



WHERE WE'RE GOING

TRADE NEWS FROM
STEVE JACKSON GAMES

More Munchkin!

We've got more of a good thing. The *Munchkin* games, from the original *Munchkin* to *Munchkin Bites! 2 – Pants Macabre*, continue to be our best-selling line, so we're shipping two new sets in late '06 and one more in early '07! See page 3 for more on all these . . .

Super Munchkin 2 – The Narrow S Cape brings you 112 more super-powered cards for *Super Munchkin*.

Munchkin Impossible is a new stand-alone game . . . Now the munchkins are spies! And in the end, the munchkin's only loyalty is to himself. Of course.

Munchkin Cthulhu is another stand-alone game, spoofing the classic stories and games of the Mythos. And one of the new Classes is . . . the Cultist!

Of course, we're doing our best to keep the classic *Munchkin* products in print. The trouble is, you keep ordering more and cleaning out our warehouse . . .

More Card Games

Of course, *Munchkin* isn't our only card game. And we're keeping the new ideas coming. See page 4 for more about these games. The executive summary:

King's Blood appeared in early 2006, but continues to attract happy noises from fans of manga and fast-playing card games.

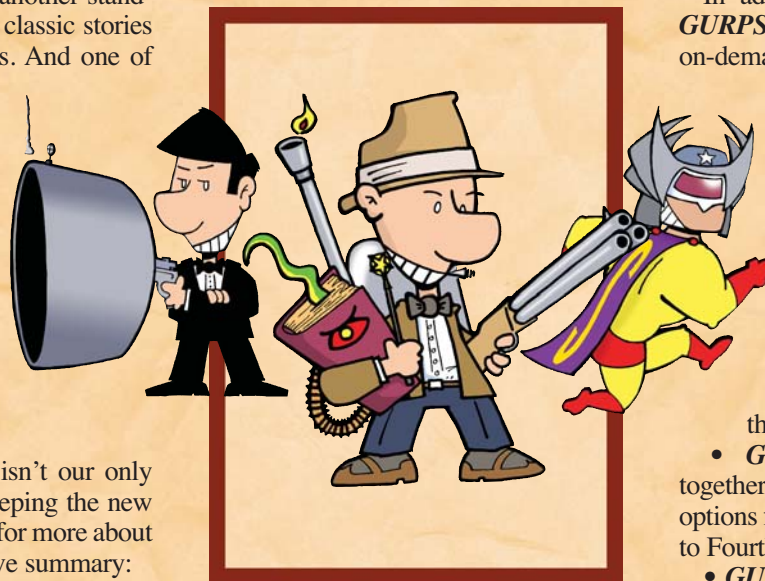
Cowpoker was designed by the talented and twisted James Ernest and Mike Selinker. It involves both trick-taking and building the best poker hands. A June release, it's already popular, and is set for a German translation!

Chez Guevara is the latest game in the subversively popular *Chez Geek*

line. Hide in the jungle, compete with your fellow revolutionaries for Slack, and avoid being Denounced to the Glorious Leader! The Revolution began in July.

Bavarian Fire Drill is an expansion to the classic *Deluxe Illuminati*, bringing in many cards from *INWO*, plus more bizarre cards from today's headlines. The illumination arrives in November.

Evil Ted (p. 5) is a silly, scary game of zombie teddy bears. Kit Cox blends fuzzy with ferocious, doing double duty as both designer and illustrator. Look for it early in 2007.



Fnordcast

Yes, we're doing a podcast – we are just a bunch of geeks, after all. We'll talk to the folks who make our games, like Steve Jackson, Sean Punch, John Kovalic, and many more. We'll also be previewing games and serving up treats like *Munchkin Theater*.

You can download all the Fnordcasts at www.sjgames.com/fnordcast . . . we'll post a new one every 2-3 weeks.

GURPS Status Report

First off, congratulations to Steve Jackson, John Ford, and Ken Hite, authors of the Origins Best Roleplaying Supplement for 2005: *GURPS Infinite Worlds*. The committee had a tough job, because 2005 saw some excellent releases. In 2006, their job won't be any easier. In addition to *GURPS Traveller: Interstellar Wars* and *GURPS Space*, released earlier this year, we'll have one more *GURPS* tome before the holidays. *GURPS Bio-Tech* brings the high-tech world of biological enhancements, tools, and weapons into Fourth Edition.

