



# WHERE WE'RE GOING

NEWS FROM STEVE JACKSON GAMES

[www.sjgames.com/wwg](http://www.sjgames.com/wwg)

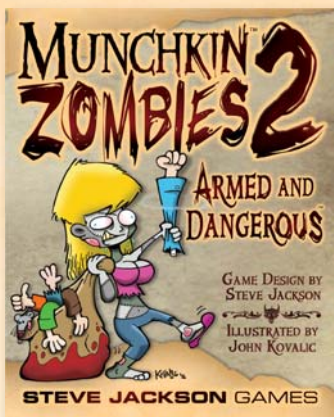
Welcome to *Where We're Going*, our occasionally-updated sheet of news and cool stuff. Got a comment or question? E-mail us at [info@sjgames.com](mailto:info@sjgames.com) or log onto our forums at [forums.sjgames.com](http://forums.sjgames.com).

## NEWS FROM THE WORLD OF MUNCHKIN™

It's been a big year for *Munchkin*, with two new core sets and our first steps into *Munchkin* licenses. Here's what's hot . . .

**Brrraaaaaiiiiiinnnnsss . . .**

In March, we released *Munchkin Zombies*, our first brand-new core *Munchkin* game since *Munchkin Booty* at the end of 2008. It did so well that we ordered another printing barely a month later! In *Munchkin Zombies*, the players are the walking undead, hungering for the brains of survivors like the Babysitter, the Pizza Guy, and the Action Hero. Learn all about it at [zombies.worldofmunchkin.com](http://zombies.worldofmunchkin.com).



And watch for *Munchkin Zombies 2 – Armed and Dangerous*, coming in August!

### CHOP THEIR HEADS OFF!

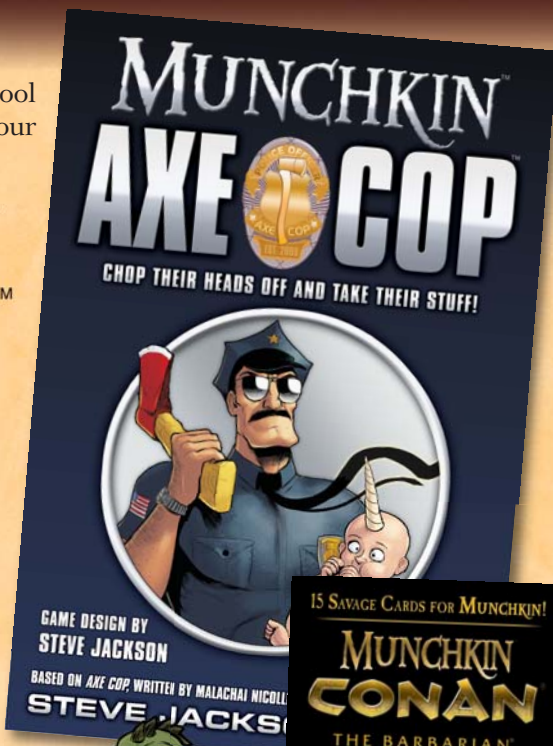
Axe Cop is a cop. With an axe. And he knows how to use it.

*Axe Cop* is the hit webcomic written by Malachai Nicolle (age 5) and drawn by his brother Ethan (age 29). With his friends Dinosaur Soldier and Sockarang, Axe Cop fights crime! He hunts down the bad guys (like Giant Robot Zombie, Vampire Man Baby Kid, and Dr. Stinky Head) and CHOPS THEIR HEADS OFF. Just don't get blood on you, or you might turn into something totally different, like Bat Warthog Man or Avocado Soldier.

There's only one game that can match the anything-goes action of *Axe Cop* . . . and it's *Munchkin*! Read more about *Munchkin Axe Cop* at [axecop.sjgames.com](http://axecop.sjgames.com).

### What is good in life?

This August, it's *Munchkin Conan the Barbarian*, a new 15-card booster for the original fantasy *Munchkin* set. It adds over a dozen characters, items, and scenes found in the new movie from Paradox Entertainment/Conan Properties, with *Munchkin* humor and John Kovalic art. All the details are at [conan.worldofmunchkin.com](http://conan.worldofmunchkin.com).



### And more!

This fall, look for the third *Munchkin* Christmas booster, *Reindeer Games* – those nasty Reindeer are back, and they've brought friends! Also look for several new *Munchkin* accessories, such as the **+6 Bag o' Munchkin Level Counters** and all six colors of *Munchkin Jumbo d6*, each with its own pair of Treasure cards. Plus more stuff we can't even talk about . . . yet . . . but keep your eye on [www.worldofmunchkin.com](http://www.worldofmunchkin.com) to get the latest *Munchkin* news as soon as we post it!

[www.worldofmunchkin.com](http://www.worldofmunchkin.com)

# DICE GAMES!

Got a couple minutes? Let's play a game!

Eat the brains, avoid the shotguns – that's **Zombie Dice**. Press your luck with the original dice or on your iPhone. Looking for an upgrade? Grab the **Zombie Dice Bag** to carry all your dice, and to do random dice draws without the noisy rattle of the cup! We are working on a **Zombie Dice** expansion, and that's all we'll say for now . . . but if you catch us at a convention, we *might* have a prototype to show you!

