



# WHERE WE'RE GOING

NEWS FROM STEVE JACKSON GAMES

[www.sjgames.com/wwg](http://www.sjgames.com/wwg)

Welcome to *Where We're Going*, our every-other-month sheet of news and cool stuff. Got a comment or question? E-mail us at [info@sjgames.com](mailto:info@sjgames.com) or log onto our forums at [forums.sjgames.com](http://forums.sjgames.com).

## MORE FROM THE WORLD OF MUNCHKIN™



### More Boosters!

We're shipping the reprint of *Fairy Dust* in April and *Waiting for Santa* in May. Both sets have pretty, full-color cards that will NOT curl up on you.



In June, we'll release *Munchkin Marked for Death* – a booster with 17 new cards for classic *Munchkin*, plus two bonuses. In addition to mixing these cards into your sets, you can also use them to run a programmed demo to hook new players!

We have several more boosters planned for 2010, and not just for fantasy *Munchkin*, either . . .

### More Expansions!

This summer, we'll release *Munchkin Cthulhu 4*. The *Munchkin Cthulhu* sets have been selling well and making gamers happy, and we're glad to get back to Cthulhu with more brand-new cards!

*Munchkin Quest* fans, rejoice; we've got a low-cost expansion to add more magic to your dungeons, scheduled for this fall.

We're also working on *Munchkin: Go Up A Level* . . . and that's all we're saying about that one right now.

### More Reprints!

What do we hate? We hate seeing shelves go empty because the store's been cleaned out of *Munchkin*! This year, we expect to have new printings of almost all our *Munchkin* products, to make sure they're around for 2010 . . . and beyond!

### More Stuff!

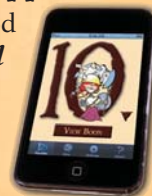
Last year, we brought you the +6 *Bag o' Munchkins* and the +6 *Bag o' Munchkin Babes*, and of course the super-hot *Munchkin Kill-O-Meter* (now being reprinted – already!). We've got the +6 *Bag o' Munchkin d6* coming in July,



and some other goodies coming up later in the year!

### There's STILL an App For That!

The iPhone (and iPod Touch) *Munchkin Level Counter* is still hot, and we're working on an Android version!



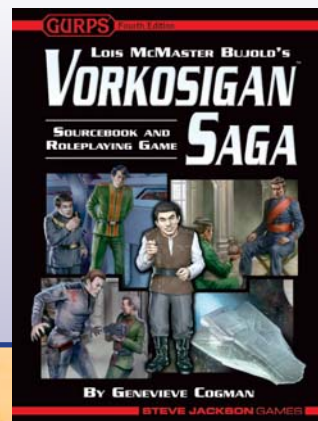
## GURPS

### ON THE SHELVES!

Lois McMaster Bujold's  
*Vorkosigan Saga Sourcebook  
and Roleplaying Game*

Can you dare as much, and talk as fast, as the "little Admiral"?

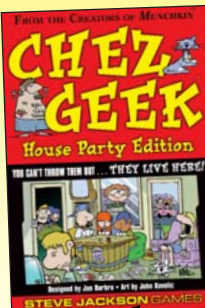
[vorkosigan.sjgames.com](http://vorkosigan.sjgames.com)



[www.worldofmunchkin.com](http://www.worldofmunchkin.com)

# Bad Roommates

Think your roommates are bad? Try these!

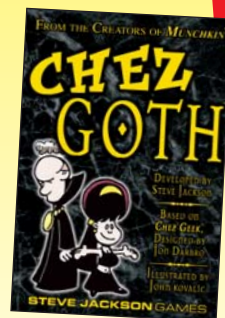


*Chez Geek* is back, in a brand-new edition: *House Party*. It has all the cards from the original game, plus everything from *Slack Attack* and *Block Party!* And on top of all that, we added Slack tokens and a die.

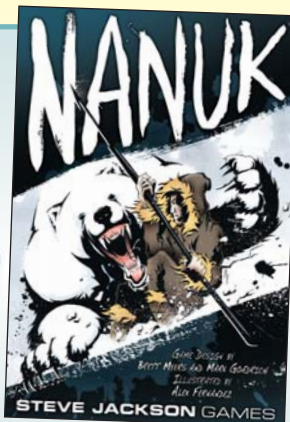
Is your roomie gloomy? In *Chez Goth*, you're living with goths – gather Slack and Gloom! The new edition includes all the tokens you need, wrapped in a bigger, better box.

If *Chez Geek* drove you crazy, try it with Cthulhu! You and your slacker roommates are now worshipping the Elder Gods and sacrificing your guests.

Collect both Slack and Madness to win! If you're the best cultist at *Chez Cthulhu*, Great Cthulhu will eat you last.  
[chezgeek.sjgames.com](http://chezgeek.sjgames.com)



*Nanuk* is a highly social game of bragging and bluffing for 5-8 players.



[nanuk.sjgames.com](http://nanuk.sjgames.com)

When we released *Revolution!* last year, we knew it was a great game. Now, the reviewers have gotten hold of it, and they agree! Read all the reviews at: [revolution.sjgames.com/reviews.html](http://revolution.sjgames.com/reviews.html).



Looking to add more players? So are we! The first expansion for *Revolution!* will add components for the 5th and 6th players, as well as a new location: the Palace! Watch for it this summer!

[revolution.sjgames.com](http://revolution.sjgames.com)



OGRE IS COMING!!!

## DICE GAMES

We love dice. Big ones, little ones, plain ones, shiny ones. This spring, we'll ship *two* quick-playing games that use some very clever custom dice.

[dice.sjgames.com](http://dice.sjgames.com)

### CTHULHU DICE

Drive your rivals mad . . . in just minutes. Take turns rolling the big, beautiful, custom 12-sided die, embossed with tentacles, Elder Signs, and more. Destroy your rivals' sanity! But when Cthulhu comes up, he takes sanity from everyone! 18 glass Sanity marbles are included. Lose all your marbles and you're mad. The last sane cultist wins . . . unless everyone goes mad together. Then Cthulhu wins!

[cthulhudice.sjgames.com](http://cthulhudice.sjgames.com)

### ZOMBIE DICE

Brains! Yummy, yummy brains, mixed with fleeing victims and shotgun blasts – that's *Zombie Dice*. Can you collect more brains than anyone else before you get shotgunned?

[zombiedice.sjgames.com](http://zombiedice.sjgames.com)



## RECENT PDF RELEASES

- *GURPS Dungeon Fantasy 7: Clerics*
- *GURPS Dungeon Fantasy 8: Treasure Tables*
- *GURPS Dungeon Fantasy 9: Summoners*
- *GURPS Dungeon Fantasy 10: Taverns*
- *GURPS Spaceships 6: Mining and Industrial Spacecraft*
- *GURPS Spaceships 7: Divergent and Paranormal Tech*
- *GURPS Thaumatology: Urban Magics*
- *GURPS WWII: Red Tide*
- *In Nomine Superiors: Zadkiel*
- *Pyramid 3/13: Thaumatology*
- *Pyramid 3/14: Martial Arts*
- *Pyramid 3/15: Transhuman Space*
- *Pyramid 3/16: Historical Exploration*

## CAR WARS GOES DIGITAL!

These classic CW items were recently uploaded to e23 – vehicular combat the way you remember it!

- *Car Wars City Blocks*
- *Car Wars Compendium*
- *Car Wars Expansion Set 6: The AADA Vehicle Guide Counters*

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

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