



PYRAMID

Number 1 May/June '93

\$3.95

Sneak Preview:
**SPACE
KNIGHTS**

from
Steve Jackson Games
and Ral Partha

Magic for RPGs:
VOODOO!

PLUS:

Game Reviews
Industry Reports
The Lead Ban
Ogre vs. Godzilla
Murphy's Rules
... and more!





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"Paramedics were called in when Dars attempted to dig out his interface jack with a pocket knife." – page 67

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"The street dregs are as likely to run screaming from you as they are to kill you and sell your body for its chemicals."
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PYRAMID™

Number 2 July/August '93

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THE FUTURE OF GAMING

A GLIMPSE OF THE
FUTURE FROM
INDUSTRY VISIONARIES



TIM
BRAD-
STREET
1993

PLUS:

GURPS Vampire Designer's Notes

PBM - The Infancy of Cyberspace

OGRE: The Factory States

Industry News

Murphy's Rules

... and more!



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"The merging of an unequalled world background with an unequalled game system was too sweet an opportunity for anyone to ignore."

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Hampire

Envoy

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Murphy's Rules
Bruno ... and more!

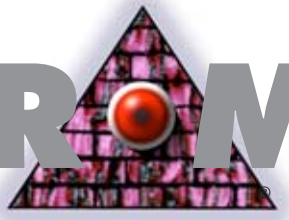


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PYRAMID™

Issue Number 3

Sept./Oct.



About the cover:
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"Pigs we are, lest pigs we be-
be-a be-be-a . . . turn into."

— page 42

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PYRAMID™

Number 4 November/December '93

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SNEAK PREVIEWS:
R. Talsorian's *Castle Falkenstein*
Pariah Press' *Whispering Vault*

GURPS Book of the New Sun

PLUS:
GenCon Report
Industry News
Pyramid Picks
Murphy's Rules
... and more!



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“... a universe that is part *Lord of the Rings*, part *Prisoner of Zenda*, and more than just a little *Grimm's Fairy Tales*.” — page 42

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Architect
Derek Percy

Managing Editor
Loyd Blankenship

Editorial Assistance
Susan Pinsonneault

Cover Art
Bill Eaken

Interior Art
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Guy Burwell
Pat Coleman
Bill Eaken
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Phil Morrissey
Jim Nelson
Dan Smith

Photography
Steve Jackson (Brazil)
Tim Jacques (AADA)
N.O.V.A. (AADA)
Derek Percy (GenCon)

Print Buying
Andrew Hartscock

Sales Manager
Dana Blankenship

Circulation Manager
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PYRAMID™



Number 5 January/February '94

'3.95

Roleplaying *By the Sword*



**GURPS Werewolf:
The Apocalypse
Designer's Notes**

**Jumping
and Falling
— new for
Car Wars**

PLUS:

Ray Winninger's *Underground* Designer's Notes
Destroy All Ogres! — Mothra Meets the Mark V
Cthulhu Sucked My Brains Over a Modem!
Industry News • *Iron Helix* Reviewed
Murphy's Rules
... and more!



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About the cover:

John Zeleznik cuts loose from his usual spiky cyber-fantasies to lob a barbarian into your lap with this issue's cover.

.....
"Upon entering the manor, I found the walls, floors and patches of the ceiling covered with old, moldy . . . cheese."
.....

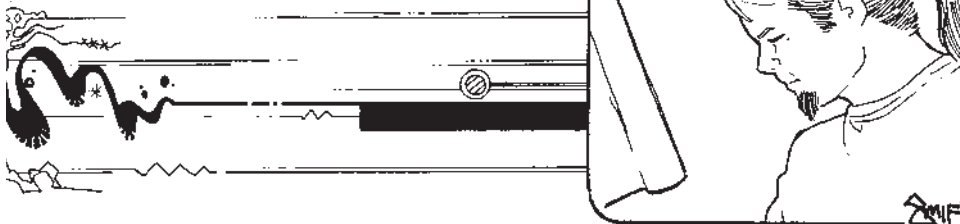
— page 38



.....

“There can be anything out there, anything and everything: dragons, krakens, men with the heads of beasts, beasts with the heads of men and things beyond imagination.” — page 12

.....



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Derek Pearcy

Editor
Scott Haring

Managing Editor
Lloyd Blankenship

Editorial Assistance
Susan Pinsonneault
Jeff Koke

Cover Art
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Jeff Koke

Print Buying
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Circulation Manager
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PYRAMID™

Number 6 March/April '94

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WITCHCRAFT! for *Champions*



PLUS:

The Way of Fist and Fang,
for *Vampire: The Masquerade*

Shadow Knight • Erick Wujcik Interviewed
Industry News, Murphy's Rules and more!