[zombiedice.sjgames.com](http://zombiedice.sjgames.com)

**Cthulhu Dice** is cultastic fun for three or more players, all with one big Cthulhu die – now available in 11 colors! Collect them all and store them in the **Cthulhu Dice Bag**, a tentacled plush with a zippered compartment. Watch for **Giant Cthulhu Dice** this fall!

[cthulhudice.sjgames.com](http://cthulhudice.sjgames.com)



## More Games

We publish many, many games – more than we can fit on one page! Check out [www.sjgames.com/ourgames](http://www.sjgames.com/ourgames) for the complete list, but here are some of our more popular ones!

### You Can't Kick Them Out — They Live Here Too!

**Chez Geek** is the classic game of dealing with roommates. However, if your closets are filled with black clothes and your favorite smoke is clove, you'll like **Chez Goth**. Or if Elder Gods are a frequent topic of conversation – or target of your summoning – then **Chez Cthulhu** is for you!

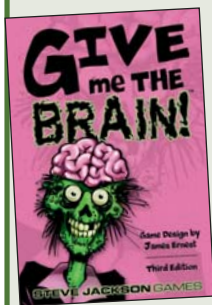
[chez.sjgames.com](http://chez.sjgames.com)



### Deluxe Illuminati

Is it the end of the world yet? Take control of the globe with the classic game of conspiracy. When the Orbital Mind Control Lasers tell you to, add in the expansions: **Illuminati Y2K**, **Bavarian Fire Drill**, **Brainwash**, and **Mutually Assured Distraction**.

[illuminati.sjgames.com](http://illuminati.sjgames.com)



### Give Me The Brain

You may be a zombie, but you're smart enough for this job. Fill fast-food orders faster than your fellow players, but be careful! The entire restaurant has only one brain!

[givemethebrain.sjgames.com](http://givemethebrain.sjgames.com)

### Awful Green Things

Tom Wham, designer of **The Awful Green Things from Outer Space**, has declared our new eighth edition to be his favorite. He says it's "the game as I would have had it published. Well done!" With the highest-quality components yet, it's easy to see – and feel! – why.

[awfulgreenthings.sjgames.com](http://awfulgreenthings.sjgames.com)

Watch for announcements of new upcoming games by reading the Daily Illuminator ([www.sjgames.com/ill](http://www.sjgames.com/ill)), by following us on Twitter (@sjgames), or by friending us on Facebook ([www.facebook.com/sjgames](http://www.facebook.com/sjgames)).

## RECENT PDF RELEASES



- **GURPS Crusades**
- **GURPS Horror**
- **GURPS Low-Tech**
- **GURPS Low-Tech Companion 1: Philosophers and Kings, 2: Weapons and Warriors, and 3: Daily Life and Economics**
- **GURPS Monster Hunters 1: Champions, 2: The Mission, and 3: The Enemy**
- **GURPS Powers: Divine Favor**
- **GURPS Supporting Cast: Age of Sail Pirate Crew**
- **GURPS Tactical Shooting**
- **Transhuman Space: Cities on the Edge**

[e23.sjgames.com](http://e23.sjgames.com)

## Pyramid!

Every month *Pyramid* uploads a new 40+ page supplement for **GURPS Fourth Edition**. Each issue is a collection of articles and adventures focusing around a central theme, and every issue (31 and counting!) is available electronically via e23!

[pyramid.sjgames.com](http://pyramid.sjgames.com)

## GURPS In Print!

**GURPS Fourth Edition** has three new print books!

- **GURPS Low-Tech** – the compendium of gear and gadgets from the dawn of time to the invention of gunpowder – started shipping late in 2010.
- **GURPS Horror** will arrive at your friendly local game store this summer, completely updated to Fourth Edition by the master of macabre, Kenneth Hite.
- **GURPS Tactical Shooting** will also be available this fall, as a softcover. For realistic combat options, this is the book you need.

[gurps.sjgames.com](http://gurps.sjgames.com)

Conan is copyright © 2011 by Conan Properties International LLC ("CPI"). CONAN, CONAN THE BARBARIAN, and related logos, characters, names, and distinctive likenesses thereof are trademarks or registered trademarks of CPI. **Munchkin**, Warehouse 23, e23, the all-seeing pyramid, and the names of all products published by Steve Jackson Games Incorporated are trademarks or registered trademarks of Steve Jackson Games Incorporated, or used under license. **Munchkin Conan the Barbarian** is copyright © 2011 by Steve Jackson Games Incorporated. All rights reserved.

**Munchkin** is a trademark of Steve Jackson Games Incorporated. **Munchkin** is © 2011 by Steve Jackson Games Incorporated. All **Axe Cop** characters, storylines, themes, voices, and other elements are copyright © 2010 and © 2011 Ethan Nicolle. **Axe Cop**™ is a trademark of Ethan Nicolle and is used under license. All rights reserved. **Munchkin**™ **Axe Cop**™ is produced under license.

**GURPS**, **Pyramid**, Warehouse 23, and the all-seeing pyramid are registered trademarks of Steve Jackson Games Incorporated. **Munchkin** and the names of all other products published by Steve Jackson Games are trademarks or registered trademarks of Steve Jackson Games Incorporated, or used under license. *Where We're Going* is copyright © 2011 and is published by Steve Jackson Games Incorporated, PO Box 18957, Austin, TX 78760. All rights reserved.