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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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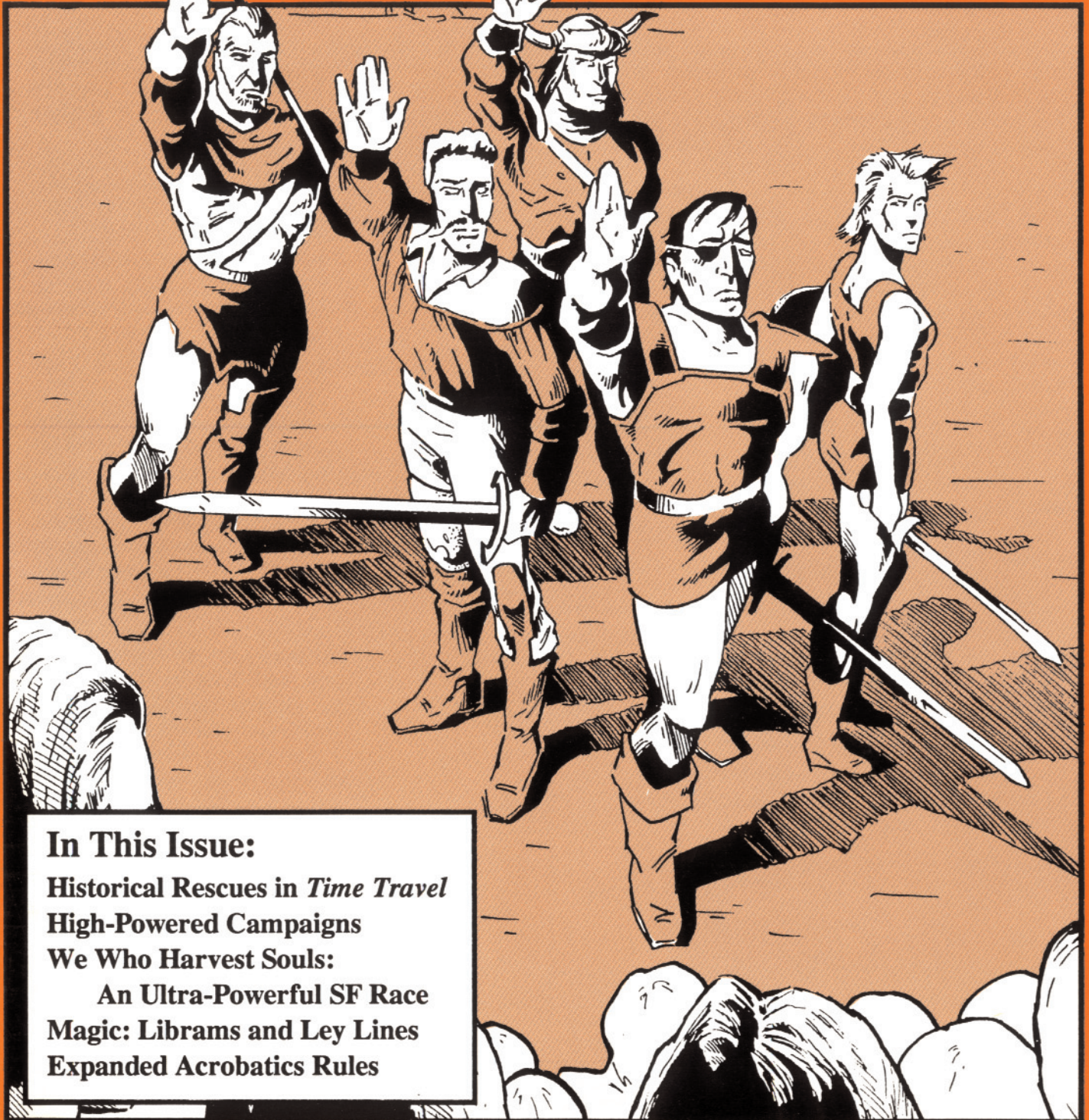
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The GURPS[®] Magazine



In This Issue:

Historical Rescues in *Time Travel*

High-Powered Campaigns

We Who Harvest Souls:

An Ultra-Powerful SF Race

Magic: Librams and Ley Lines

Expanded Acrobatics Rules

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Roleplayer®

The *GURPS*
Magazine

Goodbye, Albatross

Well, it's finally done. *GURPS Time Travel* never quite achieved the "project from hell" status that *GURPS Space* did, but the pain was stretched out over a much longer period . . . more than three years, and at least four different announced-and-missed ship dates. But it's done, it's in, it's printed, it's shipped, it's good, and I'm going to be much easier to get along with now.

