

SPRING 2008

#86



# WHERE WE'RE GOING

TRADE NEWS FROM  
STEVE JACKSON GAMES

## Munchkin Quest Delayed

As the “to-press” deadline for *Munchkin Quest* approached, several details continued to bother us – monsters weren’t acting quite right, and play needed to be sped up a bit. Then we had a brainstorm, one which improved several elements of the game. Testing this solution, sadly, would mean missing the deadline.

Steve Jackson Games has always valued quality of play over all else, and we’re not going to change that now. So we pushed the release date back once again (though not without some serious wailing and gnashing of teeth).

That means we won’t have *Munchkin Quest* for Origins. We will have a “very close to final materials” prototype at the GAMA Trade Show; ask your retailer about the demo he saw there! Thanks for your patience – the game will be worth the wait!

## We Welcome Our New Overlord

For years, Steve has been looking for someone to handle management issues so he can focus on game design. We may have finally hit upon the right combination of energy and knowledge.

Phil Reed started with us back in 1999 doing freelance layout, and quickly graduated to Director of Special Projects. He left to start his own company – Ronin Arts – which broke new ground in the fledgling RPG PDF-support market. He returned last year as Managing Editor, and began to take the daily grind off SJ’s shoulders. So we rewarded Phil with a bigger job – Chief Operating Officer. We’re all looking forward to the fruits of Phil’s expanded responsibilities.

## GURPS Basic Set in PDF

When PDF first became a force in the RPG market, many publishers – including Steve Jackson Games – were concerned that PDF versions of print books would pull sales away from the retailers, who have supported us for decades. So we entered the PDF market cautiously, making new releases available only after retailers had had ample opportunity for early sales. As time went by, we noticed a definite trend, or rather, a lack of a trend – when a book was uploaded as a PDF, the distribution sales did not drop.

Now, armed with two years of positive data, we can make a great number of fans very happy with the release of the *GURPS Basic Set* as a PDF on e23. Stop over at [e23.sjgames.com](http://e23.sjgames.com) to purchase the file, and check out our other offerings, too!

## Ogre Reloads, Takes Aim

The *Munchkin Quest* delay left a gap in our schedule. We’re filling it with an upgraded version of *Ogre*, hitting store shelves this summer. Expect thick die-cut counters, a consolidated rulebook combining *Ogre* and *G.E.V.*, and huge maps (we’re talking about hexes more than an inch across!). Want to follow the development? Stop in at the *Ogre* forum ([forums.sjgames.com](http://forums.sjgames.com)) to see what we’re planning!

## Munchkin for the Win!

We’d like to highlight one factoid from SJ’s *Report to the Stakeholders* (p. 8) – the *Munchkin* line accounted for more than 70% of our sales in 2007! Not only is *Munchkin* one of the hottest card games in the industry, it’s our number-one seller. So it’s no surprise that we’re supporting the heck out of it.

We’re going big with *Munchkin Quest* (see p. 7) and small with *Munchkin Cthulhu Cursed Demo* (see p. 6). We’re remembering our roots with *Munchkin 6 – Demented Dungeons*, and getting into new genres, like pirates with *Munchkin Booty*. See p. 6 for more about these upcoming releases.

## No, We Didn’t Buy Cheapass

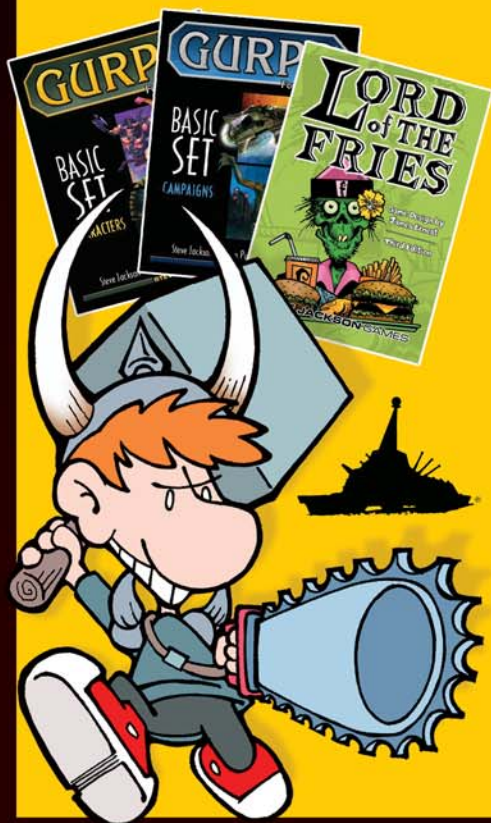
When you notice we’re offering a new edition of Cheapass Games’ classic *Lord of the Fries*, complete with upgraded, full-color components, you might wonder, “What’s going on here?”

No, James Ernest hasn’t sold Cheapass Games, to Steve Jackson Games or anyone else. No, he hasn’t been eaten by zombies, either (although we’ve heard tales of a close call during a high-stakes poker game on a houseboat in Nevada).

We just noticed that a couple of really cool games were out of print. It seems Mr. Ernest found one of those mythical beasts – a Day Job – so he hasn’t had time to update his classics. We offered our assistance. The result, with its awesomely fun mechanics and beautiful components, is one of the highest-quality projects ever to come from Steve Jackson Games. We’re quite proud of this one; check it out!

## Where’s My GURPS Status Report?

The *GURPS* Status Report has been a staple of *WWG*’s front page for years. But for this issue, we’ve simply got too much to say. So we expanded to an entire page of updates and news. Turn to p. 10 to read about Dr. Kromm’s projects, what’s coming in hard-cover, which POD books are coming to your retailer, and much more!



# 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 six 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, \$17.95.

## *Munchkin 3 – Clerical Errors*

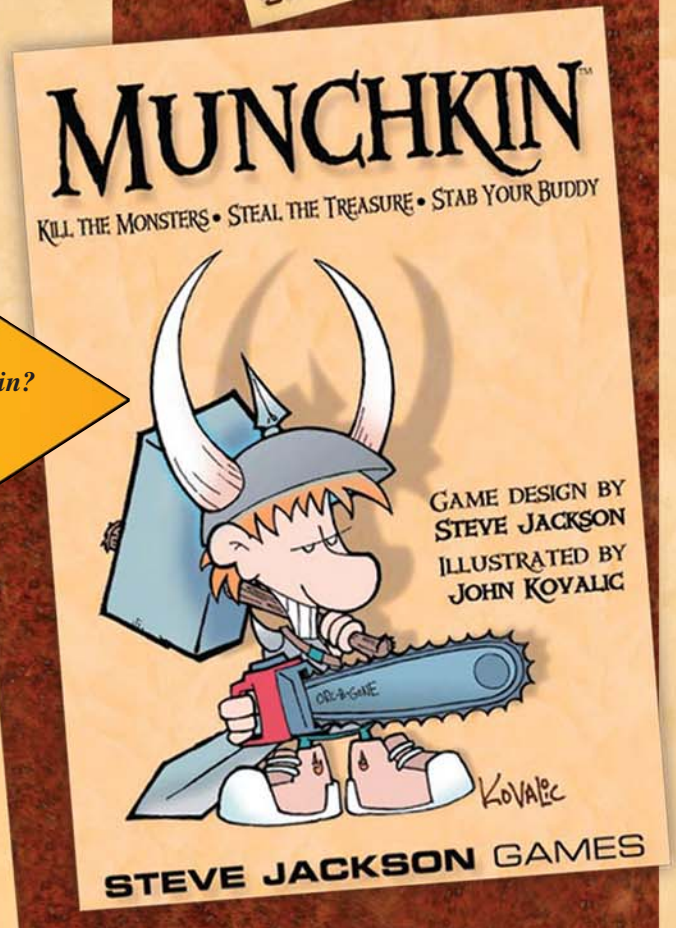
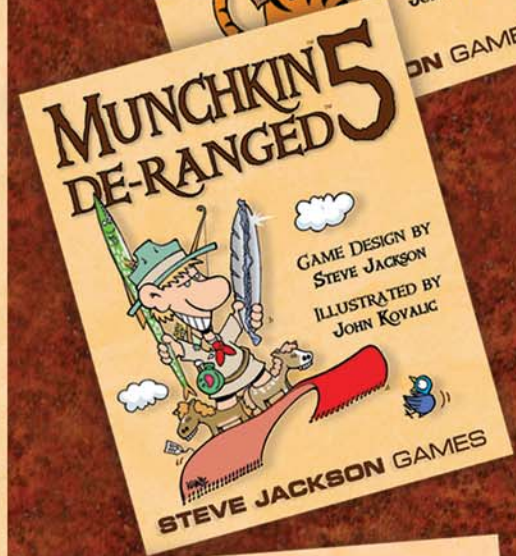
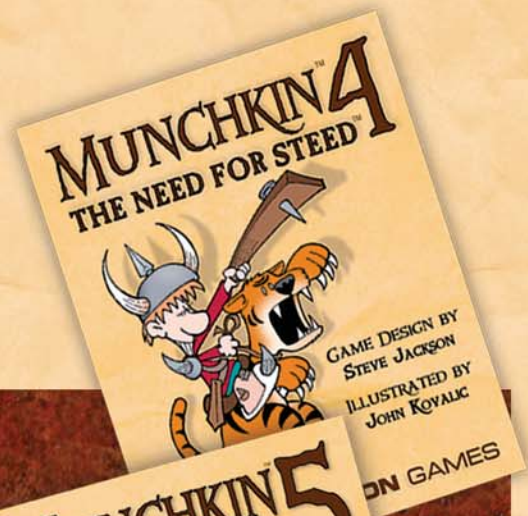
The third *Munchkin* card set adds Gnomes, Bards, and new foes like the Tequila Mockingbird. Illustrated by John Kovalic, of course. #1416, \$17.95.

