

June  
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# Roleplayer®

\$1.95  
Number 02

The GURPS® Newsletter



Before there was *Pyramid*, even before there was a *GURPS*, there was *Roleplayer*. It was originally produced as a free supplement for *Man to Man* and as promotion for the soon-to-be-released *Generic Universal Role-Playing System, GURPS*. From there it grew to a newsletter, and then a full-fledged magazine, devoted to roleplaying, *GURPS*-style. And now, through the miracle of online technology, Steve Jackson Games brings back *Roleplayer* in all its mid-'80s to early-'90s glory! All 30 issues are here on e23 . . . so whether you're a completist, a collector, a *GURPS* fan of the first order, or you just want a look at the early evolution of one of the best roleplaying systems out there, *Roleplayer* has what you need – and it's only on e23!

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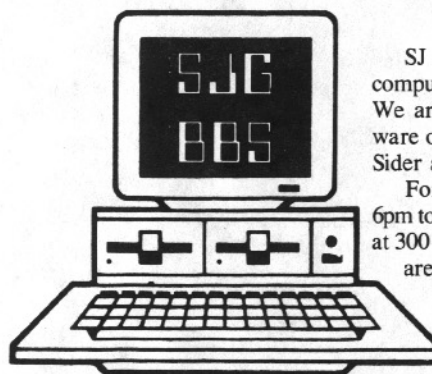
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Welcome to the second issue of *Roleplayer*. If you noticed that the first issue was late, you're right; our printers (who were supposed to mail it) sat on it for a month! They've been chastised . . .

Our feature this issue is the *Man to Man* index, which should have been in the original game and wasn't. We won't do *that* again. Thanks to Warren Spector, chief indexer. The index bumped Q&A, but there will be lots of questions and answers in the next issue.

And *MTM* owners should take special note of the article on page 2 — a special offer on the *GURPS* Basic Set.



SJ Games now has its own computer bulletin board system. We are running T-Net BBS software on an Apple IIe with 10-meg Sider and a Novation AppleCat.

For now, the board is up from 6pm to 8am Central Standard Time, at 300 baud only. When all the bugs are shaken out, we expect to go 24-hour and add 1200 baud.

There is no charge for membership, and all but the highest clearances are open to anyone who wants to call in. Two sub-boards are devoted to *MTM/GURPS* — one general discussion board, and one ongoing game (limited participation). There are a lot of other sub-boards, too — call and see.

You can call SJG-BBS at 512-447-4449. If you get a busy signal, keep trying — we expect a lot of callers. See you there!

## COMING ATTRACTIONS

Everything in this section represents my own (SJ's) best guess about our upcoming *GURPS* projects. Dealers: Nothing here is "official" until you see it in a press release. Don't order until then, *please*. This is an inside, advance look at what we're doing — and *for sure*, schedules, formats, prices, and Cthulhu knows what else will change as work continues. (And right now, *everything* after *Fantasy* is up in the air.)

**Basic Set** (Steve Jackson) — The game you have been thinking of as "boxed *GURPS*" — complete roleplaying rules in two books, plus supplementary material, *Cardboard Heroes* miniatures, and two introductory "quick-start" adventures. We've moved the fantasy book to a separate release (see below) to get the price friendlier to you and the deadlines friendlier to us. The Basic Set will be out at Origins, and will be shipping by direct mail in late June or early July. Price: \$24.95.

**Fantasy Game-World** (Steve Jackson) — The *GURPS* magic system, and a detailed world background for fantasy adventures. A single book, around 80 pages. Set for late this year; around \$9.95.

**Orcslayer** (Warren Spector & Steve Jackson) — Already out. A combat adventure for *MTM*. A group of young squires is sent on a totally foolhardy mission deep into enemy territory. Available at your retailers for \$5.95, or from us for \$6.45 (includes postage and handling).

**Harkwood** (Aaron Allston) — Sequel to *Orcslayer* — but with enough campaign/roleplaying material to be used with the full *GURPS* set. The squires (or new-made knights) who survived the trip to the orcland find glory and intrigue at a baronial tournament. Yes, this is based on a piece Aaron did for the first issue of *Fantasy Gamer*, but it has now been about 150% rewritten. For release in late 1986. Probably \$5.95.

**Autoduel** — The *Car Wars* game-world, with lots of detail on background, organizations, etc. I suspect a lot of *Car Wars* roleplayers

will want this one, too, for the new information. Sometime in 1987. Price, designer, and format not set.

**Ice Age** (Troy Christensen) — A prehistoric adventure, in which your characters are all early humans or pre-humans. Would you believe Fire-Making as a separate skill? Woolly mammoths, dire wolves, etc. Feedback appreciated on whether we should go ahead with this one. No schedule set; probably \$5.95 if we do it.

**Ninja Adventure** (Sean Summers, Warren Spector, and maybe others) — We want to do a samurai-vs.-ninja adventure. We have some initial notes. No schedule at all on this one.

**High-Tech** (Steve Jackson) — Black-powder weapons, all the way up to science-fiction gadgets. Purely a weapon book, with scenarios included if space allows. I have no idea when I will finish this. It was supposed to be done by now, but I got assigned some more pressing work, and *High-Tech* went on the back burner. It's still there. A single \$8 or \$9 book, sometime.

**Imperial Arena** (Fantasimulations) — Ready for development. The Roman game-world, with emphasis on the gladiatorial arena. Lets you create gladiators (with some new weapons and IQ-based skills); also covers campaign rules and *lanistae* (the gladiators' owners and managers). This one was supposed to be a summer release, but it missed deadline, and isn't really back in the schedule at this point; we also don't know what format it will finally have.

**Character Book** (SJG staff) — a book of already-worked-out character sheets, ready to cut out and send to death or glory. If the first one goes over well, we'll do them until you get tired of them. If not . . . there won't be a second one. Personally, I sometimes feel a whole lot more like playing than inventing NPCs, so I'm going to get a lot of use out of my copy. Price: \$5 or \$6, depending on length.

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