

SPRING 2007

#84



# WHERE WE'RE GOING

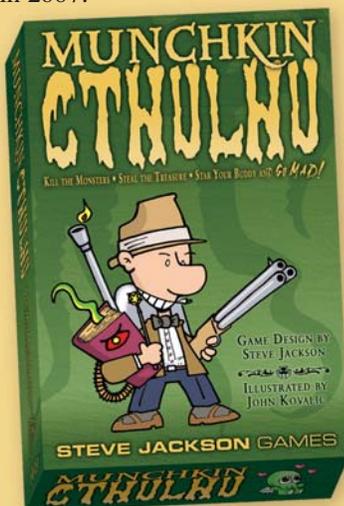
TRADE NEWS FROM  
STEVE JACKSON GAMES

## Munchkin First!

*Munchkin* has, for four years, been our best-selling line. In 2006, however, its sales outranked all other product lines significantly, accounting for over 55% of the year's total income. This gives us our priorities for the year. Our fans have spoken, and *Munchkin* is #1 on their list. Therefore, our creed for 2007 is "*Munchkin First!*"

What does this mean for this year's releases? First, we're putting *Munchkin* reprints on top of our To Do lists. Too often in 2006, we underestimated demand, which caused one or more *Munchkin* products to be temporarily out of stock. In 2007, we'll follow the mantra "reprint early, reprint often."

Our second priority is to develop new *Munchkin* expansions and games. Some all-new *Munchkin* items you'll see in 2007:



- *Munchkin Cthulhu* is a stand-alone game, spoofing the classic stories and games of the Mythos. And one of the new Classes is . . . the Cultist! Creeping into stores right now!

- *Munchkin 5 – De-Range* brings the ever-prepared Ranger class to original fantasy *Munchkin*. Look for it this summer.

- The *Munchkin* boardgame is currently being designed in our secret lab. All the *Munchkin* action, now with added strategy! (Who are we kidding? It's all about killing the monsters!)

In addition, the winter of 2007 will see a *Munchkin Cthulhu* expansion and an all-new *Munchkin* core game. What will the new theme be? Stay tuned!

## More Card Games

*Chez Geek*, *Deluxe Illuminati*, and others are still popular lines, and we'll be keeping them in print during 2007. See pages 4 and 5 for all about our upcoming card-game releases, but here's the executive summary:

- *Bavarian Fire Drill* is an expansion for *Deluxe Illuminati*, bringing in many cards from *INWO*, plus more bizarre cards from today's headlines. It will ship in late 2nd or early 3rd quarter.

- *Evil Ted* is a silly, scary game of zombie teddy bears. Kit Cox blends fuzzy with ferocious, doing double duty as both designer and illustrator. Look out! It's ready to pounce this Halloween!

## We Demand Print On Demand

With the quality of our Print-On-Demand (POD) experiments last summer, we'll be using POD technology not only to produce physical editions of original PDFs from e23 (as we did with *GURPS Mysteries* and *GURPS*

*Transhuman Space: Changing Times*) but also to make out-of-print material available, some of which has been off shelves for over a decade. These products will be sold exclusively through Warehouse 23, so be sure to watch [www.warehouse23.com](http://www.warehouse23.com) and the Daily Illuminator for announcements!

## GURPS Status Report

*GURPS* fans have been asking "What *GURPS* books will come out in a hardcover format this year?"

- *GURPS Ultra-Tech* details weaponry and gear from the edge of tomorrow to the far, far future. *Ultra-Tech* began shipping in February.

- *GURPS Martial Arts* brings together all of the expanded combat options from *GURPS*, and updates them to Fourth Edition.

- *GURPS High-Tech* covers the technological toys of the 19th and 20th centuries.

But hardcovers are only part of the *GURPS* support schedule this year. With the increasing popularity of PDFs, we're able to release more material, in a shorter time frame, and cover more topics. Check out e23 for these new and upcoming products:

- *GURPS SEALS in Vietnam* covers the elite amphibious fighting force, in the historical period when it was formed.