## *Munchkin 4 – The Need For Steed*

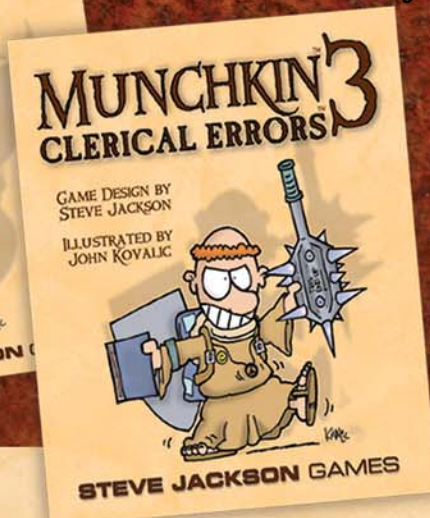
*Munchkin* rides again! This expansion set adds Steeds, plus loads more monsters. Jackson and Kovalic do it again! #1444, \$17.95.

## *Munchkin 5 – De-Ranged*

This supplement for *Munchkin* introduces a new class – the monster-taming Ranger! Plus lots more Steeds to ride, monsters to kill, and loot to grab! #1450, \$17.95.



What's newest for *Munchkin*?  
Check out p. 6!





# MUNCHKIN BEYOND FANTASY

## *The Good, the Bad, and the Munchkin*

*The Good, the Bad, and the Munchkin* opens a whole new frontier – the Wild West! Forget dragons and goblins – Jackalopes and Davy Croc have just as much treasure. Those plains may seem wide open, but there’s lots of monsters to kill, and lots of stuff to take.

Become a Cowboy with a Twenty-Gallon Hat, or an Indian on a Catamount. Fight Wild Bill Hiccup, the Killer Jalapeño, and the Barber Shop Quartet. Take the Annual Bath for an extra level. Or just pal around with your sidekick the Greenhorn, until you sacrifice him to distract a monster.

*The Good, the Bad, and the Munchkin* is the next stand-alone game in the award-winning *Munchkin* line. Steve Jackson and John Kovalic have teamed up again to put puns to paper like no one else can. Head ‘em up and move ‘em out, and get ready to wander the Grim Roper into somebody else’s combat and make him “Rootin’ Tootin’ ” for +10 . . . #1454, \$24.95.

## *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. Smite them all, and be the first to Level 10 . . . #1419, \$24.95.

## *Munchkin Bites! 2 – Pants Macabre*

The dark munchkins return in the *Pants Macabre*. We’ve got a dozen more Powers, plus more monsters, and a new Race: Mummies! #1443, \$17.95.

## *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 – Monkey 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 – Monkey Business*. #1441, \$17.95.

## *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, \$17.95.

## *Munchkin Impossible*

The munchkins are now spies! Be a Playboy, Tourist, or Assassin. Report to the Americans, Russians, British, or Chinese (it’ll change!). Eliminate foes, from the pathetic Defective Defector, through the Interro-Gator and the Not So Secret Police, up to the mighty Super Spy himself. #1446, \$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. Illustrated by John Kovalic. #1411, \$24.95.

## *Star Munchkin 2 – The Clown Wars*

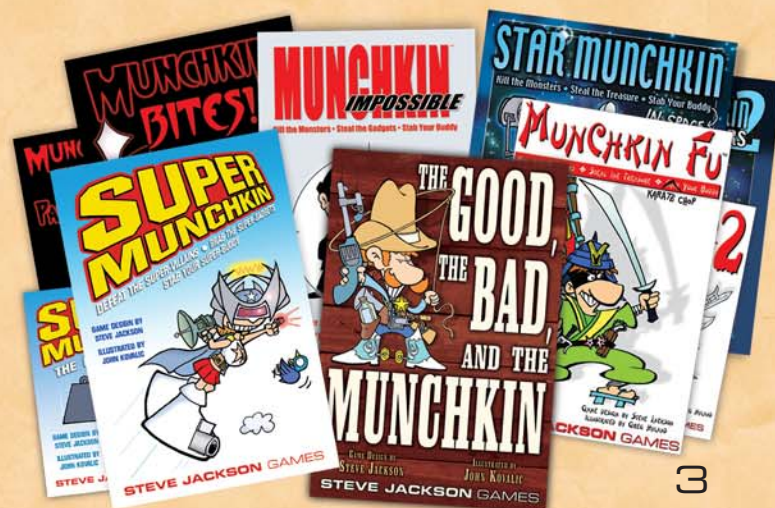
The Munchkins take to the stars – again! *Star Munchkin 2* brings the epic saga of *The Clown Wars* to life, except with better acting. #1418, \$17.95.

## *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! #1440, \$24.95.

## *Super Munchkin 2 – The Narrow S Cape*

There comes a time in every munchkin’s career when he’s taken on more than he can handle. It’s time for – *The Narrow S Cape*. #1445, \$17.95.



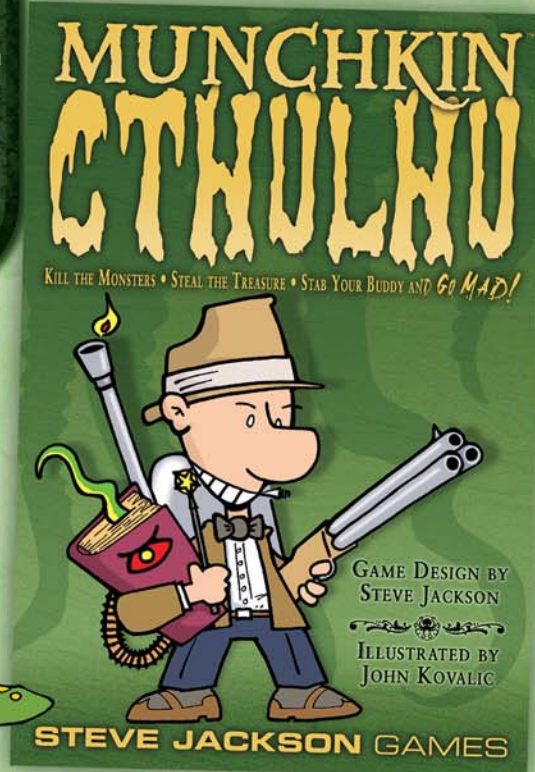


# MUNCHKIN™ Cthulhu

*Munchkin* keeps setting sales records and shattering them with the next release – it’s becoming routine. But *Munchkin Cthulhu* went nuts! It sold faster than any previous *Munchkin* box, and now the reprint has nearly sold out as well. We’re planning a third printing for later this year. That’s nearly 40,000 copies in 12 months!

What makes the Mythos version of *Munchkin* so different? It may be the general coolness of Cthulhu. He’s bigger than ever right now (so to speak) . . . One would be tempted to say “the stars are right,” if one were seeking groans from one’s audience. SJ and John Kovalic have been enjoying Lovecraftian roleplaying for decades, and they crafted a batch of especially horrible pun-filled cards – like Ichor Liquor and Cowl of Cthulhu, as well as monsters like Froggoth, Loggoth, and Joggoth, as well as the Grape Old Ones. And *Munchkin Cthulhu* already has hordes of fans. Slaving hordes.

And when you’ve got hordes hungry for more, you feed them. Quickly, before they become . . . unruly! *Call of Cowthulhu* – the first expansion – was released five months after the core set. This supplement was an experiment. We had a great theme, inspired by a “Cowthulhu” shirt John Kovalic had done . . . but there weren’t enough good jokes to support a normal 112-card release. So, said we: “Let’s do a 56-card set and see how it goes!” So Cowthulhu was



joined by Hog-Sothoth and the Sheep Ones, and the munchkins’ arsenals grew with the addition of Rolling Pins, Scythes, and the Super Duper Pooper Scooper.

