

November  
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# Roleplayer®

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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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November  
1990

# Roleplayer<sup>®</sup>

\$3.50  
Number 22

The *GURPS*<sup>®</sup> Magazine



**In This Issue:**

Magic Items

Cthulhu Lives!

Bronze Skeletons

*Cliffhangers* Adventure

**STEVE JACKSON GAMES**

### Spreading the Word

Why do people play *GURPS*? Well, okay: "Because it's a good game." But what gets them to *try* the system in the first place? We've never had much of a promotional budget. The thing that gets people into *GURPS* is . . . other players. This system has grown almost entirely through good word of mouth.

So we do what we can to help that word get spread. For years, we've supported game conventions by providing prizes and other support. Now we'd like to get a bit more organized about it, and you can help.

#### Loot

In the first place: We *will* donate prize certificates, wall posters, and sometimes other material. This can be

either to a game convention, or to an SF convention with a game track — just as long as you're running competitions in our games. The convention's tournament organizer needs to write us with the name and date of the convention; how many attendees are expected; which of our games are being run, and how many players the tournament will accommodate. Send us a copy of your convention flyer, and/or last year's program book, to prove you're genuine. All we ask in return is that you distribute the loot fairly, see that everyone has a good time, and give us credit in the program book. An ad would be nice, but we'll settle for a one-line thank-you.

If you send us a copy of the program book afterward, with a letter telling how it went, you'll get a reaction bonus next year.

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#### Tournament GMs

"But," you say, "our convention doesn't have anybody who can run *GURPS*." And good GMs are sometimes hard to find. So here's what we are doing. If you are interested in being a referee at a convention, write me a letter. We're starting a database. And if you are *running* a con, and need referees, write and ask. We'll see what we can do about matching people up. (Con organizers, note: Usually, if someone volunteers to spend most of the convention running games, it's only polite to let them in free.)

Let the games begin!

— Steve Jackson

## Roleplayer

Editor: Steve Jackson

Managing Editor: Loyd Blankenship

Editorial Assistant: Monica Stephens

Production Manager: Carl Anderson

Production: Don Arburn

Cover Art: Ruth Thompson

Illustrations: Don Arburn, Guy Burchak,  
C. Bradford Gorby, Rob Prior, Ruth Thompson

Circulation Manager: Mike Hurst

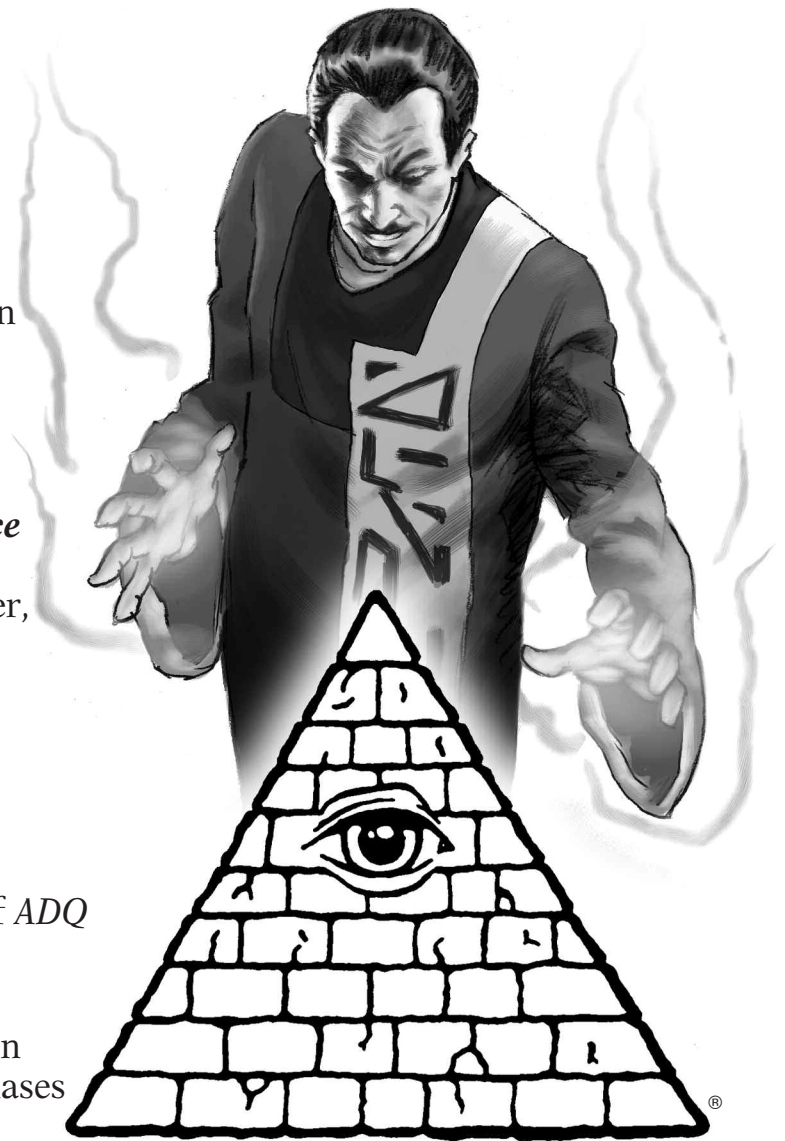
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