

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 or log onto our forums at forums.sjgames.com.

NEWS FROM THE WORLD OF MUNCHKIN™

Licensed Munchkin

Axe Cop is the hit comic about a cop. And his axe. Together, they fight the bad guys and CHOP THEIR HEADS OFF!! The insanity is coming to *Munchkin* with this fall's release of *Munchkin Axe Cop*! Read more about *Munchkin Axe Cop* at axecop.sjgames.com, and read *Axe Cop* itself at www.axecop.com.

In stores now is *Munchkin Conan the Barbarian*, a 15-card booster for the original fantasy *Munchkin* set, with characters, items, and scenes drawn from the new blockbuster movie.

Coming next year: a full 168-card *Munchkin Conan* core set! Read about it at conan.worldofmunchkin.com. *Crom wills it!*

Munchkin Deluxe

What makes this edition special? Start with six colored *Munchkin* pawns. Add a "dungeon" gameboard you move the pawns on as you level up . . . with spaces to keep your draw decks in place. And there's a card to go with each pawn, to make it easy to remember who is what color and whose sex has changed. That's what's "*Deluxe*"!

Reindeer Games

This fall, look for the third *Munchkin* Christmas booster, *Reindeer Games*. Those dastardly reindeer are back, and they've brought friends! New Santa monsters guard new holiday treasures . . .

Dice and Other Shiny Things

We're rolling out handfuls of new *Munchkin* dice, starting with the *Munchkin Jumbo d6* in every color of the rainbow, each with its own pair of Treasure cards. Later this year, the sparkly pink *Fairy Dust Dice* bounces out, with four new *Munchkin* Fairy

Dust cards, and then a special holiday-themed *Jumbo d6* with more *Munchkin* Doors and Treasures! With all these new dice, you'll want an official *Munchkin Dice Bag* to carry them . . .

Looking for an even bigger way to count your levels? Check out the *+6 Bag o' Munchkin Level Counters* – six big, easy-to-read level counters, illustrated with your favorite *Munchkin* characters.

And there's more stuff we can't even talk about . . . yet . . . but keep your eye on www.worldofmunchkin.com to get the latest *Munchkin* news as soon as we post it!

The Zombie Horde Is Growing

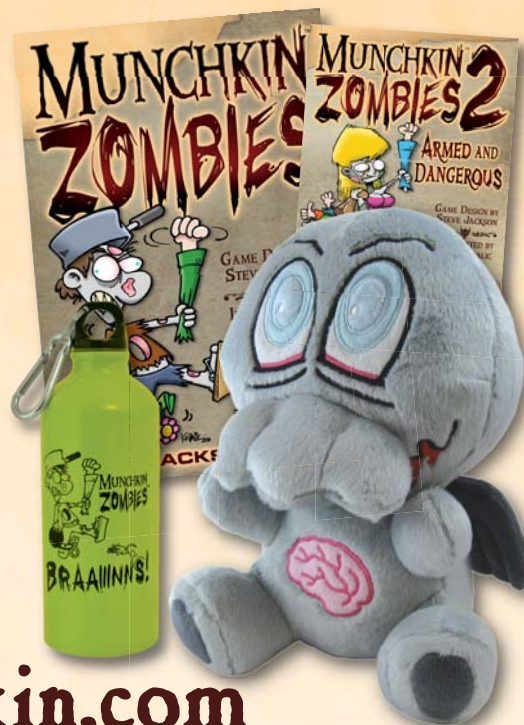
It all started with *Zombie Dice*. Who knew that a quick push-your-luck game about eating brains would be so infectious? In addition to spawning its own stuff – *Zombie Dice Bag* and the *Zombie Dice iPhone App* (it's free!) – the undead force resurrected the classic game of zombie food service, *Give Me The Brain!* One brain, 6 to 8 players, and *so many jobs* . . .

And then *Munchkin* was infected . . .

Munchkin Zombies was just the start. The horde now includes: *Munchkin Zombies 2 – Armed and Dangerous*, with 112 more cards for zombie munchkins to fight over; *Munchkin Zombies Kill-O-Meter*, because brains are for eating, not for math; and the *Munchkin Zombie Water Bottle* – even zombies need to stay hydrated.

Now the shambling has stretched to the sanity-blasting cuddliness of the *Chibithulhus* . . . *Zombie Chibithulhu!* Once the zombies have cuteness on their side, is there any stopping them?

zombies.sjgames.com



DICE GAMES!

Bigger Is Better!

Cthulhu Dice is good. Ten colors of *Cthulhu Dice* (with the 11th – a blue die with yellow ink – on the way) are better. And making *Giant Cthulhu Dice* a full 4 inches in diameter . . . that's awesome!

They have the same symbols as regular *Cthulhu Dice*, but they're made of squishable foam! And instead of Sanity Beads, we've included *Cthulhu Bandz* – rubber bands in the shape of the Great Cthulhu! Wear them on your wrist, your tentacle, or wherever!

Giant Cthulhu Dice is perfect if you have a group of players but no table . . . like while you're waiting in line at PAX!

cthulhu.sjgames.com

Trophy Buck

Trophy Buck is a fast-playing press-your-luck dice game. Avoid startling the deer. Try to collect the biggest rack. Will you bring home a trophy, or will you just be looking at tracks? The mechanics are based on the best-selling *Zombie Dice*, but with four dice colors and 12 dice, it's a brand new experience.

trophybuck.sjgames.com



MORE!

We publish a lot of games – too many to list here! Go to www.sjgames.com/ourgames for a complete listing . . . but here are a few of the best!

Chez Geek

Chez Geek is the classic game of dealing with roommates. If “normal” roommates are too tame for you, try *Chez Goth* – where black eyeshadow is considered formal wear – and *Chez Cthulhu* . . . it isn't in R'lyeh, but it's in the same zip code!

chez.sjgames.com

Illuminati

The classic game of conspiracy! Now you can manipulate the world with expansions: *Illuminati Y2K*, *Bavarian Fire Drill*, *Brainwash*, and *Mutually Assured Distraction*.

illuminati.sjgames.com

The Awful Green Things from Outer Space

The crew of the *Znutar* is throwing everything they have against the Awful Green Things! What will work this time?

awfulgreenthings.sjgames.com

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



RECENT PDF RELEASES

- *GURPS Dungeon Fantasy 13: Loadouts*
- *GURPS Dungeon Fantasy 14: Psi*
- *GURPS Dungeon Fantasy Monsters 1*
- *GURPS Monster Hunters 4: Sidekicks*
- *Pyramid #3/32: Fears of Days Past*
- *Pyramid #3/33: Low-Tech*
- *Transhuman Space: Transhuman Mysteries*



e23.sjgames.com

Scary!

The new edition of *GURPS Horror* will be shipping in late August. Kenneth Hite upgraded all the stats to *GURPS Fourth Edition*, and expanded its advice on running scary campaigns to include modern tropes like J-horror and splatter.

gurps.sjgames.com/horror

Shooty!

Get every real-world firefight advantage you can with *GURPS Tactical Shooting*. This 88-page softcover includes stats for new guns, gadgets, and ammo, as well as rules and options for high-realism shooting. It will be on shelves in October.

gurps.sjgames.com/tacticalshooting
gurps.sjgames.com