Really, it’s amazing it took so long for that last card to appear in *Munchkin*.

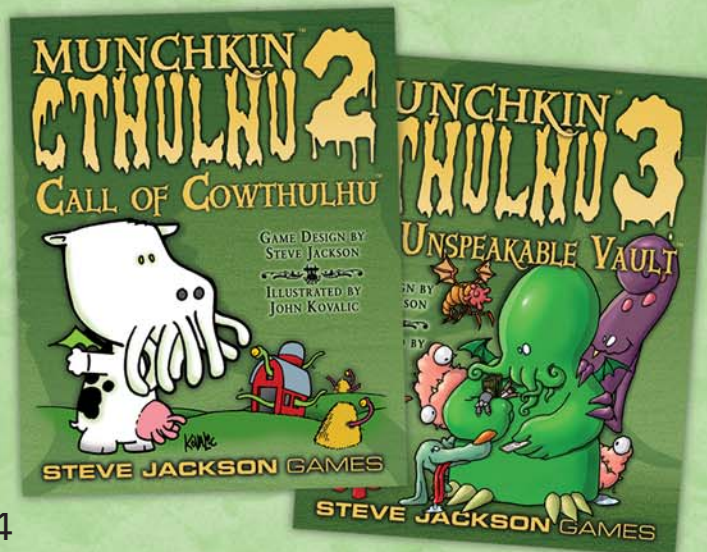
Aaaaaand . . . the gamers liked the 56-card set just fine. Which was fine with us, because we had another idea. *The Unspeakable Vault (of Doom)* is a truly twisted webcomic which shows the Mythos in a . . . unique light. So we did a deal with the artist, Goomi, for *Munchkin Cthulhu 3 – The Unspeakable Vault*. Goomi brought his characters Great Cthulhoo, Dagoon, Narly, and Tindaloo into the pun-filled world of *Munchkin*. In only 56 cards, we fit in a hefty batch of Elder Weirdness – you can feed your friends to Cthulhoo, grow Footicles, and use an Inhuman Moan to defeat the Teeny Weeny Mi-Goo.

What’s next for *Munchkin Cthulhu*? We just released *Munchkin Cthulhu Cursed Demo* (see p. 6 for details). We have prototypes for a plush version of one of the cutest (and most disturbing) monsters: *Chibithulhu*. This cute and cuddly horror should be showing up this summer. And this fall, we may create another bobblehead . . . of something. we’ve run through a dozen sculptors already; they all start rolling on the ground, babbling, after their first day . . .

*Munchkin Cthulhu*: #1447, \$24.95.

*Munchkin Cthulhu 2 – The Call of Cowthulhu*: #1453, \$9.95.

*Munchkin Cthulhu 3 – The Unspeakable Vault*: #1455, \$9.95.



Need more *Munchkin Cthulhu*?  
Check out the *Cursed Demo* on p. 6!



# MUNCHKIN: MORE THAN CARD GAMES

## Munchkin Rigged Demo

Looking to add new *Munchkin* players to your group? Want to teach your friends the basics in just minutes? Need a handful of way overpowered cards to beef up your deck? *Munchkin Rigged Demo* can solve all these problems!

Conceived as a quick introduction to *Munchkin*, the *Rigged Demo* is a full-fledged teaching tool for gamers and retailers alike. Using the programmed deck, a *Munchkin* veteran can easily explain the core concepts to a newbie in just a few minutes. In fact, as long as the demo script is followed, *neither* player needs to know anything about the game at all!

If you and your friends already know how to play, then *Rigged Demo* still has something for you – promo cards, and lots of them!

- 9 copies of Stacked Deck, a brand new Door designed for munchkinly abuse.
- 9 copies of Ultra Munchkin, a Door that lets you have three classes.
- 9 copies of 1/3-Breed, a Door that lets you have three races.
- 6 copies of Portable Hole, a very useful Treasure.
- 6 copies of Cheat With Both Hands, a Treasure that lets you have two illegal items!

**Munchkin Rigged Demo.** As a gift for a new player, as an introduction to the game for curious gamers, or as a source of unusual and overpowered cards, this set's got something for everyone!

#1451, \$4.95.

## Munchkin Dice

Most gamers use a good old 10-sided die to track their *Munchkin* levels. So we created the ultimate 10-sided dice – six of them, all different colors! – in the *Munchkin Dice* set! These oversized (35.6mm), swirly-shiny 10-siders all have the victorious Super Munchkin's picture in place of the "0." When you reach Level 10 and claim victory, everyone will see that YOU are the ultimate Munchkin. Bonus – each dice set comes with 14 brand-new, never-before-seen *Munchkin* cards to make your character even more overpowered.

#1442, \$14.95.



## Munchkin Bobblehead

It's dangerous out there. You need a buddy.

The *Munchkin Bobblehead* will watch your back during your adventures. Keep him on your office desk for inspiration – after all, what's the office but a dungeon with cubicles? The classic *Munchkin* figure, complete with horned helm, bag of loot, and enormous hammer, is a great way to spot your fellow *Munchkin* players.

But most of all, keep him around during your *Munchkin* games. Not only is he nifty in his own right . . . he gives you an advantage in play. And in *Munchkin*, you need every bonus you can get.

Like every *Munchkin* expansion, the sales on the *Bobblehead* surprised us. There's a very good chance that, by the time you read this article, he'll be completely sold out! (Mua-ha-haaa!) But fear not, as we're already designing the *next* bobblehead! Which set will we pull from? Watch the Daily Illuminator ([www.sjgames.com/ill](http://www.sjgames.com/ill)) for the announcement!

#5502, \$14.95.



What would *Munchkin* on a board look like? Turn to p. 7 to find out!



# MUNCHKIN

## NEW AND UPCOMING

### *Munchkin 6 – Demented Dungeons*

Now it's *really* a dungeon crawl!

*Munchkin* is about kicking down doors, killing monsters, and stealing the treasure. But where's the dungeon?

*Demented Dungeons* introduces a new twist on *Munchkin*. Now you can enter the Dungeon of Elvish Excess, or take a Portal to the Dungeon of Manga Wrangling. Or explore *both of them at once!*

Each of the 20 double-sized Dungeon cards adds a new rule that affects the entire party – and maybe the monsters, too! Use the 16 Portal cards to jump from one Dungeon to the next in your search for gold and glory.

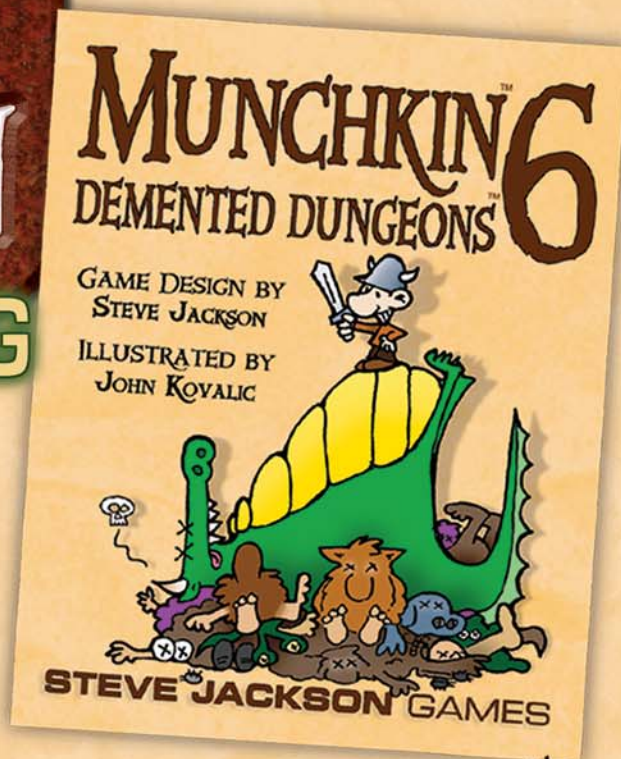
#1457, \$9.95.

### *Munchkin Cthulhu Cursed Demo*

Following the success of last year's *Munchkin Rigged Demo*, we present . . . the *Munchkin Cthulhu Cursed Demo*. Now anyone can teach newbies how to play *Munchkin Cthulhu* in minutes, bringing new victims . . . errr, gamers . . . into the wonderful world of *Munchkin!*

This tuckbox mini-set includes:

- A special 17-card deck, drawn from the *Munchkin Cthulhu* set, with the cards numbered so you can stack the deck and teach the basic mechanics quickly. Instructions, dialogue, and stupid jokes are included. Or use your own stupid jokes – we won't mind.



- 39 promo cards to use as tournament prizes, to horde for those “special games,” or just to say “thank you” to your favorite munchkin. For instance, “If you don't help the monster, I'll ‘thank you’ with this card.”

