

WINTER 2004

#79



WHERE WE'RE GOING

TRADE NEWS FROM STEVE JACKSON GAMES

New Releases Keep Fourth Edition Rolling



The new Fourth Edition of *GURPS* is surpassing everyone's expectations, selling off the shelves on its way to becoming the hottest roleplaying release of 2004! The *Characters* book of the *GURPS Basic Set* has already gone to a second printing scant months after its debut, the first few supplements are getting great reviews, and the next releases lining up for launch are ready to keep the juggernaut moving.



One hit that's already cracking sales records (and scheduled for early reprint) is the *GURPS Fourth Edition GM's Screen*. In addition to a John Zeleznik painting with all of the Fourth Edition iconic characters, the *GM's Screen* has six panels filled with all the crucial charts, tables, and other essentials from *GURPS Fourth Edition* to make the GM's job faster and easier. It also includes the new Fourth Edition version of *GURPS Lite*, *GURPS Update* (a guide to converting Third Edition characters to Fourth Edition), character sheets, forms, a master list of advantages, disadvantages, and skills, and other handy information no *GURPS* player should be without.



Already in stores is *GURPS Fantasy*, the ultimate sourcebook for any fantasy roleplaying campaign. *Fantasy* has detailed advice for settings – from the basics of the landscape itself, through its inhabitants and cultures, to the details of believable histories and politics.

The heart of all fantasy roleplaying is magic, so the next book will be *GURPS Magic* (December 2004). Completely revised and updated for Fourth Edition, this full-color, 240-page hardcover combines the spells from the Third Edition *GURPS Magic* and *GURPS Grimoire*, plus dozens of new spells, for the ultimate tome of magic! *GURPS Magic* expands 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, plus special material from the *GURPS Magic Items* series and *GURPS Wizards*.



Multi-world campaigning – mixing and matching genres and characters – is one of our biggest strengths, and we prove it with the February 2005 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. 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 coming in 2005 are more great supplements, including *GURPS Ultra-Tech*, the complete book of science fiction gadgets and technology; *GURPS Banestorm*, a ready-to-play fantasy world; *GURPS Bestiary*, an exhaustive catalog of animals, monsters, and potential allies;

and *GURPS Traveller: The Interstellar Wars*, the official conversion of *GURPS Traveller* to *GURPS Fourth Edition* rules, and the debut of a part of the *Traveller* timeline never before covered in a roleplaying game!

For a closer look at all these new books, visit www.sjgames.com/gurps/ and check out art galleries and sample chapters.

STEVE JACKSON GAMES

MUNCHKIN™

mayhem, more monsters, more munchkins, more monks – *especially* more monks – in *Munchkin Fu 2 – Monkey Business*. More of the Hong Kong martial arts chop-socky action you crave – *Munchkin* style! Try out some new martial arts styles, like Kong Fu, Fee Fi Fo Fu, Sna Fu, Haiku Fu, and the ever-perilous Stomach Fu! Pick up dangerous new weapons, like the

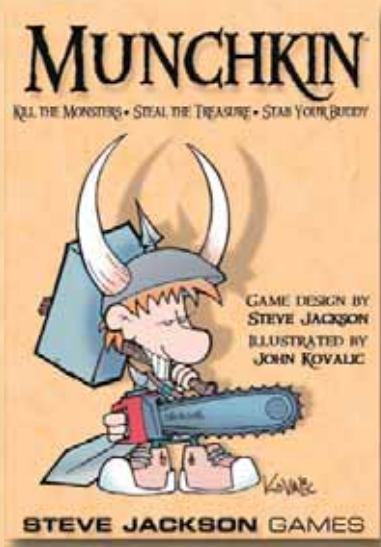
Auspicious Ivory Gutting Hook and the Tofu Tonfa, and take on frightening new monsters, like General Tso and Genghis Cong.

Monkey Business is not a stand-alone game – you need *Munchkin Fu* to play. Like all other *Munchkin* supplements, it is compatible with every other game in the line. #1441, \$16.95.

Munchkin

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.



Munchkin 2 – Unnatural Axe

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

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.

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.

