

WINTER 2003

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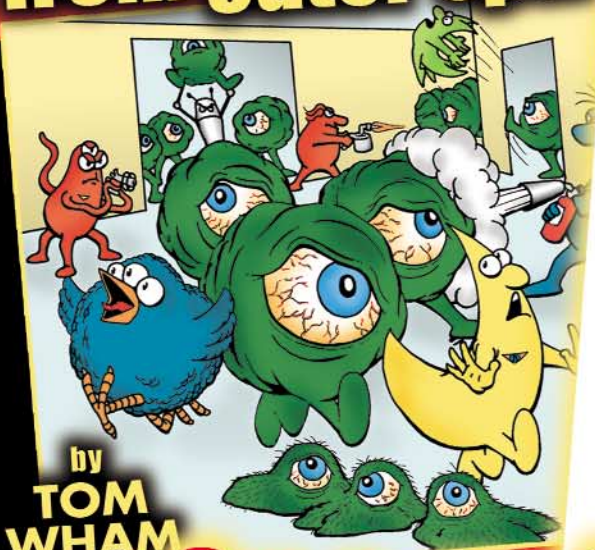


WHERE WE'RE GOING

TRADE NEWS FROM
STEVE JACKSON GAMES

TOM WHAM!

the **AWFUL GREEN THINGS**
from outer space





by **TOM WHAM**

STEVE JACKSON GAMES

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TOM WHAM'S SNITS!

FEATURING THE SNIT HITS
SNIT SMASHING
 AND 
SNITS' REVENGE
DESIGNED BY
TOM WHAM
ILLUSTRATED BY
TOM WHAM

STEVE JACKSON GAMES

STEVE JACKSON GAMES

Enough News. Let's Kill Something.

Yes, it's that time again – time to talk about what's new in *Munchkin* Land.

Sprechen Sie Munchkin?

We're proud to announce that licensed translations of *Munchkin* will soon be available for the German, French, Dutch, Italian, and Korean markets; the European versions should be out by the time you read this, with the Korean version coming in 2004. (And there's the possibility of a Chinese *Munchkin* later, as well!)

Overseas retailers interested in obtaining these translations should talk to their local distributors.

It Keeps Selling, and Selling, and . . .

As of the press date, sales of the original *Munchkin* had topped 45,000, and it's quite likely that by the time you read this, we will have sold our 50,000th *Munchkin* game. Sales of the entire *Munchkin* line are already into six digits.

Thanks to all our fans and our retail partners for helping us reach these milestones!

When Life Hands You Misprints, Make Misprintade

Hmm. That saying may need some work.

When we first printed *Munchkin 3: Clerical Errors*, we failed to discover a printer error in time to get it fixed. As a result, we had a number of Treasure cards with Door backs. We briefly bemoaned our fate and prepared to dumpster several thousand decks . . . but the fans who heard about it said "Wait, save some for me."

And we realized that we ought to do just that.

As a result, we're offering very limited quantities of the misprinted decks via Warehouse 23 . . . for only \$5. Each deck also includes rules for using the misprinted cards in your *Munchkin* game – and since this *is Munchkin*, those rules are blatantly abusive. You're welcome.

Turn Obvious Cheating Into Barely Hidden Cheating

Every great roleplaying game needs a GM screen. We figured that if we printed one for the *Munchkin RPG*, maybe we'd fool some people into thinking it's great, too. Well, we can dream.

The *Munchkin Master's Screen* contains lots of tables for both players and GMs; a 12-page adventure, "The Village of Omelet," by Jeff Tidball; and some *Munchkin Cardboard Heroes* drawn by John Kovalic and expertly colored by Alex Fernandez. (It also contains *Where We're Going*, and if you got this WWG inside the *Munchkin Master's Screen*, you've just wasted a minute reading all this. HAAA-ha!)

The *Munchkin Master's Screen* is available now. Go buy it. Buy two – you never know when your players will decide to burn one.

More Munchkins Sighted . . .

We aren't slowing down at all – 2004 will see the release of several new games for the various *Munchkin* lines. We can't talk about all of them yet, but here's enough news to fill the space:

Star Munchkin 2: We haven't settled on a name we like for this expansion, but we are *definitely* working on it! More traps, more alien nasties, more cool gadgets, at least one new card type, and – of course! – more -asers.

