



WHERE WE'RE GOING

TRADE NEWS FROM STEVE JACKSON GAMES

Super Munchkin Flies into Stores!

Munchkin has parodied the classic dungeon, the kung-fu warrior, the space epic, and the creatures of the night. Now it's the superheroes' turn!



Be a Mutant, an Exotic, a Mystic, or a Techno. The higher your Level, the more Powers you can have. From the low-ranked ones like *Psychic Blast* and *Beer Belch*, to the abusive ones like *Radioactive Aura* and *Eye Beams*, these Powers grant your character a jumbo-sized boost – and they'll need it! You'll battle *Generic Guy* and *The Fandom Menace*, as well as *The Punster* and *Triplicate Twit* – and TAKE THEIR STUFF! With the *Telezapinator*, the *Alien Wheep Gun*, and the *Ring of Beaminess*, no foe can stand before you!

Super Munchkin is a stand-alone game, completely compatible with the entire *Munchkin* line, and is now available.

e23: Electronic Game Support for this Century

Since its launch in January 2005, e23 has steadily built a solid foundation of high quality digital gaming products. With over 350 items from 15 publishers, e23 covers the spectrum from *GURPS Fourth Edition* support (including free material such as *GURPS Lite* and the *GURPS Magic Spell Charts*) to d20 adventures and GM aides from such best sellers as Ronin Arts and Goodman Games. Find long out-of-print *GURPS* books like *China* and *Swashbucklers*, and brand-new supplements like *GURPS Mysteries*, written by Lisa J. Steele.

Surf on by e23.sjgames.com and check out our free samples. There is never a minimum order, never an annoying copy protection scheme, and always free updates!

More Munchkin Shirts!

After the success of the *Munchkin "Lovely Loot" Shirt* last March, we decided to expand your wardrobe further! Now available is the *Super Munchkin "Momentous Unmasking" Shirt*, featuring the art of *Super Munchkin!* Also available this holiday season will be the *Munchkin Christmas Shirt*. Both grant the standard bonus of drawing extra cards, but each have their own special powers! The "Momentous Unmasking" shirt allows you to escape a trap, and the Christmas Shirt makes giving gifts worthwhile!



GURPS Fourth Edition Status Report

What can you expect from the *GURPS* line in the third and fourth quarters of 2005? Read on . . .

- *GURPS Banestorm* is the Fourth Edition update of the world of Yrth. The timeline has been expanded and updated, bringing long out-of-print material and new characters to fans of this classic world.



- *GURPS Traveller: Interstellar Wars* explores a new milieu of *Traveller* mythology – the Interstellar Wars between the fledgling Terran Confederation and the ancient Vilani empire.

- *GURPS Space* updates the classic sourcebook of all things non-terrestrial. This is the ultimate tool kit for Game Masters looking to build realistic planets, star systems, or galactic empires . . . as well as those just looking for inspiration for their next "alien of the week."

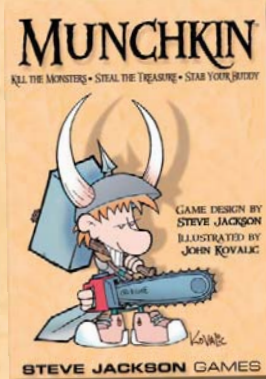
- *GURPS Powers* is possibly the most requested book since the launch of Fourth Edition. Written by Sean Punch and Phil Masters, *Powers* covers abilities that go far beyond mere mortals – superhumans, earth-shattering psychics, even gods!

STEVE JACKSON GAMES

MUNCHKIN™

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 that stupid roleplaying stuff. *Munchkin* is a gaming phenomenon, a monster hit for the past four years, with no signs of a let-up. #1408, \$24.95.

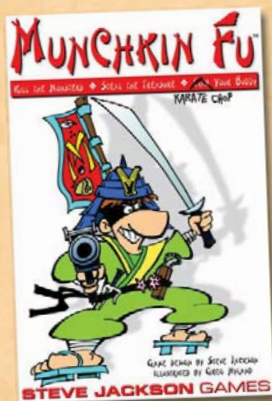


Munchkin 2 – Unnatural Axe

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. Illustrated by Greg Hyland. #1412, \$24.95.

Munchkin Fu 2 – Monky Business

Just when you thought it was safe to go back to the dojo . . . here come more mooks, more mayhem, more monsters, more munchkins, more monks – especially more monks – in *Munchkin Fu 2 – Monky Business*. #1441, \$16.95.

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. Illustrated by John Kovalic. #1411, \$24.95.



