



WHERE WE'RE GOING

TRADE NEWS FROM
STEVE JACKSON GAMES

It Ain't Cheating; It's Just Rigged

A surprise release this spring was the *Munchkin Rigged Demo*. It started as a demo deck giveaway for the GAMA Trade Show, but when we tossed in 39 special overpowered cards, it was obvious we had to make it available to *Munchkin* fans. At \$4.95, it's the easiest way to get a stack of cards too powerful, too *Munchkin*-ly to be restrained in any set, and an easy way to teach your friends how to play *Munchkin*!

Pipsqueak Munchkin

We have a new format for *Munchkin* expansions – the 56-card deck. Previous supplements have had 112 cards, but we decided to try a smaller size to create a tighter, more focused set of terrible puns. And it's only \$9.95, so that's not bad either.

The first release in this format is *Munchkin Cthulhu 2 – Call of Cowthulhu*, with more farm animal puns than you can shake an Elder Sign at. Even though *Munchkin Cthulhu* just started shipping in March, the power of Cthulhu demanded more cards now, while the stars are right!

Rootin' Tootin' Munchkin

Seven-guns and Twenty-Gallon Hats. Wild Bill Hiccup and Killer Jalapeño. It's Cowboys and Indians, shootin' up monsters and taking their treasure. It's called *The Good, the Bad, and the Munchkin*, pardner, and it'll be ridin' into your local game shop this fall. See p. 4 for more details.

Board of Cards?

We've hinted at it. We've teased you mercilessly. And now . . . we're going to torment you a bit more.

Munchkin Quest is the *Munchkin* boardgame. Kick open a door and lay a tile. Battle the monster for its treasure



solo, or gang up on it with your fellow players. Run back into the hallway to escape, but watch for traps!

John Kovalic is of course providing the art, and Steve Jackson's humor drips from every level of the game. This is *Munchkin* as you love it, but like you've never seen it.

Munchkin Quest will be released in 2008.

Lurking Beyond the Horizon

What's next for *Munchkin*? Steve will put two of his favorite genres – *Munchkin* and pirates – together for a new stand-alone game called *Munchkin Booty*. We're also zeroing in on another expansion for *Munchkin Cthulhu*, but that's so secret we can't talk about it at all!

The Return of . . .

In the course of filling several (much needed) staff slots, we've seen a couple of familiar faces return to the office.

Phil Reed hit Austin back in 1999, starting with layout, and progressing to design work on *GURPS Fourth Edition*, *Frag*, and *Car Wars*. He left to create Ronin Arts, which pretty much defined "success" for a new generation of PDF publishers. Now he's back with us, as Managing Editor, guiding projects from concept to release.

Similarly, Michelle Barrett took Warehouse 23 from a simple mail-order department to the one-stop geek shop it is today. She sojourned to Seattle for a time, but has returned to Austin to act as our Playtest Coordinator, harmonizing playtests around the world, and Executive Assistant. Michelle will take tasks off Steve's plate, and let him focus on making more horrible *Munchkin* puns.

Welcome back, folks!

And the Winner Is . . .

This July, *Munchkin Impossible* won the Origins Award for Best Non-Collectible Card Game or Expansion of the Year. That's the fifth Origins Award the *Munchkin* line has received since its launch in 2001. Congratulations to Steve Jackson and John Kovalic, and a

big "thank you" to all the voters at the 2007 Origins International Game Expo.



GURPS Status Report

Here's a brief look at the *GURPS* pipeline, covering both the recently released and the upcoming.

- The *GURPS Creatures of the Night* series kicked off in May, becoming an instant e23 classic. More volumes are scheduled to follow, each providing a collection of bizarre creatures to menace your campaign.

- *GURPS Supers* hit e23's virtual shelves in July. This isn't an update of the Third Edition book; William Stoddard has taken a fresh look at super-powered do-gooders through the laser-beam eyes of Fourth Edition!

- The first of the *GURPS Spaceships* series is now available on e23. David Pulver has designed a quick and easy system for creating spaceships, and putting them into combat. Future installments will add details for more specialized ships, from tiny tugs to gigantic warships.

- *GURPS Martial Arts* is on game store shelves now, and it's bigger than ever! *GURPS* guru Sean Punch crammed so many advanced combat options, cinematic rules, and fighting history into this book, we had to make it 256 pages!

- *GURPS Vehicle Design* is in production. This massive tome, updating the highly detailed vehicle creation rules to Fourth Edition, will be ready for release on e23 later this year.

