

SPRING 2006

#82



# WHERE WE'RE GOING

TRADE NEWS FROM  
STEVE JACKSON GAMES

## Steve Jackson Games Relocates!

We have finally moved! After more than 20 years in the same location, we've upgraded to a new (built in 2001!) office building, with detached warehouse. The offices are wonderful – built-in desks, centralized copy room, giant conference room, and



windows in nearly every office. The warehouse is slightly larger, but Warehouse 23 is cheering for the openness of the space – shelves can be set up where they're needed, rather than where there's room. There is paved parking for everyone, and a "war room" for the IT staff. Best of all, the new location is less than two miles from our previous spot, which made moving much easier.

## e23 Releases Fourth Edition Books!

We are now offering PDF versions of *GURPS Fourth Edition* books on e23. The PDFs are bookmarked and searchable, and priced at \$24.95.

All current Fourth Edition source books, from *GURPS Fantasy* to *GURPS Powers*, are now available. A PDF for each new *GURPS Fourth*

*Edition* book will be released approximately three months after the print version ships to retailers. The Fourth Edition *GURPS Basic Set* will remain a "print-only" product.

Why release the PDFs now? Steve Jackson Games was built on good relations with retailers. We were concerned that PDF sales would reduce the print

sales. But, after observing the market, we have concluded this is not the case. So we can satisfy our PDF-using customers without harming the retailers who have supported us for so long.

## GURPS Character Assistant Sets New Standards for e23 Sales

Even seven months after its release, *GCA* remains in the e23 Top Ten Downloads list. This software, written by Armin Sykes, contains every character-creation rule from the *GURPS Basic Set*, and is updated regularly with templates from recently released Fourth Edition books. Add in the extremely active message board at [forums.sjgames.com](http://forums.sjgames.com) and it's easy to see why this program is flying down the data lines!

## GURPS Status Report

First, *GURPS* covered the fantasy genre with the appropriately titled *GURPS Fantasy*, backed up by *GURPS Magic* and *GURPS Banestorm*. Now, Fourth Edition is moving into the future with three books for the sci-fi fan in all of us.

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

- *GURPS Space* updates the classic sourcebook of all things nonterrestrial. 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 Bio-Tech* brings the high-tech world of biological enhancements, tools, and weapons into Fourth Edition.

What's next for the *GURPS* line? Here's a look at the releases coming later in 2006.

- *GURPS Ultra-Tech* details weaponry and gear from the edge of tomorrow to the far, far future.

- *GURPS Martial Arts* brings together all of the expanded combat options from *GURPS*, and updates them to Fourth Edition.

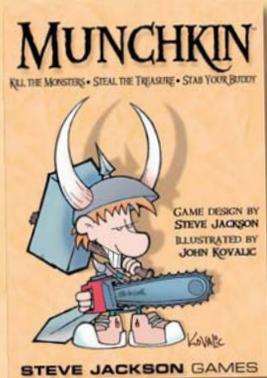
- *GURPS Vorkosigan* is the official game adaptation of the Vorkosigan series of novels by Lois McMaster Bujold.

# STEVE JACKSON GAMES

# MUNCHKIN™

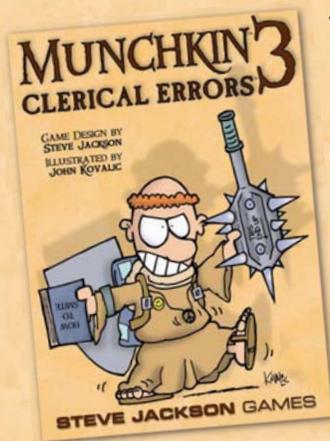
## Munchkin

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 role-playing 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, \$17.95.

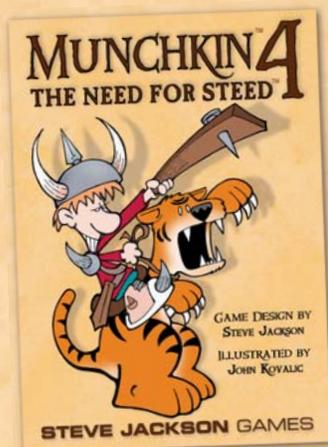


## Munchkin 3 – Clerical Errors

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

## NEW! Munchkin 4 – The Need For Steed

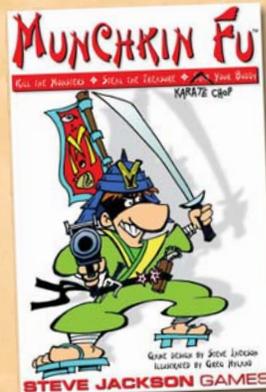
*Munchkin* rides again! This expansion set adds Steeds, plus loads more monsters. Jackson and Kovalic do it again! #1444, \$17.95.



