

WINTER 2004

#80

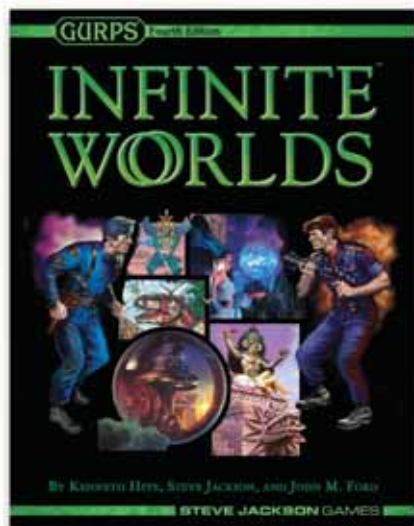


WHERE WE'RE GOING

TRADE NEWS FROM STEVE JACKSON GAMES

More GURPS!

GURPS Fourth Edition has been a huge success, with a second printing of *Characters* a mere four months after its release at GenCon Indianapolis in August 2004. Each successive release – *GM's Screen*, *Fantasy*, *Magic*, *Infinite Worlds* – has shown that *GURPS'* new standard of quality is a high one indeed.



Fans of the science fiction genre will have plenty of options when *Space* hits stores later this year. And *Traveller* fans will jump on *GURPS Traveller: Interstellar Wars*. Not only does it update the *Traveller* line to *Fourth Edition*, but it introduces and explores an all-new time period of *Traveller* history.

GURPS isn't done with fantasy, either. *Banestorm* updates and expands the world of Yrth, a fan favorite from the very first days of *GURPS*.

Also this summer, the much-discussed "third core book," *GURPS Powers*, will be released. Penned by Sean "Dr. Kromm" Punch, *Powers* will cover supernatural abilities of all genres, integrating high-level gaming into any campaign.

e23 Opens Its Virtual Doors

On January 20, 2005, Steve Jackson Games' digital store opened for business. Since then, the reaction has been overwhelming. Long-time fans looking for old *Pyramid* and *ADQ* magazines have found the complete run available. New *GURPS* players have found adventures and sourcebooks. And fans of a wide variety of games have found support from Ronin Arts, Alter Ego Software, Atomic Sock Monkey, Goodman Games, Politically Incorrect Games, Highmoon Media Productions, Blacksburg Tactical Research Center (BTRC), Arc Dream Publishing, Bastion Press, and Loren Wiseman.



e23 was created for the short adventures that, traditionally, have had difficulty making a profit in the print market. Now we're able to provide the support we've heard so many requests for, and give other e-publishers another venue to reach their customers.

For more information, and a current listing of our products, visit us at e23.sjgames.com.

Munchkin Dice Roll Your Way

Most *Munchkin* players use 10-sided dice to track their levels. So we figured . . . why not customize some special, pretty dice? These are jumbo-sized, with the classic Munchkin's head on the "10" spot. Not being content to stop there, we added a random-effects table to truly break . . . er, make the game more interesting. And to top it all off, there are 14 new *Munchkin* cards to overpower an already overpowered game.

The cards are illustrated by John Kovalic, except for "Rocks Fall, Everyone Dies" by Randy Milholland, of *Something Positive* fame. Steve Jackson's twisted sense of humor is to blame for everything else.

New Munchkin Shirts Fit Your Gaming Lifestyle

We've done *Munchkin* shirts before, but always as Warehouse 23 exclusives. Retailers are *Munchkin* fans too, so now you can get this brand-new shirt from your Friendly Local Game Shop!

The "Lovely Loot" shirt provides the Munchkinly ability to draw additional Treasures, and, as with all *Munchkin* shirts, it gets more powerful with autographs from the creators. Featuring John Kovalic's classic Munchkin and the Unnatural Axe-wielding Munchkin Babe, this high-quality shirt comes in a wide variety of sizes.

Show your friends your inner *Munchkin*!

Munchkin Cards Get an Update

Since the release of *Munchkin*, we've repeatedly heard that it was too hard to separate the two decks after a game. We didn't make that mistake on later *Munchkin* games . . .

And now it's corrected for *Munchkin* itself. We've made the faces and backs of Door cards lighter in the new printing, and we'll continue this with new supplements and reprints of the old ones.



Another innovation: As we print new supplements or reprint old ones, we'll add icons to show which supplement they came from, for the convenience of those who like to sort the decks out once in a while.