The *Munchkin Cthulhu Cursed Demo* is the perfect tool for bringing even more players to the best-selling *Munchkin* line, by introducing them to the wildly popular *Munchkin Cthulhu!*

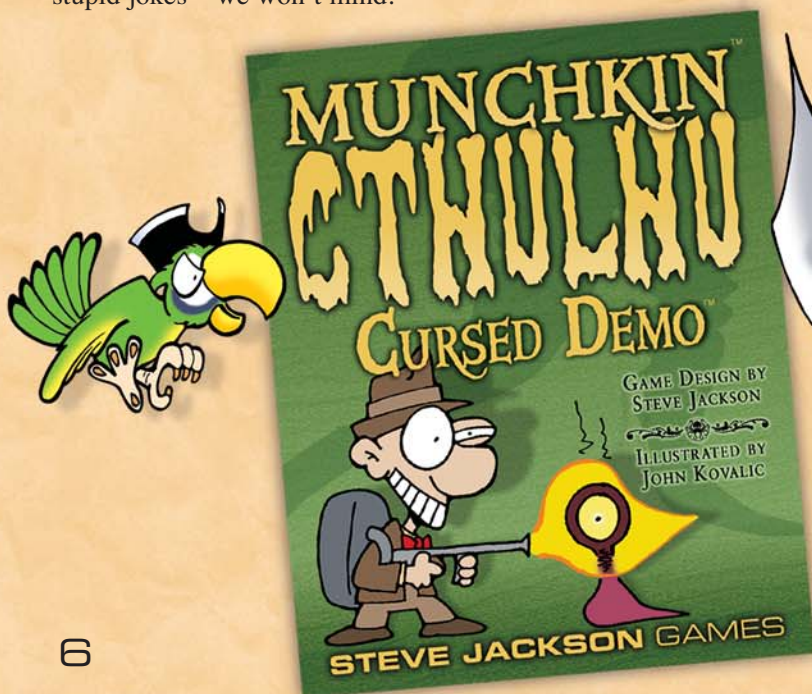
#1456, \$4.95.

### *Munchkin Booty*

Munchkin. Steve Jackson. Pirates. This summer.

Need we say more?

#1459, \$24.95.





# MUNCHKIN: COMING SOON

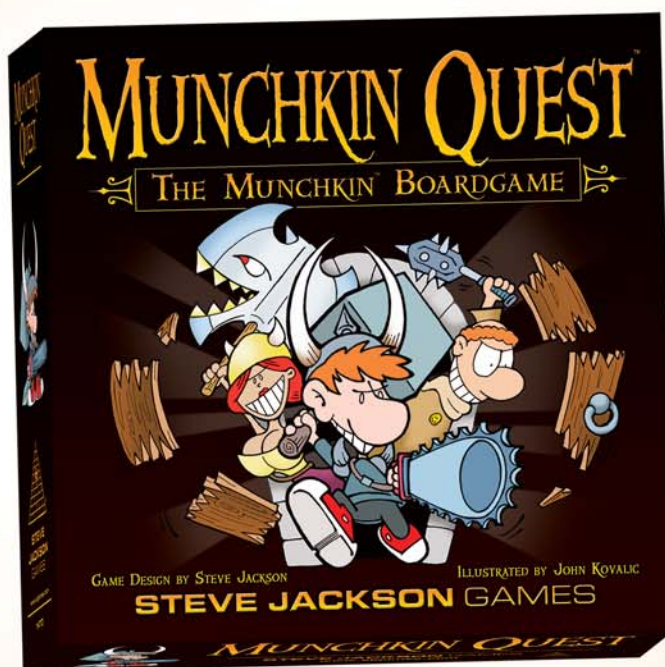
Kill the monster, grab the treasure, stab your buddy. That's what it's all about. Now *Munchkin Quest* brings the action to the gameboard!

Kick open a door and draw a tile. Each room has different bonuses and penalties, for you *and* the monsters! Kill the monster – or flee – and then choose another door. Each tile expands the dungeon, adding more opportunity for fortune, but taking you farther away from the all-important Entrance! Reach Level 10, then get out alive . . . if you can!

With dozens of room tiles and monsters, and hundreds of thick, die-cut tokens for doors, health, and gold, *Munchkin Quest* will be the deluxe *Munchkin* experience fans have been waiting for!

Designed by Steve Jackson and illustrated by John Kovalic, this board game doesn't take itself seriously. Except for the loot – munchkins are *always* serious about the loot!

Coming this fall to game rooms everywhere . . .



## What's on the Horizon?

Given the time it takes to print the massive numbers of *Munchkin* products, we're always working further in the future than we can talk about. But here's a couple of names we *can* drop now.

- We've already got the cards for *Munchkin 7* worked out, and we're gathering art. This expansion will bring some fan-favorite cards from other genres into the original *Munchkin* line. Dare we say "this fall"?

- Plush! It's Chibithulhu, with equal parts big-eyed cuteness and mind-rending horror! Watch for this during the summer conventions.

- More stuff for *Munchkin Quest!* This was a *huge* project, but we learned a ton about what's possible, what's affordable, and what can't be done without serious strain. We're definitely going to support this release, and the holiday season looks like the right time . . .

*This is a photograph of the Prototype Evil. The Final Evil may vary slightly in its appearance to mortal eyes. And we're going to make some pink ones, too.*





# REPORT TO THE STAKEHOLDERS: 2008

This is a slightly abridged version of SJ's annual report. For the full version of the 2008 Report, go to [www.sjgames.com/general/stakeholders](http://www.sjgames.com/general/stakeholders).

## OVERVIEW

We are, as I assume the reader knows, a publisher of games. Not all of these are physical products. An increasing number of them are digital downloads . . . PDFs and a few other types of file sold through our e23 site. We also publish two online magazines: *Pyramid* and the *Journal of the Travellers' Aid Society*.

We expected 2007 to be a strong and profitable year, and it was. Our 2007 gross was a bit over \$2.8 million, about a 14.8% increase over 2006. The 2007 books are not yet closed, but we will show a profit, and our cash flow remained excellent.

Our most important product, even more than last year, is the *Munchkin* card game. With its sequels and supplements, *Munchkin* accounted for over 70% of our sales in 2007! It is now available in 12 languages. The *GURPS* roleplaying system, with more than 100 titles in print, is still the other main component of our sales, and the mainstay of the e23 PDF library.

## SIGNIFICANT CHANGES IN 2007

Executive summary: Things got better.

### The High Points

2007 was definitely a good year. We have more than the corporate books to say so. A poll of employees gave a strong consensus that they are happier, and that the company is better off, than last January.

### Sales

Sales were up by about 14%, and this year they were more consistent. 2007 was the year that we got (re)organized with our print buying. Having identified the failure to keep the *Munchkin* core games in print as our #1 problem of 2006, we addressed that failure with energy, and very nearly erased it. Having more to sell, we sold more.

## Staff

Our staff picture is much brighter than it was last year, when we had some significant gaps. Two experienced former employees, Phil Reed and Michelle Barrett, returned in 2007. We still identify "lack of depth" as a weakness . . . too many of our key people have no clear backup . . . but now all our key slots are well filled.

## e23

Our digital-product division, e23, is now three years old, and the second-largest seller of downloadable files for the gaming community. A 2007 goal was to have 2,000 files available for download, and we made it with more than a day to spare!

We are ramping up our efforts to create original releases for e23, since those are better-selling and more profitable than third-party material. We intend to release at least 25 significant originals in 2008. However, we don't want e23 to become a pure company store, and we DO want to take advantage of the "long tail" effect, so we will continue to sell quality PDFs created by other publishers. At the moment, our third-party contract offers dramatically better royalties than does our competition, and we'll do our best to continue that.

The PDF versions of our new *GURPS* books will now be available after the hardcopy has been in stores for a month. We continue to see no evidence that PDF and hardcopy sales interfere with each other. In fact, PDF releases have created demand for

short-run hardcopy editions of several *GURPS* supplements.

## Business Organization

Our business organization remains reliable. Our financials are up-to-date. We pay our royalties accurately and on time. This pleases me greatly.

And, the business now has a designated successor – Phil Reed – to explicitly be in charge when I'm not around, and moving toward the day when I'll spend most of my days out of the office and he'll be in charge all the time.



## Warehouse 23

Our online store is still a success. Sales of physical goods were marginally higher than in 2007. We are the exclusive online retailer for several excellent publishers, including Atlas Games and Grey Ghost Press. Our customer service continues to be a point of personal pride for me. Cost control and improved software, both web interface and back end, will be our direct-sales goals for 2008.



## Neat Little Things

Perhaps not terribly important in the grand scheme of things, but 2007 did bring a few “small wins” that are just too cool not to mention:

- Warren Spector, an SJ Games alumnus, sold his development studio to Disney. Cheers for Warren for hitting the biggest of the big leagues.