- *GURPS Vehicle Design* provides a detailed system for creating stats for any vehicle imaginable, from rowboats to rocket ships.

- *GURPS Supers* brings four-color heroes into *GURPS Fourth Edition*.

- David Pulver's *GURPS Spaceships* series has expanded space combat rules, over 100 sample ships, and much more!

# STEVE JACKSON GAMES

# MUNCHKIN™

## *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*

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.

## *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*

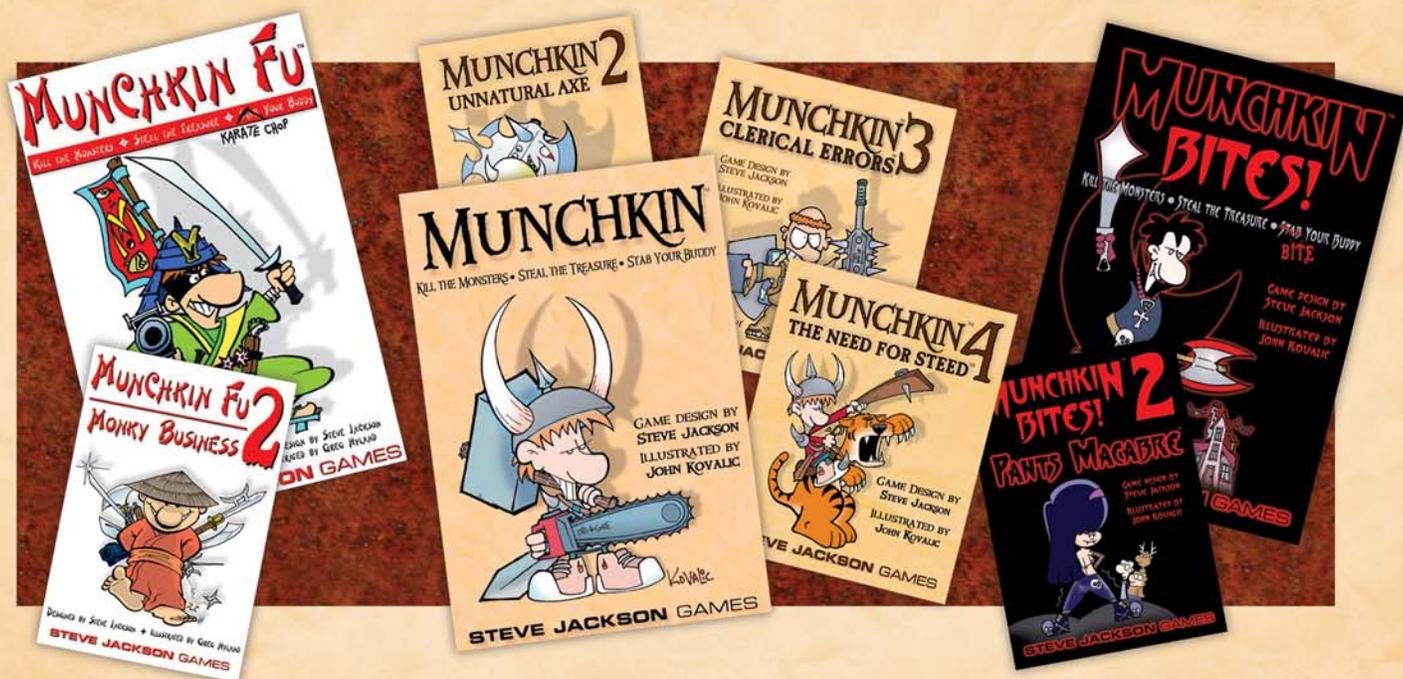
Just when you thought it was safe to go back to the dojo . . . here come more mooks, more mayhem, more monsters, more munchkins, more monks – especially more monks – in *Munchkin Fu 2 – Monky Business*. #1441, \$17.95.

