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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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Roleplayer[®]

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Number 23

The *GURPS*[®] Magazine



In This Issue:

The Most Dangerous Place
on Yrth

Ultra-Tech Slugthrowers

The Double-Blind Arena

Intimidation and Ineptness

STEVE JACKSON GAMES

Back To The Salt Mines!

This issue is late. Not just a little late. It is incredibly, screamingly late. The last one, #22, was dated November. This is being written in April, and it will be May before you see it, so we're biting the bullet and dating it May.

We considered dating this one #24, and just replying "Fnord!" whenever anybody asked about #23. But the Post Office wouldn't have thought it was funny . . . and we would have had five years of questions from non-illuminated types. So it goes.

Subscribers will still get the number of copies they paid for, of course. It will just take longer.

New Releases

The long gap between issues means we have more "new" releases than usual to talk about — so rather than hit you with hype here, I'll just refer you to page 5.

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The Cybergate Blues

The most-asked question of the past few months has been "Are you going to sue the Secret Service?" All I can say right now is that we're looking at it very seriously. It's costly and time-consuming to sue the government . . . but sometimes that's the only thing to do. Stay tuned.

Origins Awards

The Origins Award ballot is on p. 32. Everyone is eligible to vote — this is your chance to give feedback to the whole industry at once. Please, do it! Yes, we got a couple of nominations. One is for the *Car Wars Card Game*, for "Best Graphic Presentation." This is the first time we've ever been nominated for that, and it's a compliment. But the one I'd really like to win is — you guessed it — *GURPS Cyberpunk* for "Best Roleplaying Supplement." Play with *that* for a while, O Secret Service . . .

But whoever you vote for, *please vote*. All it costs you is a stamp, and maybe as much as a nickel to copy page 32 so you don't have to tear up your magazine.

The Map is the Territory

We're putting more and better maps in our world-books now. A good map is beautiful *and* useful. Our current Master Cartographer is Mike Naylor. He did the maps in *GURPS China* and the upcoming *GURPS Vikings*. But, through our error, he wasn't credited in *China*. So . . . thanks, Mike. Keep it up. — Steve Jackson

Roleplayer

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