

SPRING 2004

77



WHERE WE'RE GOING

TRADE NEWS FROM
STEVE JACKSON GAMES

GURPS[®]

Fourth Edition



STEVE JACKSON GAMES

GURPS *Fourth Edition*

GURPS Third Edition was published 15 years ago. It was a simpler time . . . Iraq was a problem, the Rolling Stones were on tour, and Bush was president.

Things seem so different now . . .

This August, we're releasing *GURPS Fourth Edition*, starting with the two-volume **Basic Set**. Fans have been asking about a new edition for years, and we've always said it wouldn't happen until we could justify the change in terms of both rules and presentation. Well, we're there.

NEW RULES

Sean Punch and David Pulver took two years to break *GURPS* down and rebuild it, guided by a decade and a half of gamer feedback. We don't want to get into specific rule changes (yet) . . . but the new rules are designed to build up the key features of *GURPS*: compatibility with all genres and flexibility for the GM. Fans will still recognize it, but a lot of little things – and a few big ones! – are different.

And, for the first time, we're offering a "core setting" for *GURPS* – one that supports the cross-genre gaming that *GURPS* fans tell us they love. The world-hopping multiverse first presented in *GURPS Time Travel* has been expanded and updated by Kenneth Hite in *GURPS Infinite Worlds*. There is no "official metaplot," and no one *has* to use this setting, but it's there if they want it! Most of our supplements will have optional sections for use in an *IW* campaign, and all our character examples from the **Basic Set** . . . including our old friend Dai Blackthorn . . . are members of an elite world-hopping special ops squad.

NEW PRESENTATION

The physical quality of the line will take a big jump with the Fourth Edition. All books now on the schedule . . . and we're scheduling almost three years ahead . . . will be hardcover, with *full-color* interiors. And we won't accept any art that's not *gorgeous*. The two **Basic Set** books, for instance, will have covers by John Zeleznik, who has done a lot of our best covers over the years. The interior art is being created by our new staff artist, Bob Stevic . . . you can see samples of his work on these pages.