- *GURPS High-Tech*, with gear and guns from the Industrial Revolution to the Digital Age, is at the printer. This book breaks the mold, weighing in at 256 pages. Watch for it to hit the shelves in time for the holidays.

- Looking farther into the future, watch e23 for worldbooks from Phil Masters and William Stoddard, sourcebooks on fantastic races and monsters, and catalogs of powers and equipment.

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 roleplaying 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.

NEW! Munchkin 5 – De-Ranged

The latest supplement for *Munchkin* introduces a new class – the monster-taming Ranger! Plus lots more Steeds to ride, monsters to kill, and loot to grab! #1450, \$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.

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.

NEW! Munchkin Cthulhu

Munchkin Cthulhu is the newest stand-alone 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! *Munchkin Cthulhu 2 – The Call of Cowthulhu*

This 56-card supplement puts the Great Old Ones out to pasture, Munchkin-style! #1453, \$9.95.

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 – 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.

Munchkin Impossible

The munchkins are now spies! Be a Playboy, Tourist, or Assassin. Report to the Americans, Russians, British, or Chinese (it'll change!). Eliminate foes, from the pathetic Defective Defector, through the Interro-Gator and the Not So Secret Police, up to the mighty Super Spy himself. #1446, \$24.95.

NEW! *Rigged Demo*

56 cards to help you bring new victims . . . errr, gamers . . . into the wonderful world of *Munchkin*. #1451, \$4.95.

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.

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.

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*. #1445, \$17.95.

Munchkin™ Coming Soon!

Munchkin Quest

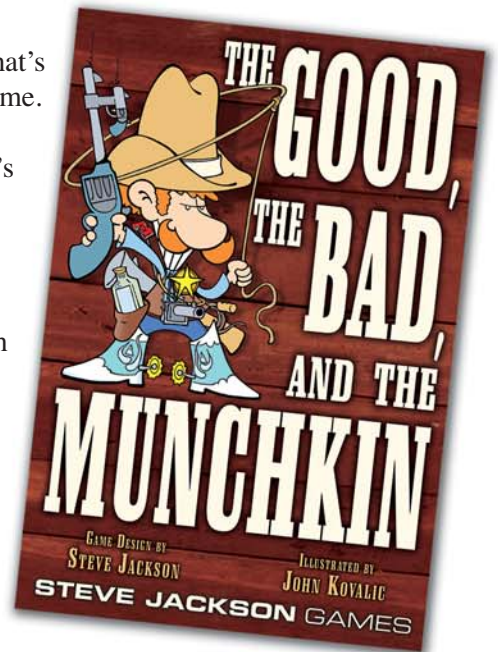
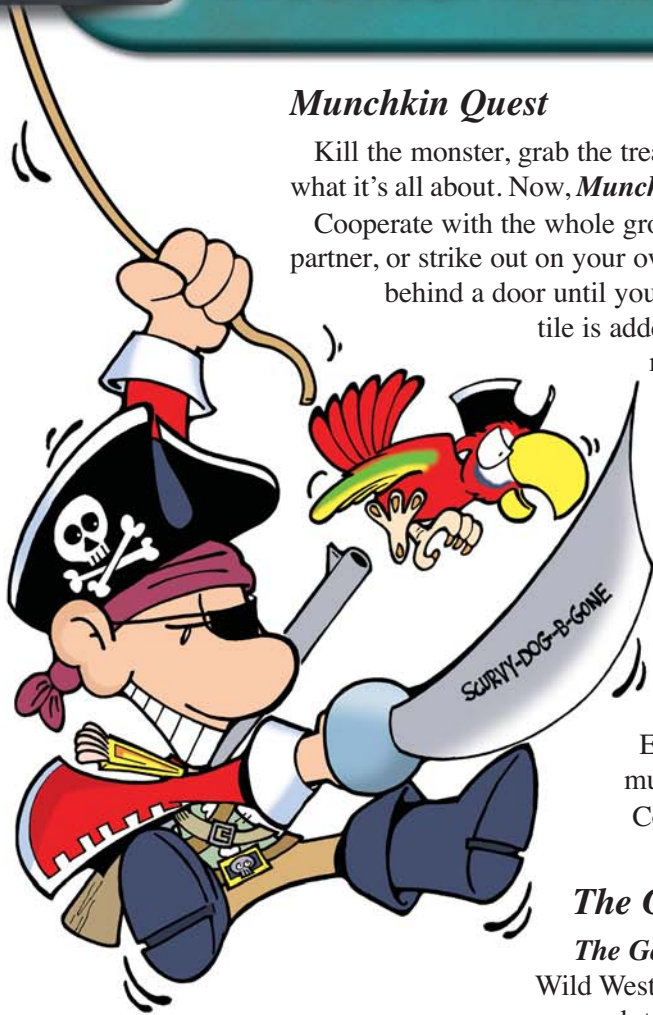
Kill the monster, grab the treasure, stab your buddy. That's what it's all about. Now, *Munchkin* comes to the boardgame.