## Munchkin 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, \$17.95.

## 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.

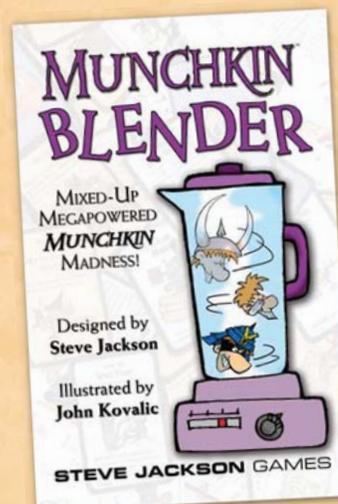


## Star Munchkin 2 – The Clown Wars

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.

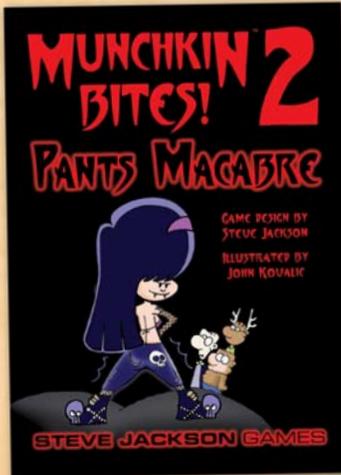
## Munchkin Blender

*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 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.



### **NEW!** Munchkin Bites! 2 – Pants Macabre

The dark munchkins return in the *Pants Macabre*. More Powers, more monsters, and a new race: the Mummy! #1443, \$17.95.

## Munchkin Dice

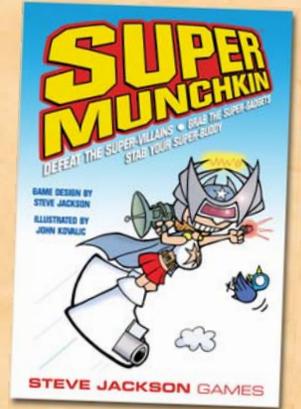
Six pretty, jumbo ten-siders for tracking your level. One evil random-results table. 14 brand-new, never-before-seen *Munchkin* cards to add to any set. Add 'em up, and it's just plain wrong – and you must have them! #1442, \$14.95.

## 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.



# Upcoming MUNCHKIN Releases

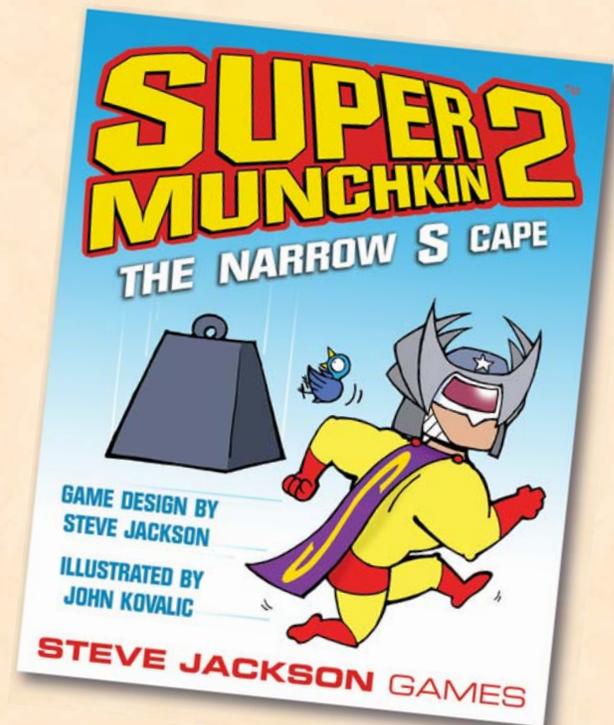
## **Coming Soon!** Super Munchkin 2 – The Narrow S Cape

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*.