In addition to our regular releases, *GURPS Mysteries* began a line of print-on-demand (POD) products, debuting at GenCon Indy. Look for more POD releases through Warehouse 23.

What's next for the *GURPS* line? Here's a sneak look at the releases coming in 2007.

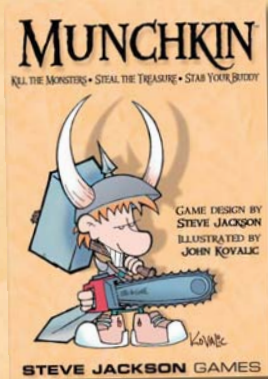
- *GURPS Ultra-Tech* details weaponry and gear from the edge of tomorrow to the far, far future.
- *GURPS Martial Arts* brings together all of the expanded combat options from *GURPS*, and updates them to Fourth Edition.
- *GURPS Thaumatology* revises the alternate magic systems from *GURPS Third Edition*, and codifies them into one, easy-to-use tool kit.
- *GURPS High-Tech* covers the technological toys of the 19th and 20th centuries, with a focus on the favorite piece of adventuring gear: guns!
- *GURPS Vorkosigan* is the long-awaited game adaptation of the award-winning Vorkosigan 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.

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 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.



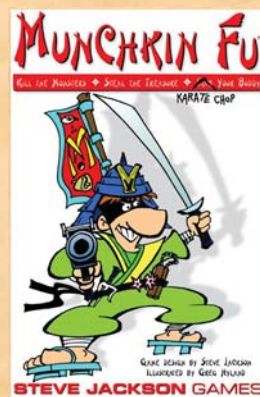
Munchkin Fu

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 – 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*. #1441, \$17.95.



Star Munchkin

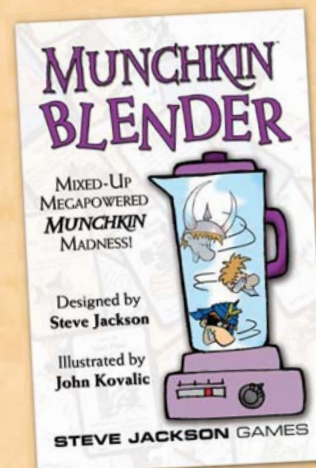
Munchkins in space! Mutants, Androids, and Cat People try to avoid sci-fi death at the hands of Fanged Fuzzballs, Bionic Bimbos, and the fearsome Brain In A Jar. Illustrated by John Kovalic. #1411, \$24.95.

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.

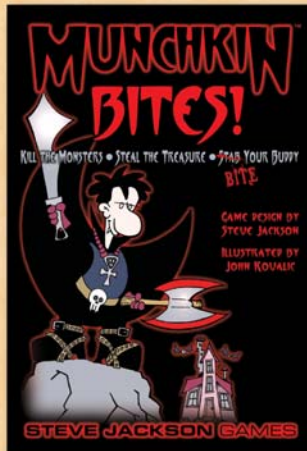
Munchkin Blender

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.



Munchkin Bites! 2 – Pants Macabre

The dark munchkins return in the *Pants Macabre*. We've got a dozen more Powers, plus more monsters, and a new Race: Mummies! #1443, \$17.95.

Super Munchkin

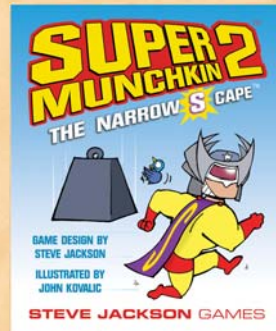
Fly through the city. Smash the villains. Backstab your teammates and grab their gadgets.

Battle dastardly masterminds, devastating monsters, and invading aliens from the next dimension – and TAKE THEIR STUFF! #1440, \$24.95.

NEW! 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*.

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! #1445, \$17.95.



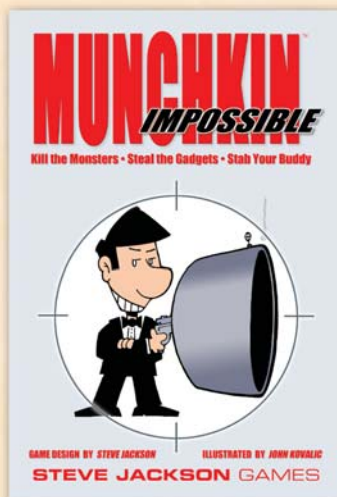
Upcoming MUNCHKIN Releases

Coming Soon! Munchkin Impossible

The munchkins are now spies . . . eliminating the opposition, playing with self-destructing gadgets, and changing loyalties even faster than they change Headgear.

