



WHERE WE'RE GOING

NEWS FROM STEVE JACKSON GAMES

www.sjgames.com/wwg

Welcome to *Where We're Going*, our occasionally-updated sheet of news and cool stuff. Got a comment or question? E-mail us at info@sjgames.com or log onto our forums at forums.sjgames.com.

MORE FROM THE WORLD OF MUNCHKIN™

We've had a very busy few months here in *Munchkin* Land. Here's a quick overview of what's new:

Munchkin Gets an Upgrade!

Starting with the 19th printing of *Munchkin* in May, we've revised the entire *Munchkin* line. All the fantasy-themed sets will feature full-color art, rather than the two-tone brown art we've used until now. We've revised the text on hundreds of cards to better reflect the intent of the rules, and in some cases to improve game balance . . . and we tweaked the rules to be more clear and player-friendly. The recently updated Frequently Asked Questions list at www.worldofmunchkin.com/faq contains a Change Log showing what's new in each set. Any set printed after April 2010 will have the new cards and rules.

If you'd like the revised rules but don't want to re-buy your entire collection, you absolutely don't have to. Take a look at *Go Up A Level*, coming out in September. It has all the cards with important changes. The text is revised, but the art is original, NOT colored, so you can drop these cards into your current set.

Boosters!

Our first two booster sets for *Munchkin – Fairy Dust* and *Waiting for Santa* – have been runaway successes . . . successful enough that we have *five more* coming before the end of 2010!

First up is *Marked for Death*, a 19-card booster that doubles as a demo set for new *Munchkin* players.

In October, we'll release *Santa's Revenge* (sequel to *Waiting for Santa*) and our first non-fantasy booster, *Munchkin Booty: Fish & Ships*.

We'll have two more in November: *Star Munchkin: Space Ships* (which is just what it sounds like) and *Munchkin Reloaded!*, returning the cards from *Munchkin Dice* to print. We've had a lot of requests for these cards, so we're happy to be able to make them available! (And yes, they'll have color art.)

Do we have more boosters planned for 2011? Ohhhhhh, yes . . .



This Is the Droid (App) You're Looking For

We're porting our very popular *Munchkin Level Counter* iPhone app to the Android! It has the same easy-to-use interface, the same custom counter builder, and of course the same Boons for *Munchkin* and *Munchkin Quest* – and it's legal in all *Munchkin* games!

Head over to levelcounter.sjgames.com for instructions on downloading the original iPhone version and updated availability on the Android!



www.worldofmunchkin.com

GAME NIGHT!

A lot of our games are quick and humorous – perfect for casual gaming. But what if you're looking for something more serious? Here are some of our games that offer a bit more complexity and depth.

Revolution!

Secretly bid against your opponents to win support, gather resources, and control areas. *The Palace*, a 5-6 player expansion, will ship this fall!

revolution.sjgames.com

Nanuk

A highly social game of boasting, bidding, and bluffing, set in the frozen north, for 5 to 8 players.

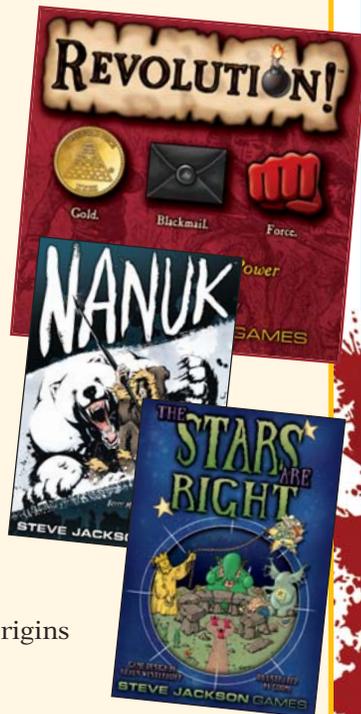
nanuk.sjgames.com

The Stars Are Right

When the stars are right, the Great Old Ones will return. If the stars aren't right, it's up to you to move them around! *TSAR* was nominated for an Origins Award this year!

thestarsareright.sjgames.com

We have more games like these in the pipeline. If you see us at a convention, ask about the prototypes of *Pyramid*, *Rocky Rails*, *The Castle Game*, or *Scalpus Maximus*. (These are working titles only!)



Convention Season!

Each summer, millions of game fans gather to roll dice and shuffle cards with friends old and new. Our Men In Black do a great job of running demos around the world, but we still like to get out of the office and see what everybody is playing. Some events where you'll see SJ Games staff this year:

Gen Con, August 5-8, Indianapolis IN

PAX Prime, September 3-5, Seattle WA

Essen Spiel, October 21-24, Essen, Germany

BoardGameGeekCon, November 17-21, Dallas TX

For more conventions – including some in your area! – check out www.sjgames.com/con.

The Zombies Are in Your Phone!

Zombie Dice is the quick and tasty dice game that plays in minutes. Now you can play it for free on your iPhone!

zombiedice.sjgames.com



RECENT PDF RELEASES

- *Cardboard Heroes: Cowboys and Indians*
- *GURPS Big Lizzie*
- *GURPS City Stats*
- *GURPS Dungeon Fantasy 11: Power-Ups*
- *GURPS Fantasy-Tech 1: The Edge of Reality*
- *GURPS Psionic Campaigns*
- *GURPS Psis*
- *GURPS Spaceships 8: Transhuman Spacecraft*

- *Pyramid #3/17: Modern Exploration*
- *Pyramid #3/18: Space Exploration*
- *Pyramid #3/19: Tools of the Trade – Clerics*
- *Pyramid #3/20: Infinite Worlds*
- *Pyramid #3/21: Cyberpunk*

e23.sjgames.com



Cthulhu Fhtagn!

If you love Cthulhu like we love Cthulhu, you'll love . . .



Cthulhu Dice

One huge, shiny Cthulhu die. 3 or more players. 5 minutes or less!

cthulhudice.sjgames.com

Chez Cthulhu

In *Chez Geek*, you had to deal with obnoxious room-mates. They're back, and they brought Great Cthulhu!

chezcthulhu.sjgames.com

Cthulhu Dice Bag

It's fuzzy! It's tentacled! It's got a zipper in back to hold lots of dice!

cthulhudicebag.sjgames.com



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Space Gamer!

Originally published by Steve Jackson Games from 1980-1985, this magazine covered hobby gaming from miniatures to RPGs to the fledgling digital market. These have been virtually impossible to find, but now all 50 issues are coming back – via e23!

spacegamer.sjgames.com