- We learned that, as far as anyone has determined, the *Daily Illuminator* is the oldest still-active blog on the Internet, going far back before the invention of the word “blog,” or even “weblog.” Its daily updates, still archived, go back to November 16, 1994.

- We produced a spiffy *Munchkin Bobblehead*. Yes, he gives an in-game advantage!

- Four of our games – *Car Wars*, *Ogre*, *Illuminati*, and *Toon* – were covered in the Green Ronin book *Hobby Games: The 100 Best*. SJ and Phil Reed both had essays in that collection, too.

- And we mounted a large Eye-In-Pyramid logo on the building, but no company name. Those who need to know, know.

## Ehhhhh . . .

The places where we wanted a win and didn't quite get one.

## Warehouse 23 Upgrades

Last year I said “We're planning to add more space for Warehouse 23 this year by installing a mezzanine floor in our warehouse, and we intend to update our online shopping cart to more closely integrate Warehouse 23 and e23.” Well, we're still planning those things. We've done a lot of homework on the mezzanine and learned just how difficult the City of Austin permitting process can be even when there are no particular issues. As for the shopping cart, a shortage of coder-hours has pushed it back.

## Podcasting

The Fnordcast was fun and got some good comments, but after #10, we quit . . . not officially, but the fact is, we haven't done one in months. The people involved have more pressing duties. It's a shame, and maybe we can get back to it.

## FAILURES

Things that definitely didn't go as they should have . . .

### Digital Games

While we've made some very promising contacts, we have still neither released a homegrown digital version of one of our products nor entered a licensing relationship with a major publisher. We're not working too hard at that, either; last year we decided to prioritize our successful hardcopy sales first. So this isn't an utter failure, because it wasn't a top goal . . . but it remains a disappointment, and it is no longer even a priority for 2008.

Our *UltraCorps* online game project has gone on for another year, and now feels very much like Zeno's arrow paradox: we keep getting closer, but will we ever get to the point of launch? Not giving up, though. It's a great game.

### Sending Steve Home to Design Games

This has been a goal for years. As I've said more than once (a LOT more than once): I seem to be a competent manager, because we've been here for more than 25 years, but I'm not a *great* manager, so why don't I get somebody else up to speed to do it? Well, it's been tried, and it has never worked out well enough.

Failure to solve this problem has made it a bigger problem. I'm definitely feeling the symptoms of burnout. So in 2008, I will be taking a few long chunks of time off, possibly working on new game ideas and possibly working on nothing, but definitely not facing deadlines. Maybe we can work up to a genuine long sabbatical sometime in 2009.

But we're addressing this: as noted above, Phil Reed is now the Official #2 Guy, and I feel very comfortable with that.

## LOOKING FORWARD

Setting some hard priorities worked very well for us last year. So . . . we've done it again, and they're a bit different, and we allowed ourselves one more than in 2007:

- The top priority this year, for the company and for me personally, is to get

the *Munchkin* board game, *Munchkin Quest*, finished and excellent, and to get it to press, and to support it with at least one good supplement. This will be our first entry in the “big pretty box full of neat toys” category. We can do that. We want to make it a lot of replayable fun, too, rather than just a source of toys to put on top of your computer monitor.

- The next priority is to keep the existing *Munchkin* line in print. We succeeded in this last year when it was Priority 1. We can still do it.

- The third priority, and the second highest priority for me, is to support *Munchkin* with new releases. There will be one new *Munchkin* game, and at least three new expansion sets, in 2008.

- The fourth priority will be e23 support: better code, a better front end, more third-party publishers, and a LOT more original material. Most of the original PDFs for '08 will be for *GURPS*, but we hope to offer some surprises, too.

- The fifth priority is to release some new board and card games unrelated to our current lines. We will get some done.

- The sixth priority is to support *GURPS* with new hardback releases. There will be two in 2008. But the big thrust for *GURPS* will be in PDF, which is up there in Priority 4.

The last significant priority is to keep the *GURPS* core books in print. We can safely make that the last priority, because we pretty much have it down to a science. Knock on wood . . .

Everything else after that is a non-priority, something to do if the above things are under control. That includes digital games. At our last planning session, most of the senior staff identified digital games as a *threat* . . . not a threat to our sales, but a distraction that keeps me from working on the new card and board games that are our life's blood. We will continue to work enthusiastically with the publishers and developers that have proposals in progress with us, and we all hope something great will come of it, but chatting with new digital publishers in 2008 will take a back seat to making “real games” unless someone opens the discussion by waving a very large check.

Thanks, as always, for your support.



# What's New in *GURPS*?

## What Is Kromm Up To?

Sean “Dr. Kromm” Punch is not only the architect of the Fourth Edition, he’s the *GURPS* Line Editor. Traditionally, his days are filled with proposals, rules advice for writers, and, yes, editing. But with PDF products, we can create and distribute short projects that Sean can quickly write between larger jobs (such as editing all 272 pages of *GURPS Thaumatology!*). For his first books, he created the *Dungeon Fantasy* series, bringing the classic dungeon crawl – complete with subterranean tunnels and 10’ × 10’ rooms – to *GURPS*. Each release has been a success, so we’re giving Sean more time to write. Go to [e23.sjgames.com](http://e23.sjgames.com) to see what he comes up with.

## Hardcovers in the Pipeline

Although e23 is getting quite of bit of press lately, we haven’t forgotten hardcovers. Bibliophiles will agree: there’s nothing like the feel of a sturdy bound book in your hands.

In 2007, we shipped out three hardcover *GURPS* books. First was *Ultra-Tech*, the ultimate catalog of science-fiction gear. Then came *Martial Arts*, containing rules for fighting around the world, in cinematic or realistic fashion, with weapons or barehanded. Finally, last fall, store shelves saw *High-Tech*, covering guns and gadgets of the modern age.

This year, we’ve got a major release lined up for the summer. *GURPS Thaumatology* is the largest *GURPS* book since *Characters*, weighing in at 272 pages. It updates alternate magic systems from Third Edition, and introduces advice for adjusting them to fit your campaign *exactly* as you like. Later in the year, we’ll release *The Vorkosigan Sourcebook and RPG*. This long-awaited tome covers the exploits of Miles Vorkosigan and his friends, and their adventures across the galaxy.

Further down the pipeline, we have an update of *GURPS Low-Tech* in the works, and a couple other projects that are simply too far away to tell much about. Watch [www.sjgames.com/gurps](http://www.sjgames.com/gurps) for more announcements and news.



## What's New on e23?

e23 has been busy since the last *Where We're Going*. In addition to more than two dozen digital reprints of out-of-print Third Edition books (including some *very* hard to find ones!), every Fourth Edition hardcover released so far has been uploaded – including the *Basic Set* (see p. 1 for details).

Is that all? Not even close! e23 has also released a dozen original Fourth Edition PDFs, covering topics ranging from history to spaceships.

- **Spaceships.** The first installment of this series covers an abstract construction system, and future releases will expand the rules for the tiniest and largest of ships, plus a wide variety of examples.

- **Supers.** Part genre guide, part GM advice, *Supers* brings comic-style adventuring into *GURPS*.

- **Dungeon Fantasy.** Dungeon crawling in *GURPS!* There are four books out now. *Adventurers* covers character creation, and *Dungeons* is about running the adventure. *The Next Level* covers powering up, and *Sages* adds the adventurers with *brains*. Future installments will expand the character options, fill the tunnels with monsters, and much more!

- **Creatures of the Night.** The author of the original *Creatures of the Night* returns with more creepy creatures, perfect for horror or fantasy games.

- **Infinite Worlds: Britannica-6.** Investigate a steam-punk British Empire in this expansion for *Infinite Worlds*.

- **Martial Arts: Fairbairn Close Combat Systems.** W.E. Fairbairn was one of the most influential combat instructors of the 20th century; this PDF brings his styles into *GURPS*.

- **Transhuman Space: Shell-Tech.** Cybershells for *Transhuman Space*, updated for Fourth Edition.

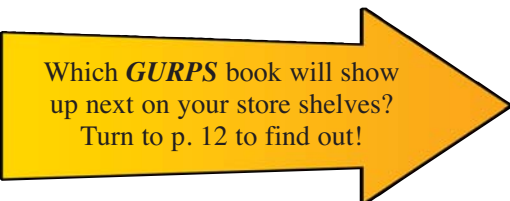
- **High-Tech: Weapon Tables.** All the tables from *High-Tech*, in one easy-to-reference PDF.

## POD at Your FLGS?

Ever since we created e23, your Friendly Neighborhood Game Store has been asking, “How can I sell these products?” For years, we didn’t have a good answer. Now we do.

Using print-on-demand services for a short print run, we are now offering a selection of e23 books to the distribution chain. The first batch will include *GURPS Mysteries*, *Spaceships*, and *Supers*. Although these will be softcover books with one-color interiors, they will contain the same quality of writing you expect from any *GURPS* product.