## *Munchkin 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 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!). 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.

## 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.

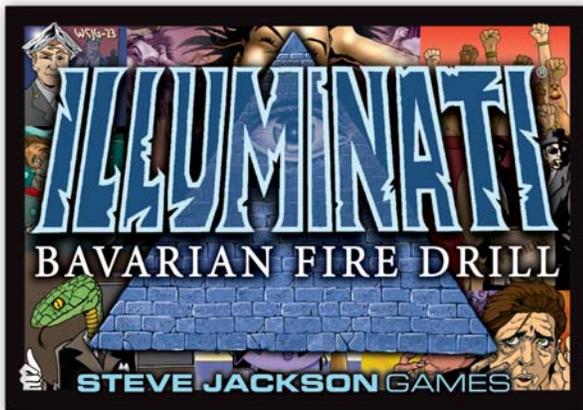
Battle dastardly masterminds, devastating monsters, and invading aliens from the next dimension – and TAKE THEIR STUFF! #1440, \$24.95.

## 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*.

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.

# New and Upcoming



## *Bavarian Fire Drill*

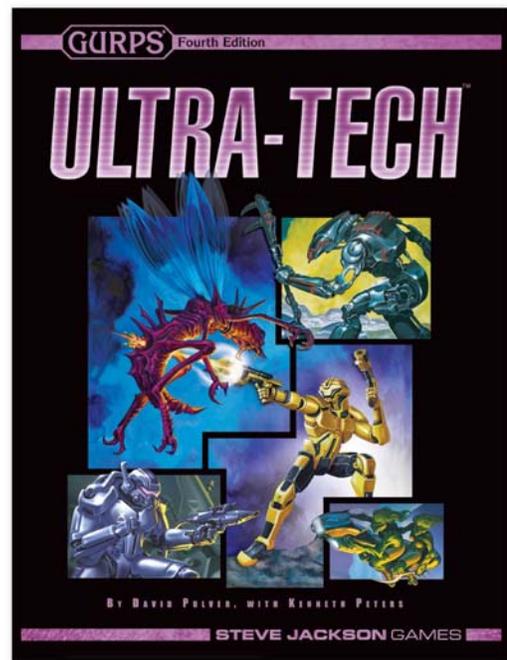
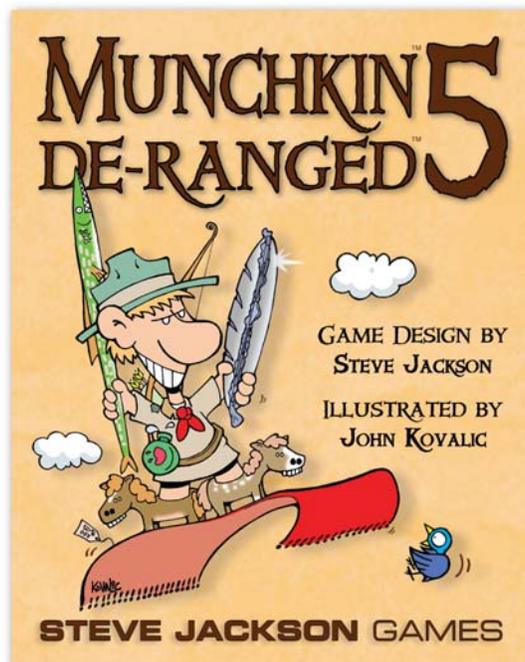
Fans have long awaited another expansion for *Illuminati*. *Bavarian Fire Drill* adds 110 new cards illustrated (mostly) by the redoubtable Dan Smith.

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.

## *Munchkin 5 – De-Ranged*

The Munchkins are De-Ranged! The wilderness beckons, and the Ranger is the master of Animals. 112 cards. The Ranger, despite being a “sleeping under the stars” kind of guy, has long been a staple of dungeon-crawls. Why would a woodsman climb into a dark, nasty hole in the ground? For the Loot, of course! And he can tame Monsters and use them for Steeds! This expansion has more monsters, more treasures, more wackiness from the minds of Steve Jackson and John Kovalic. #1450, \$17.95.



