

October
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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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The *GURPS*[®] Magazine

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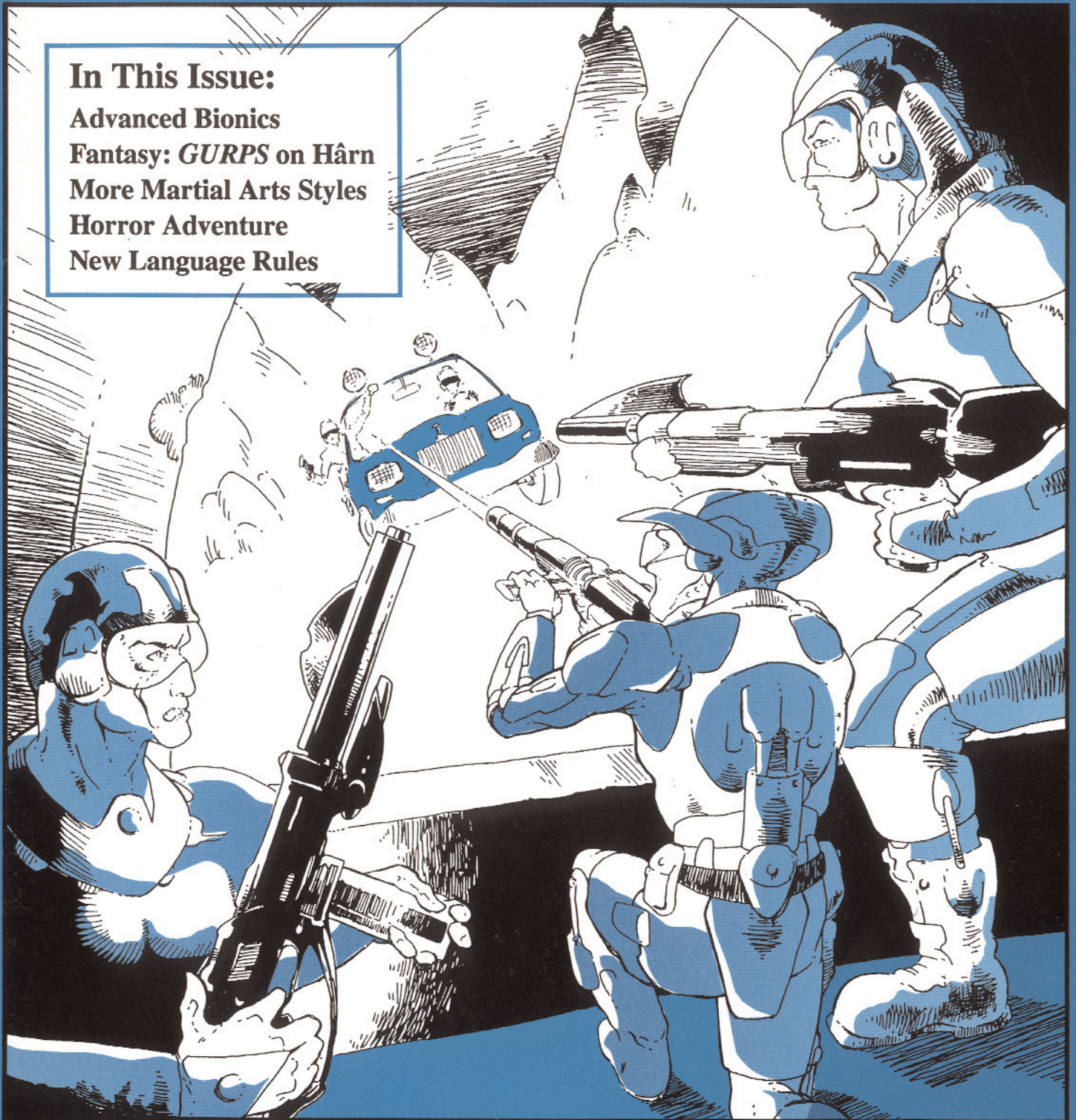
Advanced Bionics

Fantasy: *GURPS* on Hårn

More Martial Arts Styles

Horror Adventure

New Language Rules



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Roleplayer®

The *GURPS*
Magazine

Universal — and International, Too

Wargaming started in France and Germany; miniatures gaming, as a hobby, began in England. Roleplaying was born in America, but belongs to everyone now. *Dungeons & Dragons* has gone around the world, and other RPGs have followed.

But we're seeing something a bit different with *GURPS*, something that we're proud of. We have always encouraged "our" gamers to write. Now, more and more, we're seeing good submissions from outside North America. (We've never been a U.S.-only publisher. Several of our best writers and playtesters live in Canada.)

In this issue, for instance, we have an adventure by Andrea Sfiligoi, of Italy — he not only wrote it, but drew the two main illustrations. We also have an article by Henrik Mårtensson, of Sweden, and letters from James Steel of England and Brian Rasmussen of Denmark. And that's not unusual — we have a number of regular correspondents in England, and a few in Germany and Scandinavia. And the occasional letter and submission comes in from just about everywhere.

And I'm getting to do more international travel, meeting gamers from everywhere. Last year I visited France,

and met *GURPS* players from Italy and Germany there too. Next year I'll be at a convention in England. I've found that gamers are similar everywhere — but *not* just the same. And the differences are interesting.

Spreading the Word

Still, the game won't really be international until it's available in languages other than English. Right now, *GURPS* is being translated into Japanese and Portuguese. We are negotiating with French, German and Italian publishers. The Spanish rights have been sold, but we don't know when that edition will actually appear.

We have also corresponded with would-be publishers in Poland, Yugoslavia and Lithuania. The problem, of course, is that there's no hard currency or free-enterprise expertise in Eastern Europe . . . yet. But they're learning, and we hope to be able to work with them as they learn. (Of course, that still doesn't cover all the major languages . . . we don't have a toehold in Russian, Chinese, Arabic or Hebrew, for instance. Give us time.)

The other great thing about the translations is that, once the game has appeared in another language, the publishers are likely to produce original material in that language. Some may eventually be translated back into English, which will let us present adventures with a truly international flavor. I'm looking forward to that!

— Steve Jackson

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