With 112 cards to enhance your *Super Munchkin* game, *The Narrow S Cape* is much more than just a fashion accessory! It teems with new villains like the contemptible Cheese Wiz, Gothzilla (with earthquake-causing platform-boot action!), and the Ratwoman. And lest you feel overwhelmed by villainy, this expansion also features new items, new Powers, and a new Class: the Brain!

Wield the Slide Rule and Power Ring against Sister Blister! Tackle Tackyman with the Trampoline! Laugh off the Two-Hour Monolog because you were Raised By Armadillos!

Drawn by John Kovalic and written by Steve Jackson, *Super Munchkin 2 – The Narrow S Cape* is the ultimate expansion for the best-selling *Munchkin* series. #1445, \$17.95.



# New Releases

## King's Blood

Love. Royalty. Tragedy. Will your line reign supreme?

*King's Blood* is a fast-paced, multiplayer card game. Build the family tree by arranging marriages, exiling rivals, and crowning new royalty. Match a character with a compatible member of the opposite sex, and start a new generation. Play the last card from your hand, and you've won!

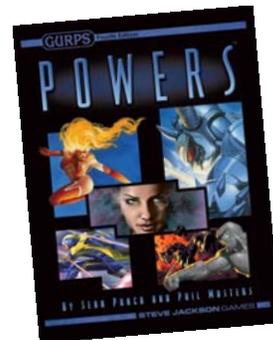
*King's Blood* was originally published by Fujimi Shobo in Japan, where it remains a fan favorite. Steve Jackson Games is happy to bring this game to English-language fans, complete with all the beautiful original manga artwork. #1393, \$16.95.



quickly and randomly, or with a detailed, step-by-step process that's true to biology and astrophysics as we understand them today. #01-1002, \$34.95.

## GURPS Powers

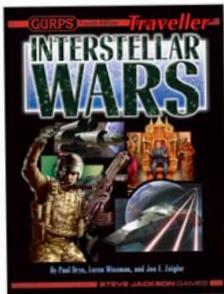
*GURPS Powers* is the ultimate book for the ultimate characters in Fourth Edition, written by the ultimate *GURPS* expert, Sean Punch! It's got everything you need to create every kind of amazing, off-the-chart ability you can imagine . . . super-powered characters, megawizards, and earth-shattering psionics. #01-0102, \$34.95.



## GURPS Traveller: Interstellar Wars

The transition between the First Imperium and the Terran Confederation has always been a pivotal era in Marc Miller's *Traveller* universe. Now, for the first time, *Traveller* players can explore this rich setting.

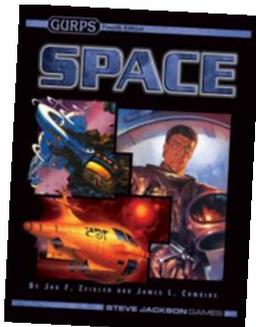
*GURPS Traveller: Interstellar Wars* covers the 200 years of war and change as the ancient Vilani empire falls to the upstart Terrans. This is an official *GURPS Fourth Edition* sourcebook for the *Traveller* universe. It includes a detailed timeline, along with rules for interstellar trade, ship-to-ship combat, and tailoring characters to the last days of the First Imperium. #01-2401, \$39.95.



## GURPS Space

Updated for *GURPS Fourth Edition*, this is the 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 near-future realism. Build worlds, from asteroids to Dyson spheres.

Create anything from a single alien beast to a whole galaxy of civilizations and star systems . . .



## Chez Guevara

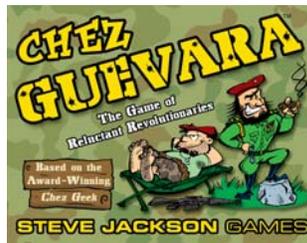
The Glorious Leader is revolting! Really!

*Chez Guevara* is a stand-alone game that puts a new spin on the award-winning *Chez Geek* system. Instead of roommates, you and your friends are grubby, desperate guerrillas, struggling for survival, freedom, and Slack in the stinking jungle!

The food is bad, everybody is shooting at you, and the Leader is nuts. Harass those of lower Rank by having them Dig Holes, inflicting KP on them . . . and then having them

Fill In Holes. Avoid being Denounced. Spend your money and precious time to gather Slack to escape back to civilization.