Cooperate with the whole group, adventure with a partner, or strike out on your own. You don't know what's behind a door until you open it . . . then another

tile is added to the dungeon. Battle monsters for power and treasure, or send them after your friends. Reach Level 10, and then get out alive if you can!

Designed by Steve Jackson, and illustrated by John Kovalic, this boardgame doesn't take itself seriously. Except for the loot – munchkins are always serious about that!

Coming soon to game rooms everywhere . . .



The Good, the Bad, and the Munchkin

The Good, the Bad, and the Munchkin opens a whole new frontier – the Wild West! Forget dragons and goblins – Jackalopes and Davy Croc have just as much treasure. Those plains may seem wide open, but there's lots of monsters to kill, and lots of stuff to take.

Become a Cowboy with a Twenty-Gallon Hat, or an Indian on a Catamount. Fight Wild Bill Hiccup, the Killer Jalapeño, and the Barber Shop Quartet. Take the Annual Bath for an extra level. Or just pal around with your sidekick the Greenhorn, until you sacrifice him to distract a monster.

The Good, the Bad, and the Munchkin is the next stand-alone game in the award-winning *Munchkin* line. Steve Jackson and John Kovalic have teamed up again to put puns to paper like no one else can. Head 'em up and move 'em out, and get ready to wander the Grim Roper into somebody else's combat and make him "Rootin' Tootin'" for +10 . . . #1454, \$24.95.

Munchkin Booty

Avast, ye scurvy dogs! It's Munchkin, it's pirates, it's Steve Jackson and John Kovalic . . . it's exactly what yer thinkin' it be! Watch th' seas in the summer o' 2008 fer this ship ta come in!

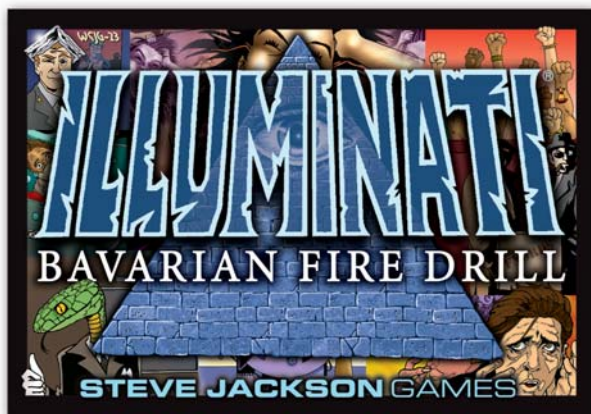


New and Upcoming

Illuminati Y2K

Even though the Y2K bug failed to knock civilization into a new stone age, it did inspire this expansion for *Illuminati* – inflicting another layer of weirdness on the already terminally weird. Add Alien Abductors, Cattle Mutilators, Gamers, and 73 other groups to your power structure. Twenty-six Special cards and two *Illuminati* groups – Shangri-La and SubGenius – further the frenzy.

Illuminati Y2K delivers even more ways to beef up your *Illuminati* and its puppets. Use High Fashion to channel megabucks to Discordia, or Computer Dating Services to add extra cards to the Network's hand. Play Red Scare, May Day, or Political Correctness to generate additional income or pump up Resistance, but only for one Alignment. Add your favorite organization, urban legend, or personality with the six blank Group cards. Plus: Ninjas! #1325, \$17.95.