STEVE JACKSON GAMES

MUNCHKIN™

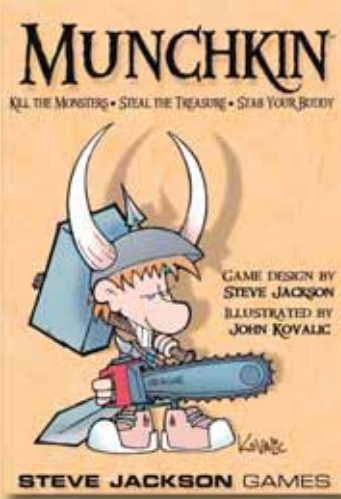
Munchkin Fu 2 – Monkey Business

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*. 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 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

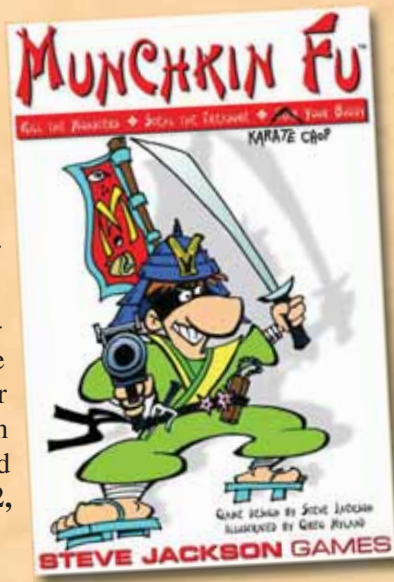
112 more cards for the hit *Munchkin* . . . designed by Steve Jackson, illustrated by John Kovalic. #1410, \$16.95.

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. *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.



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

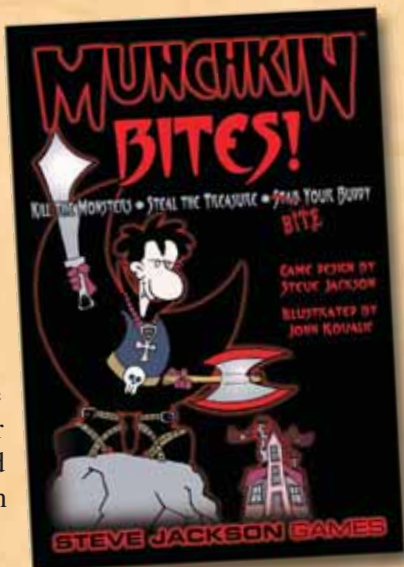
Munchkin Blender is a new set of *Munchkin* cards to enhance the anything-goes games where every deck is in play and no combo is too strange. Why be a Super Munchkin when you can be an *Ultra Munchkin*? #1424, \$16.95.

Munchkin Bites!

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!

So bring along your Coffin (+3!) and wield The Sword of Beheading People Just Like In That Movie. Face the Banshee, the Heck Hounds, and the dreaded Were-Muskrat. This stand-alone game can be combined with other *Munchkin* titles, and is illustrated by John Kovalic.

#1419, \$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!

There have been *Munchkin* shirts before, but this is the first to be available through game stores. Available in a wide range of sizes. #9137, \$19.95.

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

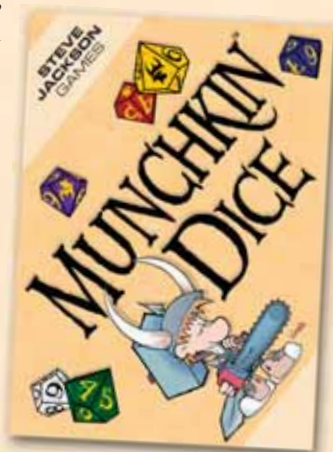
** For *Munchkin* games only. (It would be very munchkinly to try in other games, though.)



Upcoming MUNCHKIN Releases

Coming Soon! 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, illustrated by John Kovalic, with a guest appearance by Randy "Rocks Fall, Everyone Dies" Milholland, of *Something Positive*. Add 'em up, and it's just plain wrong – and you must have them! #1442, \$14.95.



Coming Soon! Super Munchkin

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

Munchkin has parodied the classic dungeon, the kung-fu warrior, the space epic, and the creatures of the night. Now, it's superheroes' turn! Battle dastardly masterminds, devastating monsters, and invading aliens from the next dimension – and TAKE THEIR STUFF!

Super Munchkin is a stand-alone game, which (of course) can be combined with other *Munchkin* games. Illustrated by John Kovalic, and designed by Steve Jackson, this one is destined to be a blockbuster. #1440, \$24.95.



New Releases

GURPS Infinite Worlds

Infinite Worlds . . . Infinite Adventure!

The good news is, we can visit other Earths. The bad news is, somebody out there doesn't like us.

The shuttles of Infinity Unlimited jump between parallel Earths, seeking profit, knowledge, and adventure. But a parallel called Centrum also has the technology to cross between worlds . . . and they want to rule them all. The Infinity Patrol must deal with these ruthless rivals, as well as with world-jumping criminals, and try to keep the secret of dimension travel out of the hands of the *really* nasty alternate worlds like Reich-5.

Welcome to the core setting of ***GURPS Fourth Edition***! Any campaign can be on one of the Infinite Worlds timelines . . . whether they know it or not! 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 volume, and gives dozens of *new* worlds to explore as well!