Watch for them this summer at a game store near you!





## Free on e23!

### *Caravan to Ein Arris*

The classic *GURPS* adventure, updated for Fourth Edition! #37-0031.

### *GURPS Combat Cards*

The easy way to assess your combat choices. #37-0202.

### *GURPS Lite*

*GURPS Lite* is a 32-page distillation of the basic *GURPS* rules, available in English, Korean, Interlingua, Lithuanian, Italian, Chinese, and Portuguese. #31-0004, 37-0001, 37-0002, 37-0003, 37-0004, 37-0006, and 37-1005.

### *GURPS Magic Spell Charts*

This set is a visual representation of the relationships between the hundreds of spells listed in *GURPS Magic*. #37-0203.

### *GURPS Skill Categories*

This document sorts skills into categories that coincide with likely career paths for adventurers. #37-0201.

### *GURPS Space: Planetary Record and Worksheet*

These are worksheets for every step of the worldbuilding process, and a ready-to-go Planetary Record Sheet. #37-0204.

### *GURPS Traveller Interstellar*

#### *Wars Combat Counters*

This set provides all the markers you need to play out battles using *GURPS Traveller: Interstellar Wars*. #37-6602.

### *GURPS Update*

Bring your PCs into the Fourth Edition! #30-6024.

[e23.sjgames.com/samples.html](http://e23.sjgames.com/samples.html)

## Top 10 e23 Downloads as of March 2008



- #1 ***GURPS Character Assistant***  
Character creation software for *GURPS Fourth Edition*.
- #2 ***GURPS Mysteries***  
How to run an RPG mystery, or figure one out, written by a real-life defense attorney.
- #3 ***GURPS Spaceships***  
Abstract systems for spaceship design, travel, and operations, along with a (mapless) space-combat system.
- #4 ***GURPS Transhuman Space: Changing Times***  
The guide to updating *Transhuman Space* to *Fourth Edition*, with bonus GM advice!
- #5 ***Robin's Laws of Good Game Mastering***  
Advice on knowing your players, and running a better game, from Robin Laws!
- #6 ***GURPS Dungeon Fantasy 1: Adventurers***  
Classic dungeon crawling, in *GURPS!* From Sean "Dr. Kromm" Punch.
- #7 ***GURPS Supers***  
Genre advice, character guides, and combat help for super-powered campaigns.
- #8 ***Dungeon Fantasy 2: Dungeons***  
Running classic dungeon crawls in *GURPS*, with tips to speed up combat, defeat fiendish traps, and dispose of the loot after the battle.
- #9 ***GURPS Lands Out of Time***  
Humans and dinosaurs, adventuring side-by-side.
- #10 ***GURPS Transhuman Space: Singapore Sling***  
An introductory adventure for *Transhuman Space*.

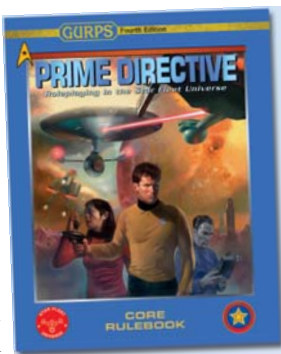
[e23.sjgames.com/hot.cgi](http://e23.sjgames.com/hot.cgi)



## GURPS Prime Directive

*GURPS Prime Directive* brings the Star Fleet Universe to *GURPS!* As a complete stand-alone RPG using the *Powered By GURPS* game engine, it is completely compatible with *Fourth Edition*. Explore the boundaries of the Federation, defend against the raids on the Klingon frontier, foil Machiavellian schemes in the Romulan Senate.

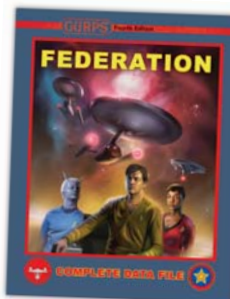
The Prime Directive Universe is vast, from *Star Fleet Battles* in



## Powered by GURPS • From Amarillo Design Bureau

1979 and expanding to more than 100 products in several categories! *GURPS Prime Directive* includes writeups of more than a dozen alien species, plus history, scenario hooks, and starship information! ADB8401, \$24.95.

*GURPS Klingons* expands the Prime Directive Universe into the Klingon Empire, with never-before-revealed information about the warriors of the Empire of Steel! Read how Kahless conquered Klinshai, the arrival of the Old Kings propelling the Klingon Iron Age warriors into an interstellar Empire, and more! ADB8403, \$24.95.



*GURPS Romulans* brings you the entire Imperial Romulan Data File – the history of the Romulans, the source of their conflict with their Vulcan forebears. See how the Emperor and Praetor run the Romulan Empire, manipulating the Senate and the Great Houses for the glory of the Romulan Empire! All this, and full *GURPS* stats, too! ADB8404, \$24.95.

**Coming Soon! *GURPS Federation* – 144-page softcover book.**  
ADB8402, \$24.95.



# New Releases



## Lord of the Fries

Welcome to Friedey's, the Fast Food Restaurant of the Damned!

Our whole staff is dead, and we're really short on brains. But we'll do our best to fill your order! Even a horde of nearly-mindless zombies can assemble combo meals. Sort of.

And now you're one of us. Combine frighteningly generic ingredients like "Cow Meat," "Sauce," and "Drink." Play from eight different menus, including Ratherbee's Steakhouse, the classic Friedey's Restaurant, and the new McPubihan's. Build orders like Bovine Spongiform Yum, Yum, Yum!, Penne for Your Tots, and Sheep wit' da Fishes. But do it quick – the customer is waiting!

Whoever fills the best orders gets the most points, and the zombie with the most points becomes . . . the Lord of the Fries!

*This new edition of the classic **Lord of the Fries** includes large, full-color menus – including a new restaurant! – 8 alternate decks designed for 3-to-5-player games, color-coded dice to speed order choices, die-cut point tokens, and a timer.*

#1801, \$24.95.



## GURPS Thaumatology

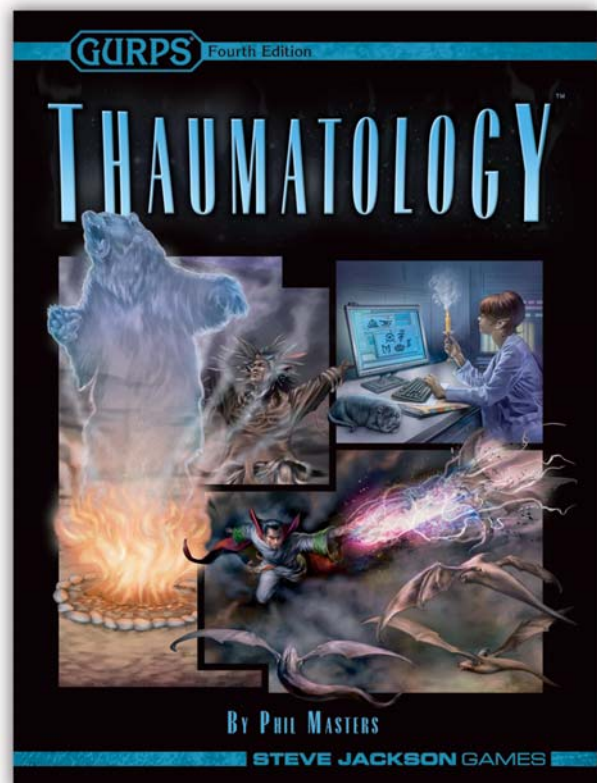
Every myth, fantasy story, and anthropological study has its own ideas on magic. Is it intuitive art or numerical science, insanity or perfect control, a quest for divinity or demonic blasphemy? For the roleplayer who wants to game interesting, evocative ideas about magic, it may be all of the above.

*GURPS Thaumatology* provides the systems to make magic work however we imagine it, while keeping it consistent and playable.

*GURPS Thaumatology* is a collection of the best magic rules and systems from Third Edition – from *GURPS Spirits*, *Cabal*, *Voodoo*, *Celtic Myth*, and *Religion* to numerous articles from *Pyramid* (including *Unlimited Mana!*) – updated for Fourth Edition. It also has new tweaks to the spell-based magic of the *Basic Set*, guidelines for running magic-oriented games, and notes for adapting real-world occult beliefs into the system.

Weighing in at 272 pages, this grimoire is vital for any campaign using magic, from high-fantasy wizards throwing fireballs . . . to seedy urban mages in the modern world . . . to bizarre worlds with multiple opposing systems of magic.

#01-0107, \$39.95.