NEW! *Munchkin Fu 2 – Monkey Business*

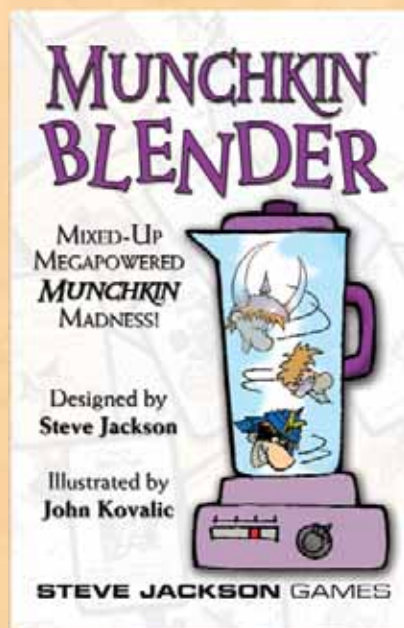
Just when you thought it was safe to go back to the dojo . . . here come more mooks, more

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 Blender

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*? #1424, \$16.95.

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!

GURPS Basic Set: Characters

GURPS is the most flexible roleplaying system ever created. With just this book, you can adventure in any world you can imagine. Use all types of weapons from clubs to lasers . . . magic and martial arts . . . psionics and super-powers.

Create exactly the character you want to play . . . your favorite fictional hero, or your own original invention. Choose from over 400 advantages and disadvantages, over 350 skills, spells, and techniques. Customize your character with individual perks and quirks, and you're ready to go.

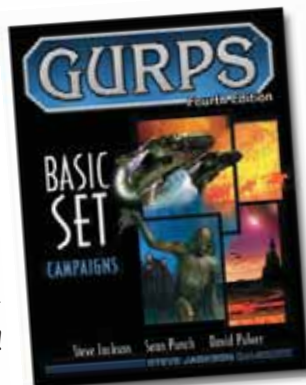
No more switching game systems when you change campaigns! ***GURPS*** gives you one set of clear, comprehensive rules to cover any background. This new Fourth Edition is based on 16 years of gamer feedback from the Third Edition, and is faster and easier to play than ever before.

Characters is Book 1 of the two-volume ***Basic Set***. Only this book is necessary to play. Game Masters, and players wanting more detail, will find Book 2 valuable. #01-0001, \$39.95.

GURPS Basic Set: Campaigns

GURPS Basic Set: Campaigns is intended for Game Masters and advanced players. It covers physical feats, combat, vehicles and technology, animals and monsters, world design, and Game Mastering. "Tool kit" chapters let you create new creatures (and even PC races), artifacts, character abilities, and entire game worlds.

It also features a cross-world setting, Infinite Worlds, which you can use to create cross-genre campaigns . . . develop alternate histories . . . play modern characters in a fantasy world . . . whatever you like!



You don't *have* to play in the core setting – there isn't any game-altering metaplot – but it's there if you want it. This 240-page, full-color hardcover contains *everything* a GM needs to create and run a ***GURPS Fourth Edition*** campaign.

Campaigns is Book 2 of the two-volume ***GURPS Basic Set***. Only Book 1 is necessary to play. Book 2 is required for the Game Master, and players wanting more detail will find it valuable. #01-0002, \$34.95.

GURPS Fourth Edition GM's Screen

Put the amazing flexibility and power of ***GURPS*** at your fingertips with this data-packed ***GM's Screen***. This screen features a two-panel John Zeleznik painting and six panels full of all the crucial charts, tables, and other essentials from ***GURPS Fourth Edition*** . . . complete combat tables, reaction charts, and other references to make the GM's job faster and easier. It also includes a copy of the new Fourth Edition version of ***GURPS Lite***, and a 48-page booklet of character sheets, forms, a master list of character creation features, and ***GURPS Update***, a complete guide to converting your PC to Fourth Edition. This screen is beautiful, useful . . . and yes, you can use it to hide your die rolls, too. #01-0005, \$19.95.



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.

This is a stand-alone game, which (of course) can be combined with other ***Munchkin*** games. And it's illustrated by John Kovalic. 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. Smite them all, and be the first to Level 10 . . . #1419, \$24.95.