## *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, hyperspectral 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.

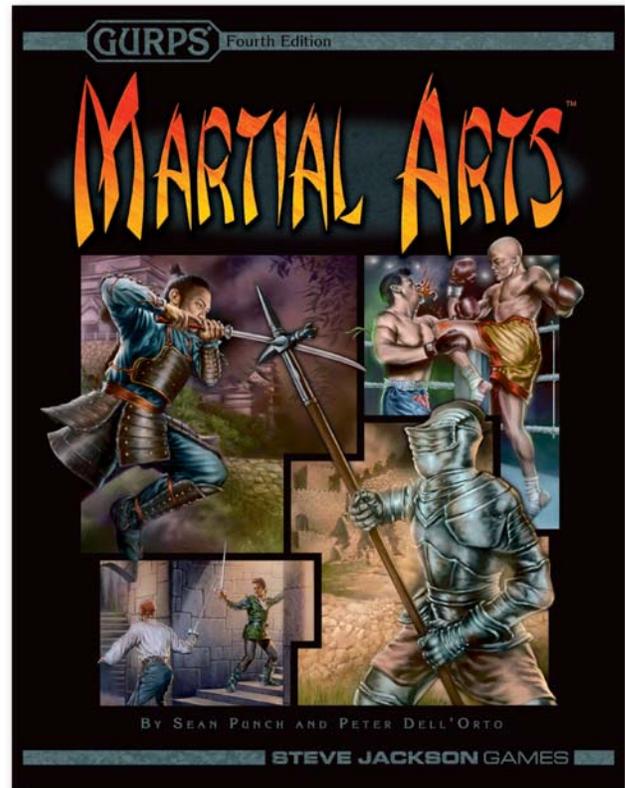
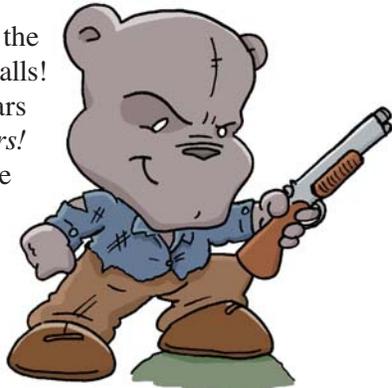
# Coming in 2007

## *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 companions 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.

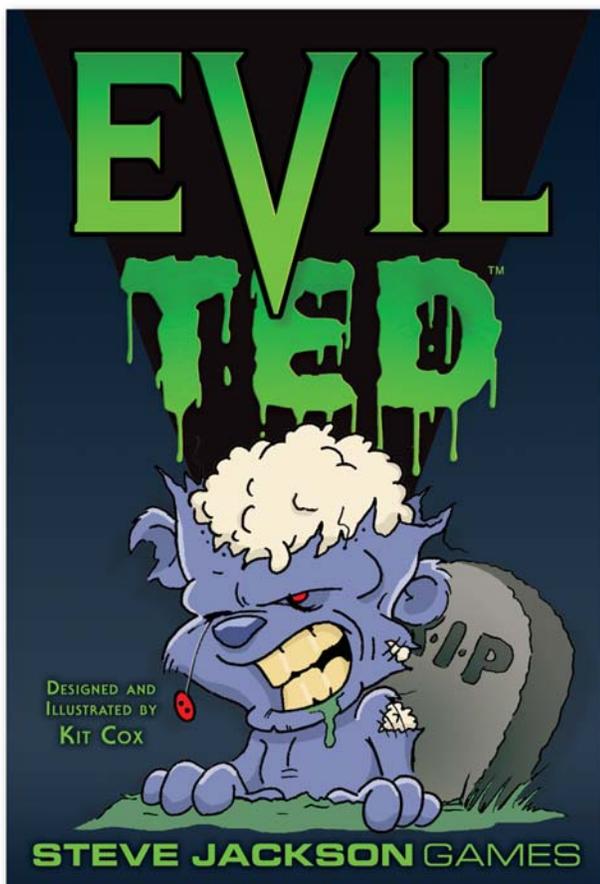


## *GURPS Martial Arts*

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, \$34.95.