# Coming Soon

## *Tribes*

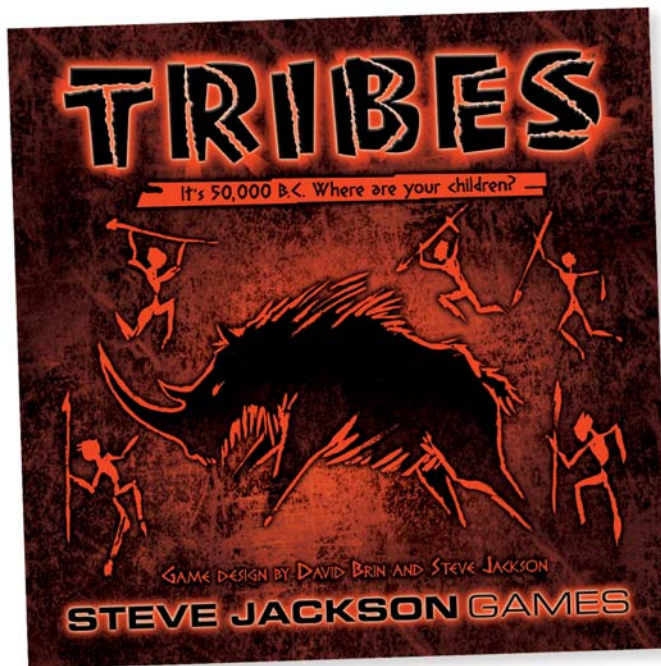
*Tribes* has been a convention favorite for *many* years. Designed by Steve Jackson and award-winning SF author David Brin, *Tribes* started as a very simple roleplaying game which plays a lot like a board game. The Second Edition streamlines play and upgrades the components to 21st-century standards.

In *Tribes*, the players are cave men and women. They hunt and gather food, make their tribal laws, and deal with natural disasters. But the object of the game is simple: Look after the children! In this game, the way to win is to have the most kids, and do whatever you have to do to make sure they survive to adulthood. The players must know when to cooperate, and when to cut their losses and protect their own families.

*Tribes* supports 4 to 8 players, creating their own laws and social patterns. With several copies and a referee, it is possible to have several tribes playing at once, competing, trading, exchanging members, and even making war on each other.

This edition features erasable Character Cards and Birth Records, along with a marker; a gameboard for tracking years, games, and children; full-color tokens for Food, Grain, Baskets, and Spears; Chance cards; and three dice, all in a sturdy box.

#1902, \$39.95.



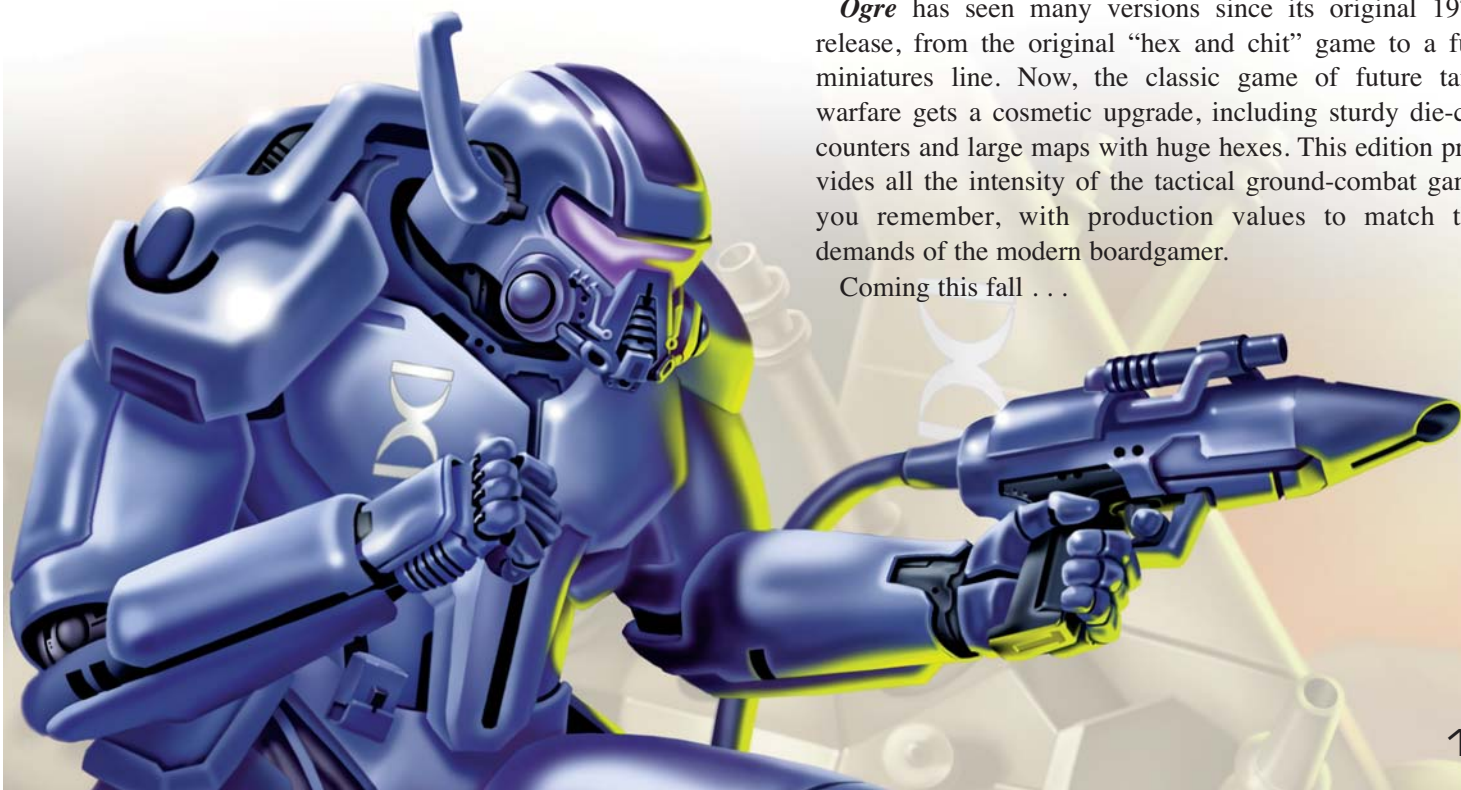
## *Ogre*

In the late 21st century, armored warfare is faster, as swift hovercrafts and battlesuited infantry race across the landscape. Combat is deadlier, with massive tanks sporting armor yards thick and slugging it out with tactical nukes.

But the ultimate engine of war is the giant cybernetic tank called . . . *Ogre*.

*Ogre* has seen many versions since its original 1977 release, from the original “hex and chit” game to a full miniatures line. Now, the classic game of future tank warfare gets a cosmetic upgrade, including sturdy die-cut counters and large maps with huge hexes. This edition provides all the intensity of the tactical ground-combat game you remember, with production values to match the demands of the modern boardgamer.

Coming this fall . . .





# — ONLINE SUPPORT —

Steve Jackson Games has always been at the front of the online revolution, going all the way back to the days of the one-line Illuminati BBS . . . Now our website is one of the biggest and most complete in the game industry!



## The Home Page

[www.sjgames.com](http://www.sjgames.com). More than just a digital ad for our products, we use our website as a communication tool between ourselves and you, our fans. The *Daily Illuminator* features product announcements and the latest company news, as well as whatever wacky stuff we find on the Web. Every product – in- and out-of-print – has a web page linked to the most complete errata and purchasing information. Interested in writing for us, or submitting art? Our Writers' and Artists' Guidelines tell you what you need to know, and our Wish Lists give you a peek into what we're looking for. Want to read the latest Report to the Stakeholders? Hunting down the Fnorcast? Wondering what games we played at our most recent Game Day, or what our office looks like? This is the place to start!

## Pyramid

[www.sjgames.com/pyramid](http://www.sjgames.com/pyramid). Once upon a time, *Pyramid* was a traditional paper magazine, published bimonthly. But we took it to the Web in 1998 and never looked back. Now *Pyramid* is updated every week, with new articles, game reviews, columns like Ken Hite's *Suppressed Transmission*, and new *Dork Tower* cartoons from John Kovalic. Subscribers also get access to playtest files, a 24/7 live chat room, a complete archive (of both the online and the older paper version), and the *Pyramid* Discussion Boards – all for \$20 a year!

## Warehouse 23

[www.warehouse23.com](http://www.warehouse23.com). While many of us have game stores we consider both friendly and local, some of us would have more luck finding the Holy Grail than the latest rules

supplement for our roleplaying game of choice. For those of you who don't have access to a local retailer that stocks the Steve Jackson Games line, it's all at Warehouse 23: friendly local game store to planet Earth! Every item in this catalog – and many more available only online – can be found at Warehouse 23.