Cardboard Heroes Modern Characters

Gamers need heroes. And whether these heroes are the costumed, super-powered type, the neighborhood fireman, the Special Forces veteran – or something else entirely – you need a way to bring them into the thick of your modern-day roleplaying action. ***Cardboard Heroes Modern Characters***

has over 400 full-color, standup cardboard figures in 25mm scale, for a fraction of the price (and the weight!) of metal miniatures. You get soldiers and cops, Nazis and gangsters, cowboys and Indians, and lots and lots of modern-day civilians for all your games.

Cardboard Heroes Modern Characters also has hundreds of weapons, accessories, corpses, and other lie-flat counters to make your games even more vivid and realistic. So whether you're playing Old West, gangsters and G-men, world at war, espionage, covert ops, near-future, post-apocalypse, superhero, or any other kind of RPG set in the world of today . . .

or thereabouts . . . we've got the figures you need! #2120, \$24.95.

Burn in Hell

Collect the souls of the damned! In ***Burn in Hell***, you try to assemble the tastiest "Circles" of history's sinners. Trade souls with your rivals . . . or just steal the ones you need. Collect groups of Mass Murderers, Cannibals, or even Clerics . . . or build sets of the Seven Deadly Sins. ***Burn in Hell*** will keep you on your toes – can you see the sets that fit together for the most points? Can you steal a rival's key card before he can make a Circle?

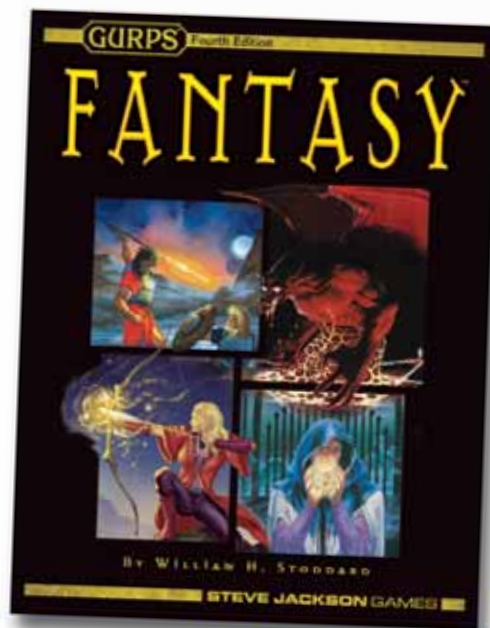
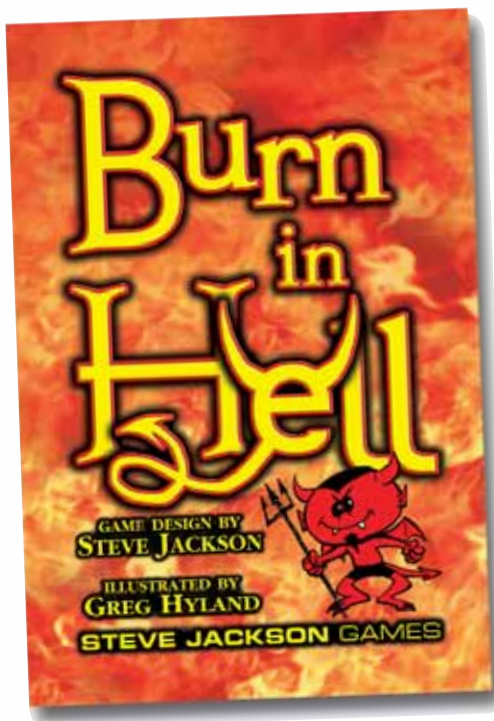


Each card includes a great Greg Hyland caricature and a biography of the soul. You'll have a lot of fun reading (and arguing) about why each of these people was invited to the Permanent Pitchfork Party. And to rule in Hell, you must use strategy and cunning, because this game's not over until the last soul is snatched . . . or until Hell freezes over, whichever comes first. #1420, \$24.95.

