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Roleplayer®

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Number 30

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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January
1993

Roleplayer[®]

\$3.50
Number 30

The *GURPS*[®] Magazine



In This Issue:

Finally! *GURPS* Mass Combat

A Tale From *GURPS Fantasy II: The Mad Lands*

Black Dogs, Church Grimms and Hell Hounds

STEVE JACKSON GAMES

– 30 –

That's the reporter's way of saying "finished." A "30" at the bottom of a page means "Last page." This is issue 30 of *Roleplayer*, and it's the last one.

That doesn't mean that SJ Games is getting out of the magazine business. But we're closing down our two existing magazines and starting a new one. (The last issue of *Autoduel Quarterly* has already gone out. It was numbered 10-4 . . . and "Ten-Four" is the traditional CB slang for "goodbye." I promise, we didn't plan this in the beginning, but it's interesting the way it worked out!)

The new magazine will be called *Pyramid*. It will be a general gaming magazine, with – no surprise, I hope – a heavy emphasis on *GURPS*, *Car Wars* and our other top products. But its purpose will be to cover the best of gaming, no matter who published it. There will be articles and scenarios for *Traveller*, *Shadowrun*, *Cyberpunk 2020*, *Runequest*, *CoC* and other top RPGs. There will be reviews, too. We will *not* try to review every new release; that way lies madness. Instead, we'll offer "Pyramid Picks," in capsule form, of the very best new releases in RPGs, boardgames, miniatures and miniature rules, and even the occasional computer game. And when we see something really great, we'll write a "Wish We'd Done That" featured review.

The new zine will need even more writers, reviewers and artists – on all subjects – than *Roleplayer* and *ADQ* put together. We'll create specific writer and artist guidelines soon; if you're interested, send a SASE and ask for them. We

will become a market for individual freelance art submissions, just as we were in the good old *Space Gamer* days.

Pyramid will be at least 72 pages, from the beginning. If it grows, fantastic; if not, 72 pages allows enough coverage to keep everybody interested. The cover, and part of the interior, will be full-color, so we can include good photographs. It will appear bimonthly, with a \$3.95 cover price. Subscriptions will be \$23.70 per year, or \$45 for two years. Of course, it will be available in retail stores. (Frankly, since it will be a thick magazine with a color cover, we expect the stores will order a lot more than they did of the old magazines.)

However, if you're already subscribing to *Roleplayer*, we'll honor your complete subscription with issues of *Pyramid*. Unless, of course, you want your money back. We hope you'll like the new magazine even better than this one . . . bigger and better and all that . . . but if not, we'll refund the unused portion of your *Roleplayer* subscription any time before June 1, 1993.

Get The Lead Out?

As this issue goes to press, lead miniatures have been banned, by summary action of the Commissioner of Health, in New York State. The stated reason translates to "Children might lick them." Speculation is rampant about the real reason why this administrator would suddenly ban, *by emergency order* and with no advance hearings, this one

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