Star Munchkin 2 – The Clown Wars

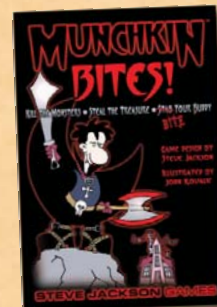
The Munchkins take to the stars – again! *Star Munchkin 2* brings the epic saga of *The Clown Wars* to life, except with better acting. #1418, \$16.95.

Munchkin Blender

Munchkin Blender cards will 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.

Munchkin Bites!

It's the World of Dorkness! Bring along your Coffin (+3!) and wield The Sword of Beheading People Just Like In That Movie. Face the Banshee and the dreaded Were-Muskrat. #1419, \$24.95.



NEW! Munchkin Dice

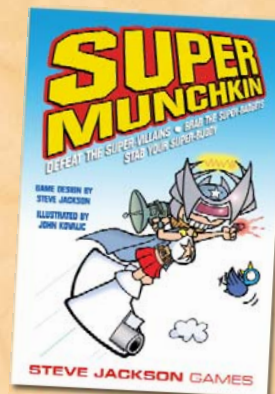
Six pretty, jumbo ten-siders for tracking your level. One evil random-results table. 14 brand-new, never-before-seen *Munchkin* cards to add to any set. Add 'em up, and it's just plain wrong – and you must have them! #1442, \$14.95.

NEW! Super Munchkin

Fly through the city. Smash the villains. Backstab your teammates and grab their gadgets.

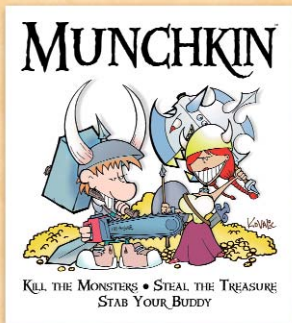
Battle dastardly masterminds, devastating monsters, and invading aliens from the next dimension – and TAKE THEIR STUFF!

Illustrated by John Kovalic and designed by Steve Jackson, this one is destined to be a blockbuster. #1440, \$24.95.



NEW! Munchkin "Lovely Loot" Shirt

Wear your inner Munchkin on your sleeve, and on your chest! The *Munchkin* "Lovely Loot" shirt is a high-quality T-shirt bearing 4-color John Kovalic art, warning your fellow players of your true nature. Featuring the classic Munchkin and the Unnatural Axe-wielding Munchkin Babe, this shirt has powers – wearing it* entitles you to additional Treasure!** And, if you're lucky enough to have it autographed by either John Kovalic or Steve Jackson, the bonus increases. Get them both to autograph it, and the bonus increases even more!



Available in a wide range of sizes. #9137, \$19.95.

* On your torso. On the outside. Right side out.

** For *Munchkin* games only. (It would be very munchkinly to try in other games, though.)

NEW! Super Munchkin "Momentous Unmasking" Shirt

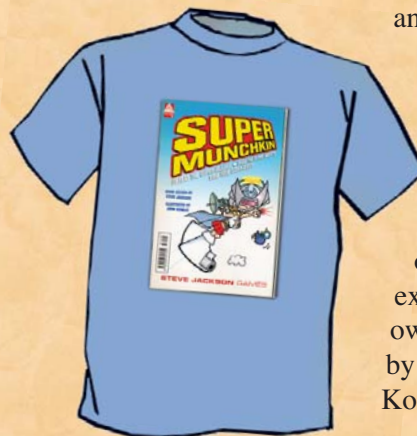
Our previous *Munchkin* shirt was such a hit, we had to do it again!

Wearing the *Super Munchkin* "Momentous Unmasking" shirt gives two in-play special abilities . . . the kind of abusive rules-tweaking that *Munchkin* players

love. Hide the shirt beneath another to escape from a Trap, or wear it openly to draw more cards!

The full rules come with the shirt, packaged so they can be read before it's

opened. And there's an extra bonus if the shirt's owner gets it autographed by Steve Jackson or John Kovalic! #9138, \$21.95.



Upcoming MUNCHKIN Releases

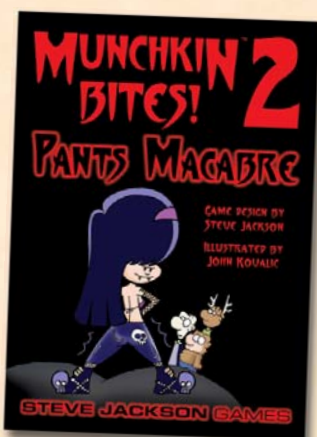
Coming Soon! Munchkin Bites 2 – Pants Macabre

Munchkin is about beating up monsters, taking their stuff, and sequels. *Munchkin Bites!* is no different. Thus were born . . . the Pants Macabre.