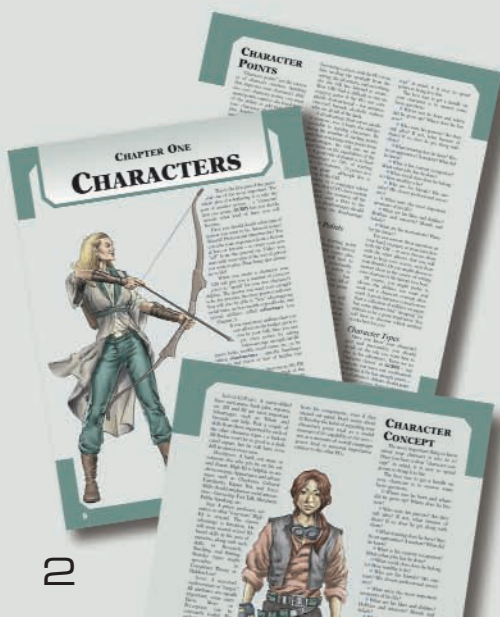
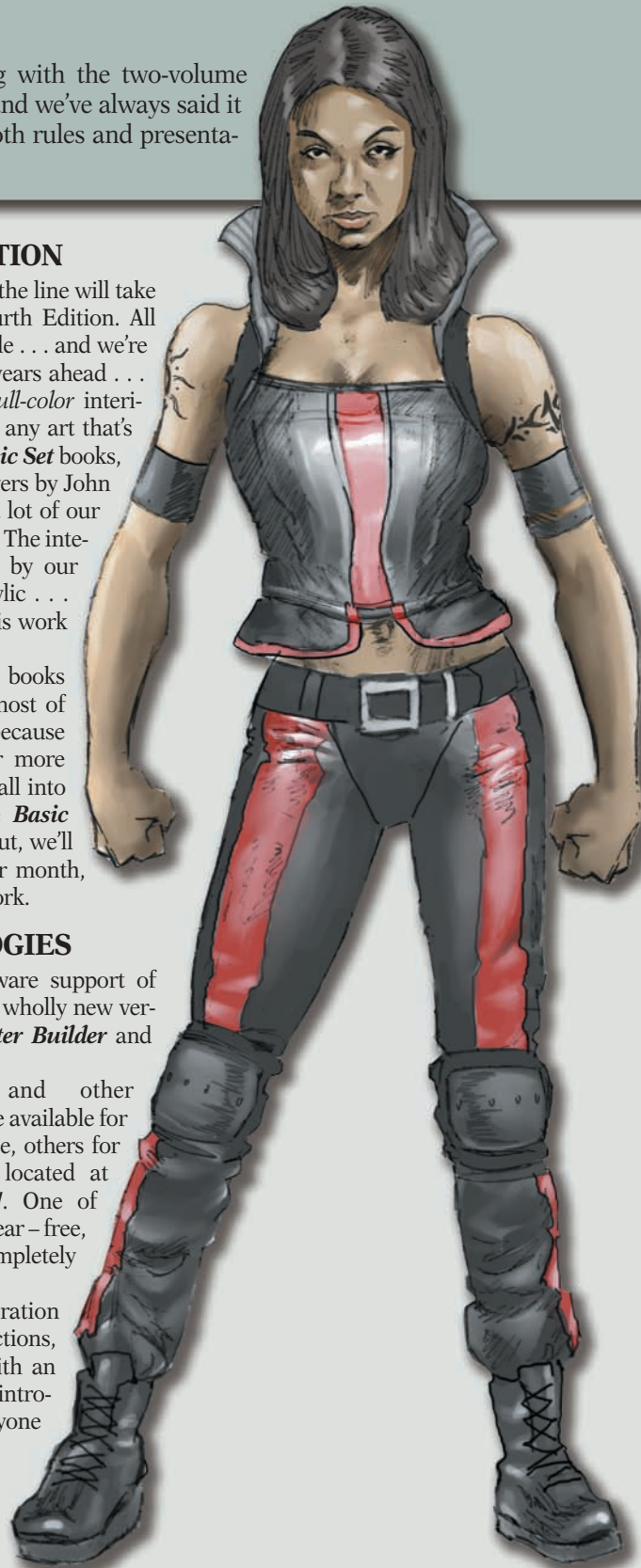
The new-style *GURPS* books will also be bigger . . . most of them over 200 pages . . . because fans continue to ask for more depth, and tell us "Get it all into one book." So after the **Basic Set** and **GM Screen** are out, we'll release one BIG book per month, every month, like clockwork.

NEW TECHNOLOGIES

We'll have active software support of this edition, starting with wholly new versions of *GURPS Character Builder* and *GURPS Vehicle Builder*.

Short adventures and other support material will be available for download . . . some free, others for sale on our **e23** site located at www.sjgames.com/e23/. One of the very first PDFs to appear – free, of course – will be the completely updated *GURPS Lite*.

Best of all, in cooperation with Worlds Apart Productions, we're moving forward with an online game that will introduce *GURPS* to everyone who plays on the net.



WHAT ABOUT ALL THESE BOOKS ON MY SHELVES?

Our faithful fans have hundreds of dollars invested in their **GURPS** libraries. They may want to see a new edition, but they don't want their old books to become worthless. And they won't.

GURPS Fourth Edition is different, but the changes are manageable – and we'll release a conversion guide this summer to help gamers get their heroes ready for the new rules. The existing **GURPS** books fall into three categories, and we'll be upfront with our users about which is which.

Most of our books are heavy on setting and factual information (in fact, lots of people buy them and use them with other game systems entirely). Those books will keep their utility . . . in fact, we're about to reprint a couple of historical books from Third Edition, **GURPS Greece** and **GURPS Egypt**, and we sure wouldn't do that if we thought they would be obsolete.

Some books have a lot of rules material, but it's fairly self-contained . . . such as the interstellar commerce rules from **GURPS Traveller: Far Trader**. Which is another one we're reprinting. No problem there; these rules port over cleanly.

And, of course, there are a few books that are very, very "crunchy" . . . that is, they are more or less solid rules, rather than background. The Third Edition **Basic Set** and the two **Compendiums** fall into that category, as does **GURPS Vehicles**. These are the books that will be literally replaced in the Fourth Edition.