# Free GURPS® Fourth Edition Support

These files are free downloads from e23 at [e23.sjgames.com](http://e23.sjgames.com).  
For more free material, surf to [e23.sjgames.com/samples.html](http://e23.sjgames.com/samples.html).

## 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, Interlingua, Korean, Lithuanian, Italian, and Portuguese. #37-0002, 37-0001, 37-0003, 37-0004, 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.

## Top 10 e23 Downloads as of March 2007



- #1 *GURPS Character Assistant*
- #2 *GURPS Mysteries*
- #3 *GURPS Transhuman Space: Changing Times*
- #4 *Robin's Laws of Good Game Mastering*
- #5 *GURPS Transhuman Space: Singapore Sling*
- #6 *GURPS Lands Out of Time*
- #7 *In Nomine Superiors: Lilith*
- #8 *GURPS Transhuman Space: Polyhymnia*
- #9 *In Nomine Superiors: Eli*
- #10 *GURPS Magic*

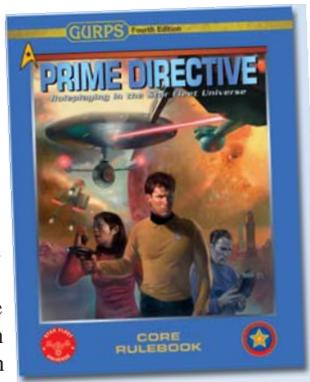
[e23.sjgames.com/hot.html](http://e23.sjgames.com/hot.html)



## 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 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.

★ 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™

1408	<i>Munchkin</i>	\$24.95
1410	Munchkin 2 – Unnatural Axe	\$17.95
1411	<i>Star Munchkin</i>	\$24.95
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
1424	Munchkin Blender	\$17.95
1440	<i>Super Munchkin</i>	\$24.95
1441	Munchkin Fu 2 – Monkey Business	\$17.95
1442	Munchkin Dice	\$14.95
1443	Munchkin Bites 2 – Pants Macabre	\$17.95
1444	Munchkin 4 – The Need for Steed	\$17.95
1445	Super Munchkin 2 – The Narrow S Cape	\$17.95
★ 1446	<i>Munchkin Impossible</i>	\$24.95
★ 1447	<i>Munchkin Cthulhu</i>	\$24.95
▲ 1450	Munchkin 5 – De-Ranged	\$17.95
3003	Munchkin's Guide to Power Gaming	\$19.95
3406	Munchkin Master's Screen	\$14.95
9138	Super Munchkin “Momentous Unmasking” Shirt	\$21.95

## GURPS® FOURTH EDITION

01-0001	<i>GURPS Basic Set: Characters</i>	\$39.95
01-0004	GURPS Lite	FREE
01-0005	<i>GURPS GM's Screen</i>	\$19.95
01-0101	GURPS Magic	\$34.95
01-0103	GURPS Bio-Tech	\$34.95
★ 01-0104	<i>GURPS Ultra-Tech</i>	\$34.95
01-1001	<i>GURPS Fantasy</i>	\$34.95
01-1002	<i>GURPS Space</i>	\$34.95
01-2001	<i>GURPS Infinite Worlds</i>	\$34.95
01-2002	GURPS Banestorm	\$34.95
01-2401	GURPS Traveller: Interstellar Wars	\$39.95

## POWERED BY GURPS® CORE PRODUCTS

4e! 6708	<i>Transhuman Space</i>	\$36.95
4e! 8121	<i>Discworld Roleplaying Game</i>	\$34.95

