackson.
3. Illustrated by John Kovalic.
4. Coming this summer.
5. Less than a fiver.
6. Awesome.
7. Actually announced on

Page 1, now that we think of it. Okay, so much for *that* secret.



WAREHOUSE 23



Construction Time!

We were running out of room to take over the world, so we added more warehouse and office space.

www.warehouse23.com/2009construction

Recent PDF Releases



- *GURPS Lair of the Fat Man*
- *GURPS Loadouts: Monster Hunters*
- *GURPS Locations: Metro of Madness*
- *GURPS Martial Arts Techniques Cheat-Sheet*
- *GURPS Mass Combat*
- *GURPS Thaumatology: Magical Styles*
- *GURPS Ultra-Lite*
- *Pyramid #3/3: Venturing Into the Badlands*
- *Pyramid #3/4: Magic on the Battlefield*

e23.sjgames.com

Respawn Successful!

The new edition of *Frag* is completely buffed. A mounted game-board! Plastic dudes with huge guns!

frag.sjgames.com



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