Can you face the sonic stylings of Ten Inch Tacks, and the chilling waddle of the Were-Penguin? Will you be bludgeoned by Bad Fiction? And do you dare play the new Race . . . the Mummy?

In addition to the always awesome art from John Kovalic, we have two guest artists: Pete Abrams of *Sluggy Freelance* and Maritza Campos of *College Roommates from Hell*. The jokes can be blamed on Steve Jackson.

It's got 110 dark and *evil* new cards, plus two blanks to create your own. This supplement is completely compatible with the original *Munchkin* and all its supplements and spinoffs. #1443, \$16.95.



Coming Soon! Munchkin Christmas Shirt

O Munchkin Shirt, O Munchkin Shirt,
How lovely are your powers!
O Munchkin Shirt, O Munchkin Shirt,
How lovely are your powers!
You get more cards in starting hand;
For giving gifts, bonuses grand.
O Munchkin Shirt, O Munchkin Shirt,
How lovely are your powers.

(With apologies to carolers everywhere)

This high-quality, full-color shirt combines the classic *Munchkin* with the icon of gift-giving: the Christmas tree! Wearers of the shirt can give an item away for its bonus, even if they couldn't normally benefit from it.

'Tis the season . . . for *Munchkin*-ing! #9139, \$21.95.



New Releases

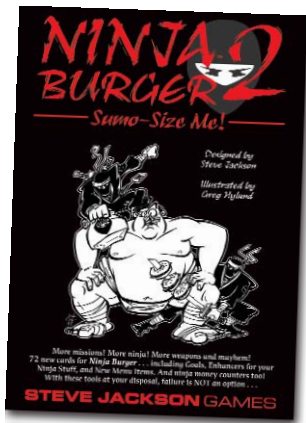
Ninja Burger 2 – Sumo-Size Me!

Be a ninja! Deliver fast food! What's not to like? And here are 72 more cards, illustrated by Greg Hyland, to sumo-size your *Ninja Burger* adventures.

More missions, delivering everywhere from the top of the Empire State Building (and who might be placing THAT order?) to Hades! More ninja! And more Fortune cards, including new types: Goals, New Menu Items, and "enhancers" for your Ninja Stuff! It's not enough just to have a katana . . . now it can be Cursed and Wasabi-Coated, too!

Plus a special bonus: cool Ninja Money Counters!

Honor demands that you get this supplement now. What more can we say? #1431, \$16.95.



SPANC

Life is good when you're a *Space Pirate Amazon Ninja Catgirl*. Enjoy a life of larceny and mayhem as you embark on one Caper after another. Defeat every challenge the galaxy throws at you, from the Friendly Guard Puppies all the way to the Fiendish Death Trap. Pick up Toys (and the occasional Poolboy), grab more Loot than anyone else, and watch your tail . . . because the *other* catgirls want what you've got! Lovingly illustrated by Phil Foglio (*GreedQuest* and *Strange Synergy*),

SPANC is a fast-paced card game of space pirates, ninja, amazons, and catgirls. All at once. #1390, \$24.95.

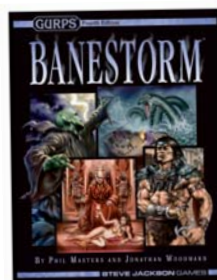


GURPS Character Assistant

GURPS Fourth Edition lets roleplayers create any character they can imagine, from any time or place. They can be customized with hundreds of advantages, disadvantages, and skills. It can get a little complicated.

Introducing *GURPS Character Assistant*, created by Armin Sykes! This new CD-ROM from Steve Jackson Games has every character creation rule from the Fourth Edition *GURPS Basic Set*. You can create any character, and print it out on an official Fourth Edition character sheet. *GURPS Character Assistant* will also let you save and share character files with other players. Templates are also fully supported – the program will let you create, modify, and share them with others.

GURPS Character Assistant requires a computer running Windows ME (or more recent) and at least a Pentium II processor, 64 MB RAM, and 5MB free disk space. For better performance, use a faster processor and more RAM. *GURPS Character Assistant* will also be available by direct download. #01-4001, \$19.95.



GURPS Banestorm

Welcome to the land of Yrth, a magical realm of incredibly varied races and monsters – including people snatched from our Earth and other worlds by the cataclysmic Banestorm!

Characters can journey from the windswept plains of the Nomad Lands – where fierce Norse warriors fight for loot and glory – to Megalos, the ancient empire where magic and political intrigue go hand in hand. Or trek south to the Moslem lands of al-Wazif and al-Haz to explore the forbidden city of Geb'al-Din.