## GURPS® SUPPLEMENTS

4e! 6004	<i>GURPS Horror</i>	\$9.95
6011	GURPS Bestiary	\$9.95
4e! 6016	GURPS Illuminati	\$9.95
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6018	<i>GURPS High-Tech</i>	\$9.95
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6043	GURPS Faerie	\$9.95
4e! 6048	GURPS Imperial Rome	\$9.95

4e! 6050	GURPS Middle Ages 1	\$9.95
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6064	GURPS SWAT	\$9.95
6073	GURPS Blood Types	\$9.95
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6081	GURPS Black Ops	\$9.95
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6086	GURPS Undead	\$9.95
4e! 6095	GURPS Myth	\$9.95
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6418	GURPS Monsters	\$9.95
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6526	GURPS Low-Tech	\$9.95
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4e! 6540	GURPS Dragons	\$29.95
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4e! 6714	GURPS Cabal	\$9.95
4e! 6715	GURPS Mars	\$9.95
6760	<i>GURPS Deadlands: Weird West</i>	\$9.95

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4e! 6604	GURPS Traveller: Star Mercs	\$9.95
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4e! 6708	<i>Transhuman Space</i>	\$36.95
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## DISCWORDL™

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6061	GURPS Discworld Also	\$9.95

## IN NOMINE™

3303	Night Music	\$19.95
3305	The Marches	\$19.95
3306	Heaven and Hell	\$19.95
3307	<i>Angelic Player's Guide</i>	\$19.95
3308	Fall of the Malakim	\$19.95
3310	Liber Reliquarium	\$19.95
3311	The Final Trumpet	\$19.95
3313	Liber Castellorum	\$19.95
3314	Liber Servitorium	\$19.95
3315	<i>Corporeal Player's Guide</i>	\$19.95
3316	You Are Here	\$19.95
3320	Superiors 1	\$20.95
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3322	Superiors 3	\$20.95
3323	Superiors 4	\$20.95

## CHEZ GAMES

1329	<i>Chez Geek</i>	\$16.95
1333	Chez Geek 2 – Slack Attack	\$9.95
1336	Chez Geek 3 – Block Party	\$16.95
1352	<i>Chez Greek</i>	\$16.95
1354	<i>Chez Goth</i>	\$16.95
1392	<i>Chez Guevara</i>	\$17.95

## ILLUMINATI® AND INWO®

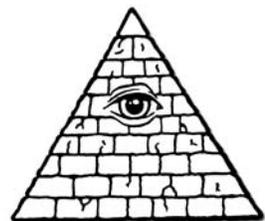
1305	<i>Deluxe Illuminati</i>	\$34.95
1337	Illuminati Brainwash	\$11.95
1375	Illuminati: Crime Lords	\$29.95
▲ 1394	Bavarian Fire Drill	\$17.95
1606	<i>INWO Unlimited</i>	
	<i>Booster Packs (POP)</i>	\$81.00
1614	INWO Exp. Set 1 – Assassins (POP)	\$84.00
1616	INWO SubGenius	\$16.95

## CHESS GAMES

1321	Knightmare Chess	\$16.95
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1313	Hacker Deluxe Edition	\$34.95
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1360	Strange Synergy	\$29.95
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1401	Car Wars: The Card Game	\$24.95
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1421	Snits	\$19.95
1425	Spooks	\$9.95
1435	GreedQuest	\$24.95



# ONLINE SUPPORT

Steve Jackson Games has always been at the front of the online revolution, going all the way back to the days of the one-line Illuminati BBS . . . now our website is one of the biggest and most complete in the game industry!