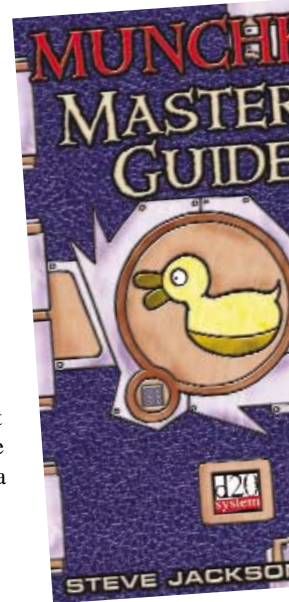
Munchkin Monster Manual 2.5: We were working on the next monster book for *Munchkin* when we realized that That Big Company In Renton was slapping ".5" on all their books. Who are we to pass up a hurtling bandwagon?

Munchkin: Quest for the Dragon's Hoard: It's *Munchkin!* It's a board game! It's . . . it's . . . it's just

COOL! Everyone starts in the Tavern and races to be the first to pillage the Dragon's Hoard in the center of the dungeon. Suitable for kids and adults, the basic game usually plays in less than half an hour. So play it again! This game is very good for anything from 3 to 6 players, and it's very different (still great, but different) with more players than with just a few.

And For More News . . .

Check out our website at www.sjgames.com/munchkin/ for all the latest munchkinly goodness!



Bigger Digs, Same Great Trade Show

The GAMA Trade Show is moving to larger quarters in 2004, taking over the BIG new showroom at the Orleans Hotel in Las Vegas. We're looking forward to it! Steve Jackson Games will have three booth spaces next year, featuring the latest stuff for all our hot games, including *GURPS*, *Munchkin*, *Chez Geek*, and some other stuff we can't even talk about yet. Be sure to come by and see us!

A New Warehouse . . . in Las Vegas!

As of the beginning of 2004, Steve Jackson will be storing inventory, assembling games, and shipping product from a new warehouse in Las Vegas. Business office functions will be centered there. The creative staff and Warehouse 23 will remain in Austin.

The new space will give us over 4,000 square feet of high-ceiling warehouse, with real docks, and more space for assembly . . . impor-

tant, now that we are shipping more card games and boardgames.

Why Vegas? Well, we had to find new space somewhere . . . we had completely outgrown our Austin location, and we can't expand there. Putting it in Vegas lets it stay under the direct supervision of our Controller, Gail Barton, who lives there.

A small bonus is that this will make it easier for us to put on a good show every year at the GAMA Trade Show, which is held in Las Vegas.

This move should not affect retail customers at all. Distributors will have to remember to correspond with the new location . . . and will probably be able to get slightly faster deliveries on their orders.

Nine* Go In. Only One** Comes Out.

* Authors.

** Book.

Did you ever wonder what would happen if a bunch of top *GURPS* authors were given *carte blanche* to write whatever they felt like? Well, we wondered . . . so we did. Nine authors were given 10,000 words apiece and told to write whatever they felt like. Then we put the results into a book: *GURPS All-Star Jam 2004*.

Here are the authors and what they've done:

Ken Hite. Ken is the co-author of *GURPS Alternate Earths* and *GURPS Alternate Earths 2*, the author of *GURPS Horror, Third Edition* and *GURPS Cabal*, and the twisted genius behind the long-running "Suppressed Transmission" column in *Pyramid*. Ken's contribution to *All-Star Jam* is a whole chapter on paranormal investigations, and what happens when the hunter becomes the haunted.

Phil Masters. Phil co-wrote *GURPS Castle Falkenstein* and the *Hellboy Sourcebook and Roleplaying Game*, and wrote *GURPS Arabian Nights*, *GURPS Atlantis*, and *GURPS Castle Falkenstein: The Ottoman Empire*, among many other credits. He has contributed "Alchemical Baroque," a fairytale word of muskets, ghosts, and strange magics.

Beth McCoy and Walter Milliken. Our next "author" is actually the husband-and-wife team behind *GURPS Illuminati University* and *GURPS In Nomine*. Beth is also the *In Nomine* line editor. Their contribution (Walter supplied the idea, and Beth wrote it down) is a light-hearted campaign setting about extradimensional babysitting.