This book provides GMs with a complete world background – history, religion, culture, politics, races, and a detailed, full-color map – everything needed to start a *GURPS* campaign. Phil Masters (*Discworld* and *Hellboy* RPGs) and Jonathan Woodward (*Hellboy* and *GURPS Ogre*) have added new peoples, places, and plots, as well as lots more on magic and mysticism.

Yrth awaits the legend of *you!* #01-2002, \$34.95.

Coming Soon!

GURPS Traveller: Interstellar Wars

The transition between the First Imperium, governed by the Vilani, and the Rule of Man, led by the Terran Confederation, has always been a pivotal era in Marc Miller's *Traveller* universe. Now, for the first time in any game system, *Traveller* players can explore this rich setting.



GURPS Traveller: Interstellar Wars covers the 200 years of war and change as the ancient Vilani empire falls to the upstart Terrans. This is an official *GURPS Fourth Edition* sourcebook for the *Traveller* universe. It includes a detailed timeline, along with rules for starship design, interstellar trade, exploration, ship-to-ship combat, and tailoring characters to the last days of the First Imperium. #01-2401, \$34.95.

GURPS Powers

GURPS Powers is the ultimate book for the ultimate characters in the Fourth Edition of *GURPS*! It's got everything you need to create every kind of amazing, off-the-chart superhero you can imagine . . . all the way up to gods!



Written by *GURPS* Line Editor and Fourth Edition co-author Sean Punch, *Powers* will have some new rules, but it is mostly about using the rules that are already in the *GURPS Basic Set* to cover superpowered characters, megawizards, and earth-shattering psionics. #01-0102, \$34.95.

GURPS Space

The future is yours!

Now updated for *GURPS* Fourth Edition, this is the ultimate tool kit for any campaign between the stars. Explore options for space travel and technology, from the realistic to the miraculous. Design alien races and monsters. Create campaigns of every style, from science fantasy to space opera to star merchants. Build worlds, from asteroids to Dyson spheres.



With this book, you can create anything from a single alien beast to a whole galaxy of civilizations and star systems . . . quickly and randomly, or with a detailed step-by-step process that's true to biology and astrophysics as we understand them today.

GURPS Space is written by two experienced *GURPS* creators: Jon Zeigler (author of *GURPS Traveller: Interstellar Wars* and *GURPS Traveller: First In*), and James Cambias (author of *GURPS Mars*, *GURPS Planet Krishna*, and *GURPS Planet of Adventure*). #01-1002, \$34.95.

★ indicates new releases!
 ▲ indicates an item coming soon – see our website!
 4e! indicates that a *GURPS Third Edition* title is easily usable with *Fourth Edition*.

Products shown in *bold italic* type are “core” for their lines.

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1411	<i>Star Munchkin</i>	\$24.95
1412	<i>Munchkin Fu</i>	\$24.95
1416	Munchkin 3 – Clerical Errors	\$16.95
1418	Star Munchkin 2 – The Clown Wars	\$16.95
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3003	Munchkin’s Guide to Power Gaming	\$19.95
3401	<i>Munchkin Player’s Handbook</i>	\$14.95
3402	<i>Munchkin Master’s Guide</i>	\$14.95
3403	<i>Munchkin Monster Manual</i>	\$14.95
3404	<i>Star Munchkin RPG</i>	\$19.95
3406	Munchkin Master’s Screen	\$14.95
3407	Munchkin Monster Manual 2.5	\$14.95
9137	Munchkin “Lovely Loot” Shirt	\$19.95
▲ 9138	Super Munchkin “Momentous Unmasking” Shirt	\$21.95



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POWERED BY GURPS® CORE PRODUCTS

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4e! 8121	<i>Discworld Roleplaying Game</i>	\$34.95

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DISCWORLD™

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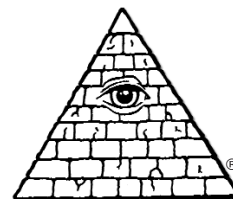
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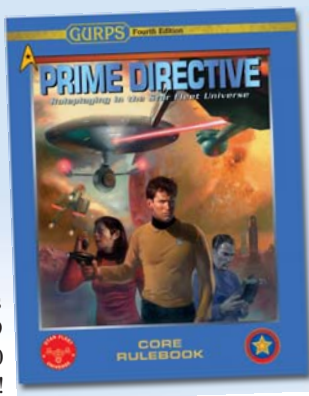


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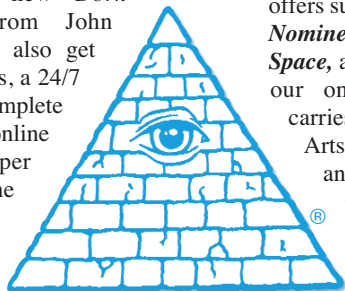
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