Which is good, because there's more to write. The article on p. 3 covers one topic that I really wanted to cover . . . but couldn't fit into the book! And we'll be doing some spinoff projects. *GURPS Timeline* will be a full 128-page look at the interesting parts of human history, with lots of the best ones expanded into adventure seeds. And we'll also do at least one book of time travel (or cross-world travel) adventures.

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Cybergate Update

There's an excellent general look at the issues of constitutional rights in cyberspace in the current issue of *Scientific American*.

The government has given its initial reply to our lawsuit. It's more stonewalling; it boils down to "We didn't do anything wrong, and if we did you're not hurt, and if you're hurt that's too bad because we have immunity, so run along." This was about what we had expected them to say. More news as it develops.

Bookstore Report

As I reported last year, we're finally in the big book chains on a regular basis. B. Dalton's has now picked up more than a dozen *GURPS* titles, and is genuinely working to keep the key ones in stock. Waldenbooks has fewer titles, but when they place an order, it's a big one. As predicted, neither chain wants to stock the whole line, so they're essentially creating more customers for the hobby stores, rather than competing for the existing ones. We're happy with the way it's working.

Conventions

Origins and GenCon were both great — thanks to everybody who stopped by, and *huge* thanks to everyone who helped run demonstrations. See you next year at Ori-GenCon.
— Steve Jackson

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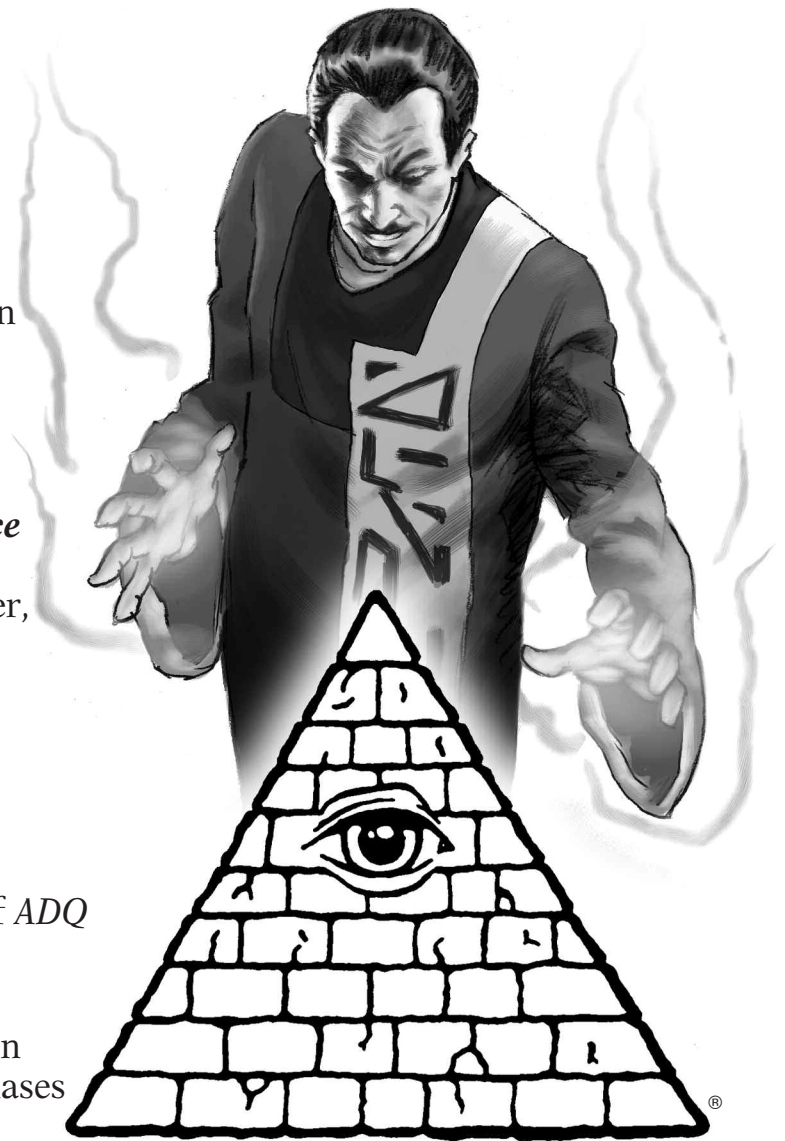
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