Be a Playboy, Tourist, or Assassin. Report to the Americans, Russians, British, or Chinese (it'll change!).

Wield gadgets from the subtle Cigarette Dart Gun to the amazingly unsubtle Bazooka with Incendiary Ammo. Eliminate foes, from the pathetic Defective Defector, through the Interro-Gator and the Not So Secret Police, up to the mighty Super Spy himself. And (all together now) . . . **Take Their Stuff!** #1446, \$24.95.



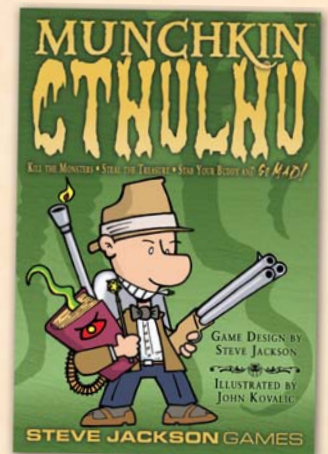
Coming Soon! Munchkin Cthulhu

Munchkins have hacked their way through dungeons, kung fu temples, starships, haunted houses, and supervillians. Now they face their greatest foe – Cthulhu! Will they survive? Will they retain their sanity? Will they . . . level up?

Of course they will. If something's got stats, you can kill it and **Take Its Stuff**.

Munchkin Cthulhu is the newest standalone game in the *Munchkin* line, this time lampooning Lovecraft's Mythos and the horror gaming that surrounds it. Brought to you by Steve Jackson and John Kovalic, this set summons classic monsters from outside reality . . . to let you kill them, level up, and loot.

You can play *Munchkin Cthulhu* by itself, or combine it with any number of other *Munchkin* games for mind-bending silliness. #1447, \$24.95.



New and Upcoming

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!

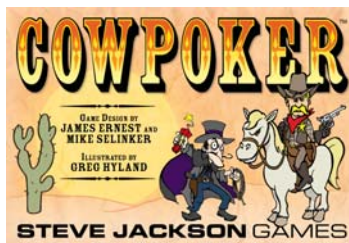
With illustrations by Greg Hyland! #1392, \$17.95.



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.



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 rejoice in the return of the Deprogrammers and the Science Alarmists, as well as more of the best groups from the best-selling conspiracy CCG.

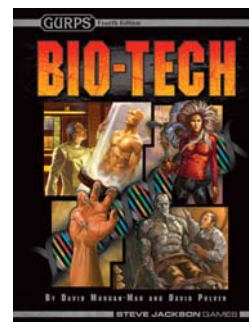
Bavarian Fire Drill. The truth is out there, but it's sure not in here . . . #1394, \$17.95.

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.

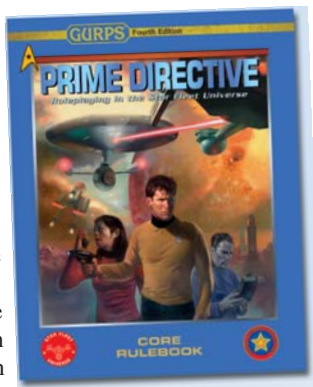
Say goodbye to your old body. Have you upgraded your genetics this year? #01-0103, \$34.95.



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



Powered by GURPS • From Amarillo Design Bureau

100 products in several categories! *GURPS Prime Directive* includes writeups of more than a dozen alien species, plus history, scenario hooks, and starship information! ADB8401, \$24.95.

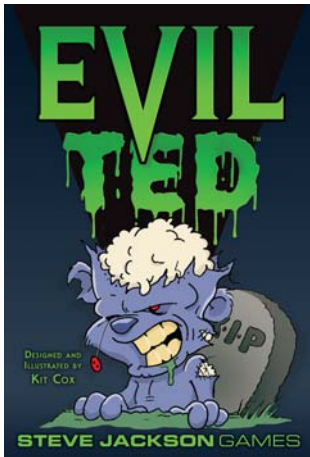
GURPS Klingons expands the Prime Directive Universe into the Klingon Empire, with never-before-revealed information about the warriors of the Empire of Steel! Read how Kahless conquered Klinshai, the arrival of the Old Kings propelling the Klingon Iron Age warriors into an interstellar Empire, and more! 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.