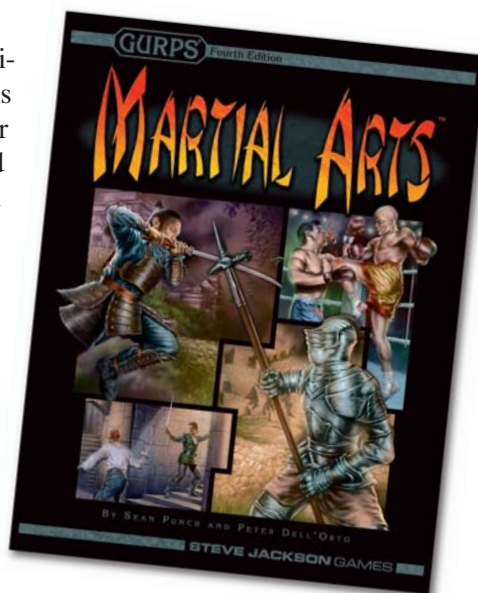


Bavarian Fire Drill

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 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 the *GURPS* combat system has never been easier. #01-0105, \$37.95.

GURPS High-Tech

All the Gear is Here!

In 256 meticulously researched pages, *GURPS High-Tech* gives descriptions and stats for hundreds of kinds of historical weapons and personal armor, vehicles from the stagecoach to modern helicopters, and much more.

GURPS High-Tech also has the gear and gadgets characters need. Communication, from early telegraphs to modern computers; tools of the trade for detectives, spies, and thieves; camping equipment, rations, and first-aid kits; business cards, watches, and fashionable duds – this book has everything, for encounters from the wilderness to high society and everything in between.

GURPS High-Tech is the complete resource for equipment from the 18th century through the modern age, and will be appreciated by Game Masters no matter what system they use! #01-0106, \$37.95.

Free on e23!

Caravan to Ein Arris

The classic *GURPS* adventure, updated for Fourth Edition! #37-0031.

GURPS Combat Cards

The easy way to assess your combat choices. #37-0202.

GURPS Lite

GURPS Lite is a 32-page distillation of the basic *GURPS* rules, available in English, Korean, Interlingua, Lithuanian, Italian, Chinese, and Portuguese. #31-0004, 37-0001, 37-0002, 37-0003, 37-0004, 37-0006, and 37-1005.

GURPS Magic Spell Charts

This set is a visual representation of the relationships between the hundreds of spells listed in *GURPS Magic*. #37-0203.

GURPS Skill Categories

This document sorts skills into categories that coincide with likely career paths for adventurers. #37-0201.

GURPS Space: Planetary Record and Worksheet

These are worksheets for every step of the worldbuilding process, and a ready-to-go Planetary Record Sheet. #37-0204.

GURPS Traveller Interstellar

Wars Combat Counters

This set provides all the markers you need to play out battles using *GURPS Traveller: Interstellar Wars*. #37-6602.

GURPS Update

Bring your PCs into the Fourth Edition! #30-6024.

e23.sjgames.com/samples.html

Top 10 e23 Downloads as of June 2007



- #1 ***GURPS Character Assistant***
Character creation software for *GURPS Fourth Edition*.
- #2 ***GURPS Mysteries***
How to run an RPG mystery, or figure one out, written by a real-life defense attorney.
- #3 ***GURPS Transhuman Space: Changing Times***
The guide to updating *Transhuman Space* to *Fourth Edition*, with bonus GM advice!
- #4 ***Robin's Laws of Good Game Mastering***
Advice on knowing your players, and running a better game, from Robin Laws!
- #5 ***GURPS Transhuman Space: Singapore Sling***
An introductory adventure for *Transhuman Space*.
- #6 ***GURPS Lands Out of Time***
Humans and dinosaurs, adventuring side-by-side.
- #7 ***In Nomine Superiors: Lilith***
Discover the secrets of the Demon Princess of Freedom.
- #8 ***GURPS Transhuman Space: Polyhymnia***
A *Transhuman Space* adventure set in the fast paced world of memetic programming.
- #9 ***In Nomine Superiors: Eli***
Eli is one of Heaven's coolest dudes. Find out why, and where he's been lately, in this *In Nomine* supplement.
- #10 ***GURPS Magic***
Electronic version of the current printing, with corrected errata, updating virtually all the spells from Third Edition.

e23.sjgames.com/hot.html



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



Powered by GURPS • From Amarillo Design Bureau

1979 and expanding to more than 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.

★ 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*.
 e23 indicates an e23 PDF product; see [e23.sjgames.com!](http://e23.sjgames.com/)
 Products shown in *bold italic* type are “core” for their lines.