This book also gives detailed rules for *time* travel, with three different campaign frames.

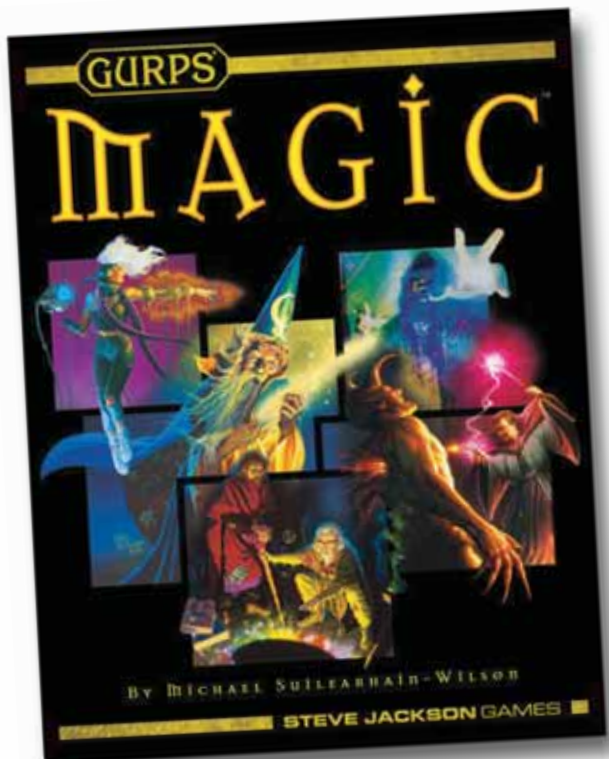
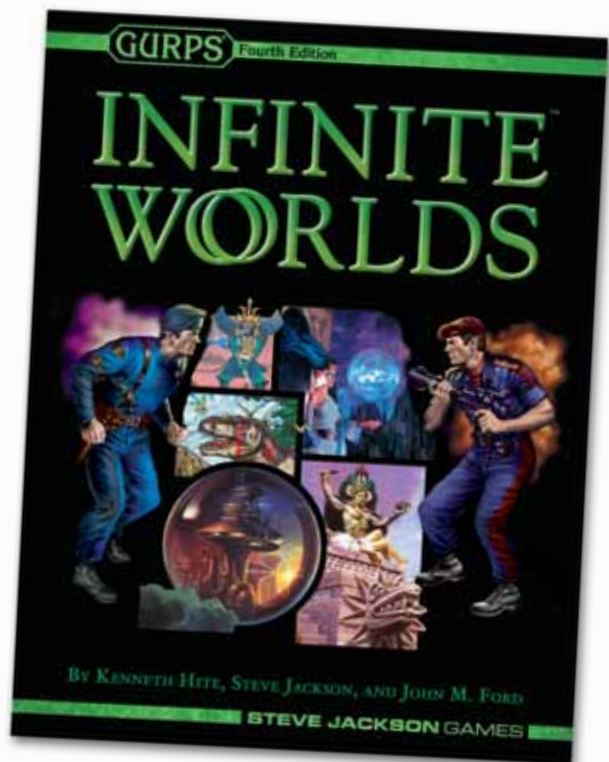
Whether you're playing accidental travelers or the hardened troops of the Infinity Patrol, this book is your gateway to adventure. *Infinite* adventure. #01-2001, \$34.95.

GURPS Magic

Finally, the secrets of the sorcerers are collected in a single volume. Magic – The Great Art – brings great power to its practitioners, and offers the opportunity to do great good or great evil. This book is the complete guide to magic for ***GURPS Fourth Edition***.

GURPS Magic presents an expansive, colorful magic system. Players can create any sort of wizard they can imagine. GMs can adapt the system to fit their own campaign or set adventures in the world of their favorite fantasy author. The rules may be modified to fit almost any world or wizard.

This book is completely compatible with the magic rules in the ***GURPS Basic Set***, with hundreds of new spells and several alternate magic systems, including improvisational magic, symbol magic, clerical magic, ritual magic, and alchemy. #01-0101, \$34.95.



Coming Soon!

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.

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



★ 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.

-MUNCHKIN™

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1411	Star Munchkin	\$24.95
1412	Munchkin Fu	\$24.95
1416	Munchkin 3 – Clerical Errors	\$16.95
1418	Star Munchkin 2 – The Clown Wars	\$16.95
1419	Munchkin Bites!	\$24.95
1424	Munchkin Blender	\$16.95
★ 1441	Munchkin Fu 2 – Monky Business	\$16.95
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 Shirt	\$19.95

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01-0005	<i>GURPS GM's Screen</i>	\$19.95
01-1001	<i>GURPS Fantasy</i>	\$34.95
★ 01-0101	<i>GURPS Magic</i>	\$34.95
★ 01-2001	<i>GURPS Infinite Worlds</i>	\$34.95
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