We aren't just about SJ Games, however. The Warehouse stocks a sizable selection of products from more companies than you can shake a stick at. In fact, we're also the official online store of Atlas Games, Dork Storm Press, Issaries, Grey Ghost Press, and others! As if that weren't enough, we stock some strange, hard-to-find items that we think you might like. T-shirts? Yup. Plush toys? You bet. Dice? And how. With our wide selection, knowledgeable staff (hey, we're geeks, too!), and inexhaustible supply of fnorads, Warehouse 23 is your one-stop geek shop.

And don't worry about those Orbital Mind-Control Lasers. They won't hurt a bit. We promise.

## Gamer & Store Finder

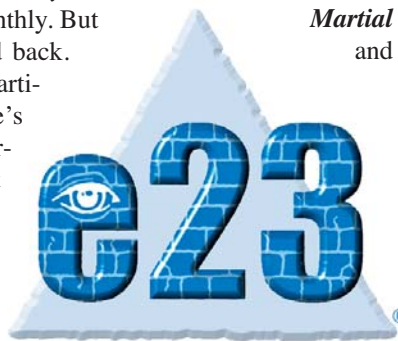
[www.sjgames.com/gamerfinder](http://www.sjgames.com/gamerfinder). If there is a game store near you, we want you to support it! Game retailers are the backbone of our hobby; their support has kept us in business over the decades, and we want to return the favor. Visit our Gamer and Store Finder, and search for a retailer near you. The same search function will let you find gamers near you . . . and if you register, some other gamer might find you!

## e23

[e23.sjgames.com](http://e23.sjgames.com). e23 is two things. First, as a digital publishing project from Steve Jackson Games, e23 offers support for *GURPS Fourth Edition*, *In Nomine*, *GURPS Traveller*, *Transhuman Space*, and much more. You'll find adventures and play aids, as well as PDF versions of *GURPS* books – both long out-of-print and new releases! Need a copy of *GURPS Ice Age*, *Modern Firepower*, or *Aztechs*? How about a searchable version of *GURPS High-Tech*, *Powers*, or *Martial Arts*? e23 is the place to find all of these, and much more! Watch e23 for new material from award-winning authors such as David Pulver, Phil Masters, Sean Punch, and William Stoddard. By using electronic distribution, we have the freedom to publish short, focused products that fit your needs like never before.

Second, we offer electronic products from Ronin Arts, Atlas Games, Expedition Retreat Press, Fiery Dragon Productions, and many more. Plus free sample sections of many of our most popular products!

Check us out any time at [e23.sjgames.com](http://e23.sjgames.com)!





## Munchkin

[www.sjgames.com/munchkin](http://www.sjgames.com/munchkin). It should be no surprise that we keep the *Munchkin* pages up-to-date and full of information! You can get downloadable copies of rules for the entire *Munchkin* line, in case you lose yours or need a copy for everyone at the table. Think you're missing a card – or wondering where that cheating so-and-so got his? Grab one of the card lists – there's one for every set published – and track it down. Plus: pointers to oddities that you likely didn't even know existed, like *Munchkin Water*. Or download the *Munchkin Mask* for a craft project that'll get you an in-game bonus. And don't forget the *Epic Munchkin* rules – take your game to Level 20!

All the pages you'd expect are there, including a rules FAQ and all known errata. But you'll also find variant rules for faster play, game aids like a combat flowchart to help newbies, and preview cards from upcoming sets. These pages are also an excellent place to find information on the new *Munchkin Quest* board game and on *Munchkin d20*.

## UltraCorps

[ultracorps.sjgames.com](http://ultracorps.sjgames.com). Steve Jackson Games has acquired the online game *UltraCorps*, a cult classic that has a lot more in common with strategy wargames than it does with "shooters." Visit [ultracorps.sjgames.com](http://ultracorps.sjgames.com) for the latest word on the relaunch . . . the beta's almost over!

## Journal of the Travellers' Aid Society

[jtas.sjgames.com](http://jtas.sjgames.com). *JTAS* was the voice of *Traveller* and its fans for more than 20 years in its print form, and Steve Jackson Games continues the tradition online. *JTAS* covers *Traveller* in all its forms and incarnations (and many people find *JTAS* a useful resource for SF RPG ideas even if they don't play *Traveller*). New campaign material goes up every other week. Subscribers have access to the *JTAS* discussion rooms, to Brubek's (our virtual bar/chat room), plus a complete archive of past articles. \$20 for 52 biweekly issues.

## GURPS Fourth Edition

[www.sjgames.com/gurps](http://www.sjgames.com/gurps). All the latest news and previews of *GURPS Fourth Edition* can be found on our website! Go to [www.sjgames.com/gurps](http://www.sjgames.com/gurps) for an updated Fourth Edition FAQ, downloadable forms and preview material, and lots of other



game information! Check your collection against the Worldbook Index – do you have them all? If not, check out the previews linked to each page, including the table of contents, index, and sample pages from throughout each new book. *GURPS Fourth Edition: Infinite worlds, infinite adventures!*

Go to [www.sjgames.com/gurps/lite](http://www.sjgames.com/gurps/lite) for a FREE electronic version of *GURPS Lite*, our 32-page condensation of the full *GURPS* rules!

## Forums

[forums.sjgames.com](http://forums.sjgames.com). Need tips on running a *GURPS* game? Wondering about the newest *Munchkin* release? Need a rules clarification? Want to share a great game session? Have a question for your fellow fans? Want to discuss the upcoming release schedule, or just find out more about a Steve Jackson Games project? Our free online forums are the place for all this, and much more! Registration is simple, and we have forums for *Munchkin*, *GURPS*, *Car Wars*, *Ogre*, and all of our other games, plus areas to talk about others' products. Review your recent purchases or chat about your favorite webcomics, books, or films. Find other gamers in the Gamer Finder forum, or trade in the Trading Post. Join a play-by-post game, or run one!



*Car Wars*, *Autoduel*, *AADA*, *Dino Hunt*, *Frag*, *Ogre*, *G.E.V.*, *Illuminati*, *INWO*, *Pyramid*, *GURPS*, *Toon*, *Killer*, *Cardboard Heroes*, *In Nomine*, Warehouse 23, and the distinctive likenesses of the *Ogre* and the all-seeing pyramid are registered trademarks of Steve Jackson Games Incorporated. All names of other products published by Steve Jackson Games are trademarks of Steve Jackson Games Incorporated, or are used under license. *Awful Green Things From Outer Space* and *Snits* are trademarks of Tom Wham. *Discworld* is a trademark of Terry Pratchett. *Traveller* is a trademark of Far Future Enterprises. *SubGenius* and the holy likeness of "Bob" are trademarks of the SubGenius Foundation. *Castle Falkenstein* is a trademark of R. Talsorian Games. *Deadlands* is a trademark of Pinnacle Entertainment Group. *Dork Tower* is a trademark of John Kovalic. *Ninja Burger* is a registered trademark of Ninja Burger.

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★ 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*.  
 e23 indicates an e23 PDF product; see [e23.sjgames.com](http://e23.sjgames.com)!  
 Products shown in *bold italic* type are “core” for their lines.

## MUNCHKIN™

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1410	Munchkin 2 – Unnatural Axe	\$17.95
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1450	Munchkin 5 – De-Ranged	\$17.95
1451	Munchkin Rigged Demo	\$4.95
1453	Munchkin Cthulhu 2 – The Call of Cowthulhu	\$9.95
★ 1454	<i>The Good, the Bad, and the Munchkin</i>	\$24.95
★ 1455	Munchkin Cthulhu 3 – The Unspeakable Vault	\$9.95
1456	Munchkin Cthulhu – Cursed Demo	\$4.95
★ 1457	Munchkin 6 – Demented Dungeons	\$9.95
3003	Munchkin’s Guide to Power Gaming	\$19.95
3406	Munchkin Master’s Screen	\$14.95
9138	Super Munchkin “Momentous Unmasking” Shirt	\$21.95
e23 37-2011	Epic Munchkin	FREE
e23 37-2012	Munchkin Mask	FREE
e23 37-7611	Toon Munchkin	\$7.95

## GURPS® FOURTH EDITION

01-0001	<i>GURPS Basic Set: Characters</i>	\$39.95
01-0002	<i>GURPS Basic Set: Campaigns</i>	\$34.95
01-0004	GURPS Lite	FREE
01-0005	<i>GURPS GM’s Screen</i>	\$19.95
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01-0103	GURPS Bio-Tech	\$34.95
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01-0105	<i>GURPS Martial Arts</i>	\$37.95
★ 01-0106	<i>GURPS High-Tech</i>	\$37.95
▲ 01-0107	<i>GURPS Thaumatology</i>	\$37.95
01-1001	<i>GURPS Fantasy</i>	\$34.95
01-1002	<i>GURPS Space</i>	\$34.95
01-2002	GURPS Banestorm	\$34.95
e23 37-0120	GURPS Spaceships	\$9.95
e23 37-0205	GURPS High-Tech: Weapon Tables	\$2.95
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