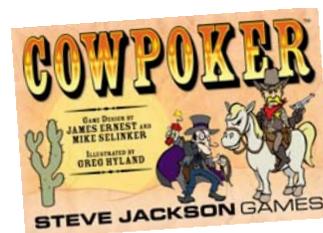
With illustrations by Greg Hyland! #1392, \$17.95.



## Cowpoker

From James Ernest and Mike Selinker comes a fast-playing card game of cattle rustling and shootouts . . . *Cowpoker*.

It's a range war for two to four players. Rustle each other's cattle. Hire away each other's cowpokes. Recruit the wacky characters into your Ranch for points and bonuses, and collect them in tricks from the roundups and shootouts. Once all the cards are taken, make the best poker hands to score additional points! #1395, \$11.95.



# Coming Soon!

## Bavarian Fire Drill

Fans have long awaited another expansion for *Illuminati*. *Bavarian Fire Drill* adds 110 new cards illustrated (mostly) by the redoubtable Dan Smith.



Control new and terrifying groups like Bloggers, Reality Shows, and Intelligent Design. Will you use Embedded Reporters and FEMA to destroy the Webcams, or will you be defeated by Bird Flu and Bobbleheads? Fans of the mega-hit *INWO* will recall the Deprogrammers and Science

Alarmists, as well as more of the best groups from the best-selling conspiracy CCG.

*BFD* also introduces a new card type: Resources! Some are magical, some are technological, some are just . . . strange. But all of them give their owners an unfair advantage in the struggle for world domination. Hitler's Brain, the Spear of Longinus, the Screaming Meme – they're just the beginning.

*Bavarian Fire Drill*. You know what it means, but your cover demands you pretend not to . . . #1394, \$17.95.



## GURPS Bio-Tech

It's the technology of the posthuman age: biotech! Upgrade your old body with smart drugs and viral nano

. . . or improve on nature with eugenics and gene-fixing.

But it's not just about the future. *GURPS Bio-Tech* includes a full range of historical and modern medical equipment, from early vaccines to surgical robots, along with game stats for the world's most deadly diseases.

*GURPS Bio-Tech* also includes a complete set of character templates for bio-tech professions, rules for biotech magic, and two original campaign settings.

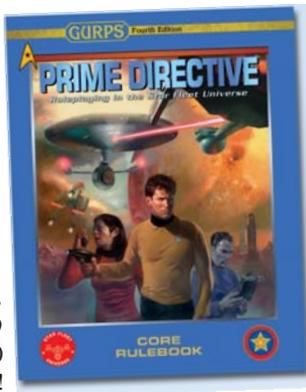
Say goodbye to your old body. Have you upgraded your genetics this year? #01-0103, \$34.95.



## 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 1979 and expanding to more than 100 products in several categories!



## Powered by GURPS • From Amarillo Design Bureau

*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.*

★ 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

## MUNCHKIN™

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3401	<i>Munchkin Player’s Handbook</i>	\$14.95
3402	<i>Munchkin Master’s Guide</i>	\$14.95
3404	<i>Star Munchkin RPG</i>	\$19.95
3406	Munchkin Master’s Screen	\$14.95
9138	Super Munchkin “Momentous Unmasking” Shirt	\$21.95



## GURPS® FOURTH EDITION

01-0001	<i>GURPS Basic Set: Characters</i>	\$39.95
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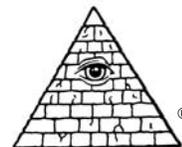
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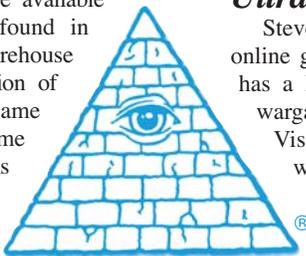
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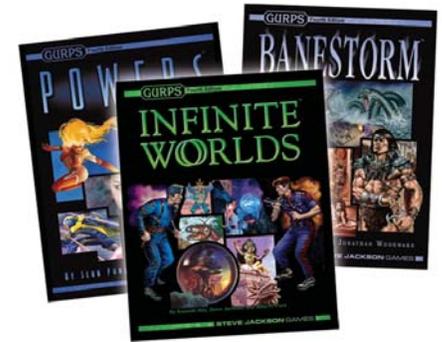
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