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1412	<i>Munchkin Fu</i>	\$24.95
1416	Munchkin 3 – Clerical Errors	\$17.95
1418	Star Munchkin 2 – The Clown Wars	\$17.95
1419	<i>Munchkin Bites!</i>	\$24.95
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★	1450 Munchkin 5 – De-Ranged	\$17.95
★	1451 Munchkin Rigged Demo	\$4.95
★	1453 Munchkin Cthulhu 2 – The Call of Cowthulhu	\$9.95
▲	1454 <i>The Good, the Bad, and the Munchkin</i>	\$24.95
3003	Munchkin's Guide to Power Gaming	\$19.95
3406	Munchkin Master's Screen	\$14.95
9138	Super Munchkin “Momentous Unmasking” Shirt	\$21.95
e23 37-7611	Toon Munchkin	\$7.95

GURPS® FOURTH EDITION

01-0001	<i>GURPS Basic Set: Characters</i>	\$39.95
01-0002	<i>GURPS Basic Set: Campaigns</i>	\$34.95
01-0004	GURPS Lite	FREE
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	(reprint of GURPS Discworld)	
6061	GURPS Discworld Also	\$9.95

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The Home Page

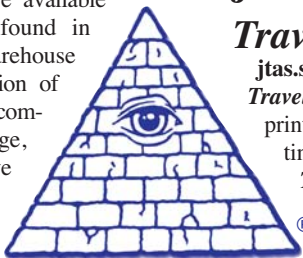
www.sjgames.com. The latest company news, new and upcoming releases, a web page for every product in (and out of) print, errata, Writers' and Artists' Guidelines, and lots more, including the *Daily Illuminator*, highlighting the latest company tidbits and wacky stuff we find on the Web.

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www.sjgames.com/pyramid. Once upon a time, *Pyramid* was a traditional paper magazine, published bimonthly. But SJ Games took it to the Web in 1998 and never looked back. Now *Pyramid* is updated *every week*, with new articles, game reviews, columns like Ken Hite's *Suppressed Transmission*, and new *Dork Tower* cartoons from John Kovalic. Subscribers also get access to playtest files, a 24/7 live chat room, a complete archive (of both the online and the older paper version), and the *Pyramid* Discussion Boards – all for \$20 a year!

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www.warehouse23.com. For those of you who don't have access to a local retailer that stocks the Steve Jackson Games line, it's all at Warehouse 23! Every item in this catalog – and many more available *only* online – can be found in Warehouse 23. The Warehouse also stocks a fine selection of products from other game companies, plus some strange, hard-to-find items that we think you might like.



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ultracorps.sjgames.com. Steve Jackson Games has acquired the online game *UltraCorps*, a cult classic that has a lot more in common with strategy wargames than it does with "shooters." Visit ultracorps.sjgames.com for the latest word on the relaunch . . . the beta's almost over!

Journal of the Travellers' Aid Society

jtas.sjgames.com. *JTAS* was the voice of *Traveller* and its fans for over 20 years in its print form, and Steve Jackson Games continues the tradition online. *JTAS* covers *Traveller* in all its forms and incarnations (and many people find *JTAS* a useful resource for SF RPG ideas

even if they don't play *Traveller*). New campaign material goes up every other week. Subscribers have access to the *JTAS* discussion rooms, to Brubek's (our virtual bar/chat room), plus a complete archive of past articles. \$20 for 52 biweekly issues.

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www.sjgames.com/gurps. All the latest news and previews of *GURPS Fourth Edition* can be found on our website! Go to www.sjgames.com/gurps for an updated Fourth Edition FAQ, downloadable forms and preview material, and lots of other game information! *GURPS Fourth Edition*: Infinite worlds, infinite adventures!

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Car Wars, *Autoduel*, *AADA*, *Dino Hunt*, *Frag*, *Ogre*, *G.E.V.*, *Illuminati*, *INWO*, *Pyramid*, *GURPS*, *Toon*, *Killer*, *Cardboard Heroes*, *In Nomine*, Warehouse 23, and the distinctive likenesses of the Ogre and the all-seeing pyramid are registered trademarks of Steve Jackson Games Incorporated. All names of other products published by Steve Jackson Games are trademarks of Steve Jackson Games Incorporated, or are used under license. *Discworld* is a trademark of Terry Pratchett. *Traveller* is a trademark of Far Future Enterprises. *SubGenius* and the holy likeness of "Bob" are trademarks of the SubGenius Foundation. *Deadlands* is a trademark of Pinnacle Entertainment Group. *Dork Tower* is a trademark of John Kovalic. *Ninja Burger* is a trademark of Ninja Burger.

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