(It's also worth mentioning that the upcoming **GURPS Dragons**, though written to current rules, has a Fourth Edition appendix. And we're planning a **GURPS WWII** volume which will include plenty of Fourth Edition information for that line.)

SWEET! I CAN'T WAIT TO SEE WHAT'S COMING!

Neither can we! We've planned our release schedule through late 2006 . . . so far . . . and we've got lots of good ideas for new books and returning favorites, so there won't be a shortage of new **GURPS** material any time soon! Our top authors are already working . . . Kenneth Hite, Phil Masters, David Pulver, William Stoddard, Sean Punch, Gene Seabolt, and your other **GURPS** favorites will dominate the new schedule. Here are the first few releases:

- August: **GURPS Basic Set** (two volumes) and **GURPS Basic Set, Deluxe Edition** (also two volumes, but in deluxe covers with a slipcase).

- September: **GURPS GM's Screen**, with all the necessary tables to run a Fourth Edition game, plus the new **GURPS Lite**.

- October: **GURPS Fantasy**, by William Stoddard. Creating and running fantasy campaigns. (Note: Unlike the previous editions of **GURPS Fantasy**, this book will not cover the world of Yrth. Our new look at Yrth, called **GURPS Banestorm**, will be out in the summer of 2005.)

- November: **GURPS Magic**, by Michael Suileabhain-Wilson. This book compiles and updates **GURPS Magic** and **GURPS Grimoire**, and adds spells from other sources and some brand-new material.

- December: **GURPS Infinite Worlds**, by Kenneth Hite. The core setting for **GURPS Fourth Edition**. Includes lots of rules on parallel worlds, time travel, and running a "crosstime" campaign. Also has a whole chapter of alternate Earths to visit!



- January: **GURPS Vorkosigan**, by Genevieve Cogman, based on the award-winning books by Lois McMaster Bujold.

We pulled this from the early 2004 schedule to give it the treatment it deserves – when it finally appears, it will be bigger, better, and updated for Fourth Edition rules.

- February: **GURPS Traveller: Interstellar Wars**, by Jon Zeigler, Loren Wiseman, and Paul Drye. Explore the history of the

Traveller universe! With rules to bring **Traveller** into Fourth Edition.

We've got plenty of other books coming, too. Explore all kinds of superhuman abilities in **GURPS Powers**, by Sean Punch and Stephen Kenson. Learn what you weren't meant to know in Kenneth Hite's **GURPS Conspiracies**. Venture between the stars with the *completely updated* edition of **GURPS Space**, by James Cambias and **GURPS Traveller** Line Editor Jon Zeigler. David Pulver, Kenneth Peters, and Andy Vetromile show you how to build anything from a rickshaw to a galactic cruise liner with the new **GURPS Vehicles** – or you can just use the examples we've included! Kick butt and take names, as Sean Punch and Peter Dell'Orto bring you **GURPS Martial Arts**. Plus all-new looks at fan favorites **GURPS Bestiary**, **GURPS Ultra-Tech** and **GURPS High-Tech** – and some surprises on the horizon, too!

And that's just in 2005! We aren't ready even to talk about what we've got planned in 2006 . . . but we will be, soon enough! We'll let you know well in advance what's coming out for the new **GURPS**.

Store Finder

Steve Jackson Games has created an all-new Store Finder . . . an online retailer locator open to all stores that stock our products. Previously, we were using a mailing list provided by GAMA, but users (and stores) complained that it was never updated, so we decided to start from scratch.

Register your store at www.sjgames.com/storefinder/ and you'll be findable by anyone who visits our website . . . and get tens of thousands of hits every day. And your listing won't get

choked by hundreds of outdated entries and dead stores, because we'll send a confirmation message every six months . . . if you have new info, you'll get a chance to update your store's listing, and if any confirmation "ping" gets no reply, that entry will be deleted.

(Gamers: There's a section there for you, too! Register with the Gamer Finder at www.sjgames.com/gamerfinder/ and you can locate other gamers in your area . . . and they can find you!)