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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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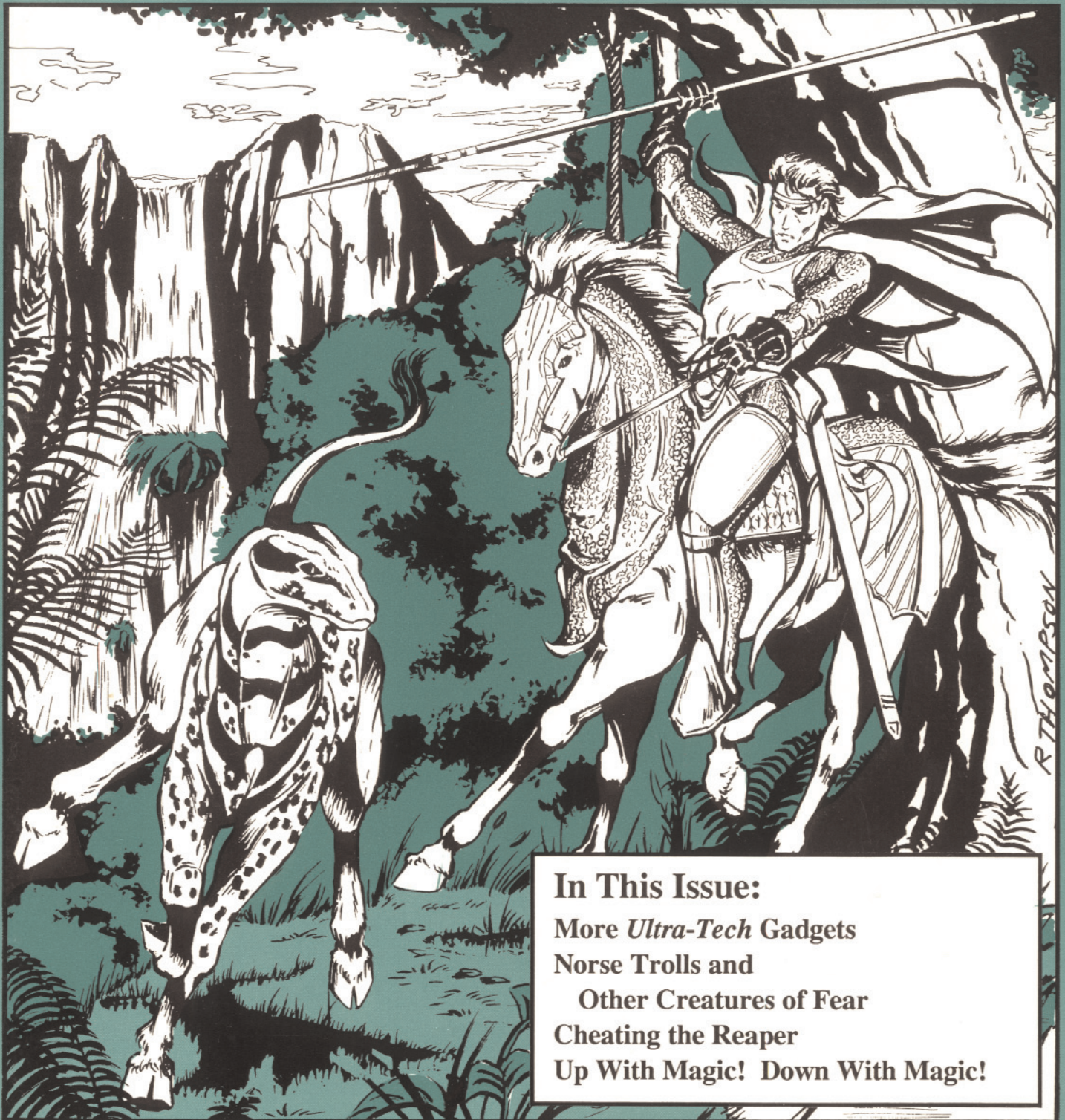
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The *GURPS*[®] Magazine



In This Issue:

More *Ultra-Tech* Gadgets

Norse Trolls and

Other Creatures of Fear

Cheating the Reaper

Up With Magic! Down With Magic!

STEVE JACKSON GAMES

The Long Road Back

At last, more than a year after our visit from the Secret Service, I think I can say that the company is on the road to health. We are by no means out of the woods, nor will we be for a long time. But, barring more "incidents," we have reduced our debt to something that can be repaid in a reasonable time with our normal cash flow. We're still behind on royalty payments to authors — a *most* important obligation — but by Origins we should have reported and

paid all 1990 royalties, and we'll be working on first quarter 1991. As long as we are careful, stingy, and never miss a ship date, we should be all right.

Once again, our thanks go to those of our suppliers who extended us credit to get us through the crunch . . . and to our distributors, who made a point of paying us on time (and some did a great deal more than that) . . . and to the writers who were patient about slow royalty payments. And to you, the gamers, who supported us both financially (by buying games) and emotionally (your letters and calls meant more than we can ever say).

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At The Conventions

We'll have big booths — with lots of gaming tables — at both Origins and GenCon. Also, SJ will be Gaming Guest of Honor at Westercon, in Vancouver. Look us up!

Cybergate Update

On May 1, SJ Games filed suit against the federal government, the U.S. Secret Service, and several individuals who were responsible for planning or conducting the raid. The suit alleges violations of the First and Fourth Amendments, the Electronic Communications Privacy Act, and the Privacy Protection Act. Damages have not yet been specified. The suit is made possible thanks to the help of the Electronic Frontier Foundation, which is paying the considerable cost of the legal bills and related expenses.

— Steve Jackson

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