## The Home Page

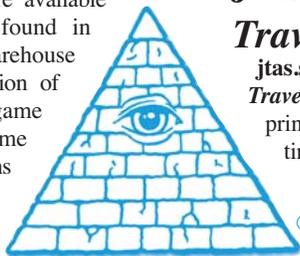
[www.sjgames.com](http://www.sjgames.com). The latest company news, new and upcoming releases, a web page for every product in (and out of) print, errata, Writers' and Artists' Guidelines, and lots more, including the *Daily Illuminator*, highlighting the latest company tidbits and wacky stuff we find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

## Pyramid

[www.sjgames.com/pyramid](http://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!

## Warehouse 23

[www.warehouse23.com](http://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.



## Gamer & Store Finder

[www.sjgames.com/gamerfinder](http://www.sjgames.com/gamerfinder). If there is a game store near you, we want you to support it! Game retailers are the backbone of our hobby. Visit our Gamer and Store Finder, and search for a retailer near you. The same search function will let you find gamers near you . . . and if you register, some other gamer might find *you!*

## e23

[e23.sjgames.com](http://e23.sjgames.com). e23 is two things. As a digital publishing project from Steve Jackson Games, e23 offers support for *GURPS Fourth Edition*, *In Nomine*, *GURPS Traveller*, *Transhuman Space*, and much more. You'll find adventures and play aids, as well as PDF versions of *GURPS* books – both long out-of-print and new releases! Need a copy of *GURPS Ice Age*, or a searchable version of *GURPS Magic*? e23 is the place to find both, and much more! Watch e23 for new material from award-winning authors such as David Pulver, Phil Masters, and William Stoddard.

As a "department" in our online store, Warehouse 23, e23 carries electronic products from Ronin Arts, Atlas Games, Expeditious Retreat Press, Fiery Dragon Productions, and many more. Plus free sample sections of many of our most popular products!

Check us out any time at [e23.sjgames.com](http://e23.sjgames.com)!



## UltraCorps

[ultracorps.sjgames.com](http://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](http://ultracorps.sjgames.com) for the latest word on the relaunch . . . the beta's almost over!

## Journal of the Travellers' Aid Society

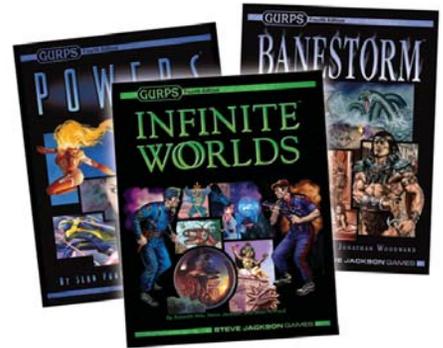
[jtas.sjgames.com](http://jtas.sjgames.com). *JTAS* was the voice of *Traveller* and its fans for over 20 years in its print form, and Steve Jackson Games continues the tradition online. *JTAS* covers *Traveller* in all its forms and incarnations (and many people find *JTAS* a useful resource for SF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

## GURPS Fourth Edition!

[www.sjgames.com/gurps](http://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](http://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!

Go to [www.sjgames.com/gurps/lite](http://www.sjgames.com/gurps/lite) for a FREE electronic version of *GURPS Lite*, our 32-page condensation of the full *GURPS* rules!



## Forums

[forums.sjgames.com](http://forums.sjgames.com). Need tips on running a *GURPS* game? Wondering about the newest *Munchkin* release? Have a question for your fellow fans? Want to discuss the upcoming release schedule, or just find out more about a Steve Jackson Games project? Our free online forums are the place to be! Registration is simple, and we have forums for *Munchkin*, *GURPS*, *Car Wars*, *Ogre*, and all of our other games, plus areas to talk about others' products. Also, find other gamers in the Gamer Finder forum, or trade in the Trading Post.

## Fnordcast

[www.sjgames.com/fnordcast](http://www.sjgames.com/fnordcast). Steve Jackson Games has joined the 21st century with our own audio report – the Fnordcast. We talk to industry professionals, reveal previews of upcoming SJ Games products, and just talk about games we enjoy! Find out what Sean Punch and Steve Jackson really sound like, what games get played around the office, and much more!

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