David Pulver. David has written and co-written and edited more *GURPS* books than we could possibly list in this space; he is currently the line consultant for *Transhuman Space*. He contributes a far-future galaxy for space-opera campaigns, written as only David can.

Gene Seabolt. Gene is our *GURPS WWII* line editor. In addition to several books in the *WWII* line, Gene is the author of *GURPS Myth* and editor of several other books. He has written a historical campaign framework about a band of Spartan mercenaries exploring Europe in the third century B.C.

William Stoddard. William burst onto the *GURPS* scene with *GURPS Steampunk* in 2000, and hasn't slowed down since. His most recent project is *GURPS Covert Ops*, co-written with Hans-Christian Vortisch. For *All-Star Jam*, William offers a detailed examination of underground settings for roleplaying adventures.

Brian Underhill. "Pulp God" Brian wrote *GURPS Cliffhangers*, *GURPS SWAT*, and a couple of *WWII* books, *Return to Honor* and

All the King's Men. As befits an early-20th-century-phile, Brian has written a treatise on airships in *GURPS* games.

Jonathan Woodward. With credits as diverse as *GURPS Ogre* and the *Hellboy Sourcebook and Roleplaying Game*, Jonathan has earned a following for himself among *GURPS* fans. His *All-Star Jam* chapter examines the SF trope of Precursor races and their gaming implications.

Jon Zeigler. Jon has written several *GURPS* books, including the fan-favorite *GURPS Greece* and *GURPS Traveller: Rim of Fire*. He

is now the *GURPS Traveller* line editor, from which lofty perch he oversees developments in the Third Imperium. Jon returns to his historical roots with "Chariots," a quasi-historical setting of flashing bronze and valiant warriors.

As if this line-up weren't enough, *GURPS All-Star Jam 2004* also features a cover by hot artist Greg Hyland (*Munchkin Fu, Ninja Burger*, "Murphy's Rules") and introductions by Steve Jackson and Sean Punch. *GURPS All-Star Jam 2004* will be on store shelves in January.

Tom Wham Rules!

Tom Wham is one of the greatest names in our hobby. No, he's never designed a big role-playing system or a million-dollar computer game. But he's been creating fun for more people, for longer, than almost anyone else in the hobby.

Tom got his start with TSR . . . the old, original TSR, back in Lake Geneva. He quickly developed a reputation for his quick, wacky games, illustrated with his own cartoons. They were fast, fun, and always slightly skewed. *Kings & Things*, *Elefant Hunt*, *File 13*, and many others . . . Tom just kept going and going.

This fall, Steve Jackson Games releases two Tom Wham games. The first is a new edition of the game Tom is perhaps best known for . . . *The Awful Green Things From Outer Space*. It's a two-player game in which one side is the peaceful crew of a space exploration vessel, and the other is the hungry Green Things. Did *Aliens* get the idea from Tom's game? We'll never know . . .

SJ Games has released *Awful Green Things* before, but this new edition is an improvement. It's in the standard *Munchkin*-sized cardboard box . . . no more video box. And the counters are die-cut . . . no more scissors work before you start!

And Now . . . The Snits!

The other fall release is new for SJ Games, and will be great news to Wham fans. The Snits are back! The new *Snits* box contains both the classic *Snit Smashing*, never before available except as a quick-and-dirty magazine edition, and the beloved and VERY WRONG *Snits' Revenge*.

In *Snit Smashing*, each player controls both a horde of tiny Snits, bent only on running around and reproducing, and a single bored Bolotomus, a blob of a creature who has nothing better to do with his time than smash Snits. Simple, silly, and fun; it's a game of outguessing the other players. Guess where their Snits will run. Smash them with your Bolotomus. Meanwhile, move your Snits to where they *won't* be smashed by your foes.

If you were a Snit, would you take this stuff lying down? No, you wouldn't.

And thus we have *Snits' Revenge*.

The entire play of *Snits' Revenge* takes place inside a single Bolotomus. The Snits, tired of being randomly smashed, have declared war! They have invaded the body of one of their tormentors and are trying to stomp its internal organs to death.

No, really. That's what the game is about.

And it's fun. It's basically a two-player game, but more can play (now the poor Bolotomus is invaded by competing tribes of Snits, who will fight over his Spark of Life after they slay him).

Check these out. We're very proud to be the means by which Wham's madness returns to the lives of gamers everywhere.