Coming in 2007



Evil Ted

Horror has come to the happy town of Cotton Falls! The peaceful teddy bears have become . . . *zombears*! A few lucky survivors have barricaded themselves in the remaining buildings. Can they escape from . . . the *Evil Ted*?

Break out of your base, find a vehicle, and escape from the hordes. Along the way, you'll find compan-

ions to help you survive the onslaught, and you'll collect equipment to defend yourself against the ravenous zombears – and from your companions, when *they* become undead! Be the first to flee safely from the hungry hordes!

Evil Ted is a twistedly cute take on the zombie genre, designed and illustrated by Kit Cox, with development by Steve Jackson. #1365, \$24.95.

GURPS Thaumatology

Every myth, fantasy story, and anthropological study has its own ideas about magic. Is it intuitive art or secret science, insanity or perfect control, quest for divinity or demonic blasphemy? For the creative roleplayer, it may be all of the above.

GURPS Thaumatology is a collection of related rules and systems, designed to enable gamemasters to set up games in which magic works exactly the way they want, providing just the right atmosphere and game balance. This tool kit pulls material from the Third Edition versions of *GURPS Spirits*, *Cabal*, *Voodoo*, *Celtic Myth*, and *Religion*, as well as numerous articles from *Pyramid*, reorganizes them to work together, and updates all the rules to *Fourth Edition*. #01-0106, \$34.95.

GURPS Martial Arts

Inscrutable masters from hidden temples. Special Forces soldiers. Swashbuckling pirates. Bare-chested brawlers.

GURPS Martial Arts brings fighting styles from around the world and throughout history to Fourth Edition. From popular Asian bare-handed techniques to European sword-and-shield combat to fantastic non-human training, this book balances realistic historical schools with cinematic feats from Hong Kong, Tokyo, and Hollywood. Recreate the greatest fighters in the world, or create a style to fit a new campaign, *Martial Arts* has the techniques and guidelines you need.

Not all combat options map to techniques and styles, however. Many require extensions to the combat system itself, and so *Martial Arts* expands on the combat and injury rules from *GURPS Basic Set*. Some of these

additions are highly realistic, while others are extremely cinematic – but they're all *optional*, allowing the GM to decide which rules apply.

Customizing *GURPS'* combat system has never been easier. #01-0105, \$34.95.

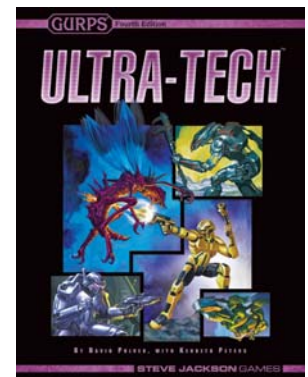
GURPS Ultra-Tech

GURPS Ultra-Tech is the sourcebook for science-fiction technology, from the near future to the farthest reaches of the imagination. It's an invaluable companion to *GURPS Space*, *GURPS Bio-Tech*, and *GURPS Infinite Worlds*, and an exceptional resource for any character or campaign that needs technology from

tomorrow . . . and beyond.

GURPS Ultra-Tech has a full range of personal equipment for heroes from TL9 to TL12. Living biosuits and grav belts, psionic amplifiers and neutrino communicators, ultra-tech medical equipment and mind uploading, hyper-spectral goggles and Dyson spheres – there's something for every adventure at every tech level.

From the edge of tomorrow to the star-flung future, *GURPS Ultra-Tech* can equip your characters and your campaign! #01-0104, \$34.95.



★ 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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1411	<i>Star Munchkin</i>	\$24.95
1412	<i>Munchkin Fu</i>	\$24.95
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3003	Munchkin’s Guide to Power Gaming	\$19.95
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



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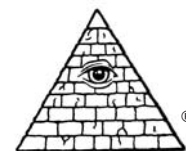
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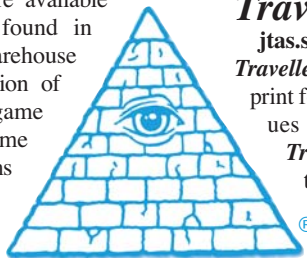
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