GURPS Fantasy

With ***GURPS Fantasy***, Steve Jackson Games offers roleplayers a comprehensive guide to fantasy worlds of all kinds, whether you draw your inspiration from Zelazny or Tolkien, from Lieber or Pratchett.

Building on the flexible, streamlined Fourth Edition rules, ***GURPS Fantasy*** lets you create a campaign to explore the world of your favorite book or film – or your own dreams. You'll find examples of magical plants and animals, unique monsters, nonhuman races, occupations, spells, and enchanted objects, ready to use in your campaign – or to use as inspiration for your own creations. Take the hobby's most flexible, most playable game system, and use it to run the game you dream of. #01-1001, \$34.95.



Coming Soon!

Look for these hot new games in stores soon from Steve Jackson Games!

GURPS Infinite Worlds

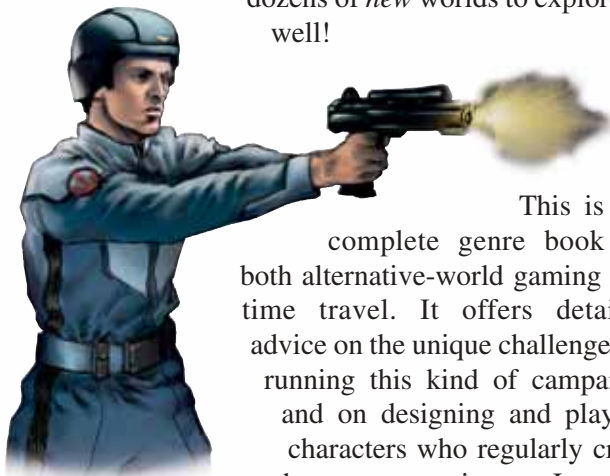
Infinite Worlds . . . Infinite Adventure!

The good news is, there are other Earths. Maybe an infinite number. The bad news is, somebody out there doesn't like us.

The shuttles of Infinity Unlimited jump between parallel Earths, seeking adventure, profit, knowledge, and even entertainment. But a parallel called Centrum has also developed the technology to hop between the worlds . . . and they want to rule them all.

Welcome to the core setting of *GURPS Fourth Edition!* Every other *GURPS* setting is on one of the Infinite Worlds timelines . . . whether they know it or not! GMs can use this to create a whole meta-campaign, or just as an excuse to move characters between worlds when the plot requires it.

Compiled by Kenneth Hite, the master of alternate histories, *GURPS Infinite Worlds* combines and updates material from *GURPS Time Travel*, *GURPS Alternate Earths*, and *GURPS Alternate Earths 2* into one full-color hardcover volume, and gives dozens of *new* worlds to explore as well!



This is 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 suitable threats and hazards – from evil cross-time Nazis and cosmic conspiracies to “ordinary” monsters and disasters.

Whether you're playing accidental travelers or the hardened troops of the Infinity Patrol, this book is your gateway to adventure. *Infinite* adventure. #01-2001, \$34.95.

Murphy's Rules 2

Murphy's Rules is back with a vengeance! Since the original *Murphy's* collection was published in 1988, games have gotten bigger and more sophisticated, the components have gotten fancier, the boards and cards more colorful, the graphics more dazzling . . . but the boneheaded mistakes keep on coming. And that's where *Murphy's Rules* comes in.

In the virtual pages of *Pyramid* magazine, *Murphy's Rules* has gone right on skewering everything that is mind-boggling, ridiculous, and just plain *silly* in gaming. Like armor that's too heavy to wear, but you can carry it in your backpack . . . or presidential candidates who don't know what state they're from . . . or traveling across the desert by raft . . . they're all in the pages of *Murphy's Rules 2*, with many, many more!

Murphy's Rules 2 features nearly 150 cartoons from John Kovalic, the Origins-award winning talent behind *Dork Tower* and the artist behind the *Munchkin* and *Chez Geek* line of card games. The book also features 30 or so cartoons from Greg Hyland, the latest *Murphy's Rules* artist and the artist behind the *Lethargic Lad* comic book and *Ninja Burger*. And there's other stuff . . . silly stuff . . .

Invite Murphy to sit in on your next game. He'll make you laugh. #9012, \$19.95.