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About the cover:
A witch with an attitude, courtesy
of Dan "Oh No, Not Again" Smith.

.....
"She never stopped; she was
like a whirlwind. Celerity or
Potence be damned, he never
had a chance." — page 12
.....

“ . . . clouds, inky and chaotic, formed in the sky. A thin mist, ignored by the air moving around it, lifted slowly from the hill and created a hazy cloud. The incantation rose with the pitch of the accelerating wind to become a wall of howling voices.” — page 28



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Scott Haring

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Derek Percy

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Michael Kucharski

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Doug Shuler

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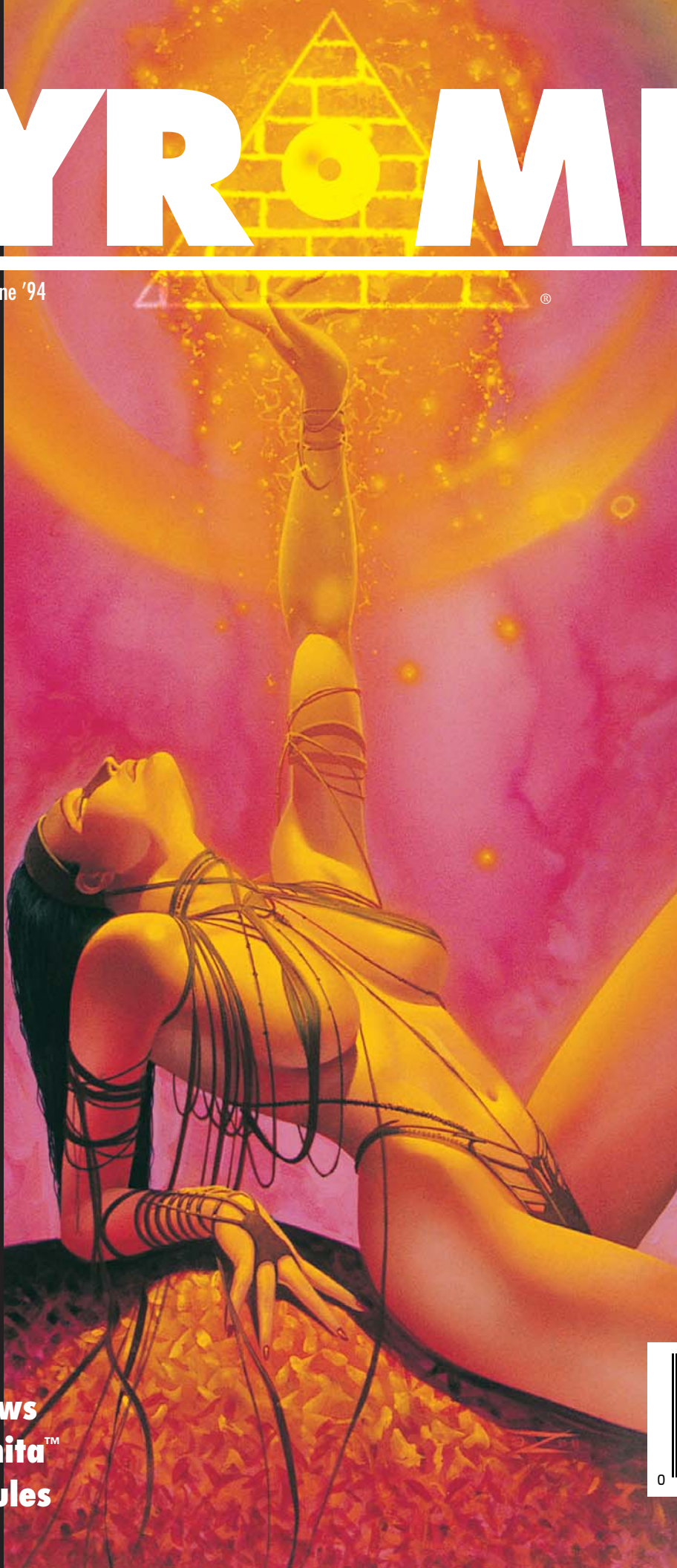
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\$3.95

ET IN ARCADIA EGO — AN ADVENTURE FOR *KULT™*

PLUS:

Triune™
Industry News
Terra Incognita™
Murphy's Rules



TERVEL'S HAVEN — AN ADVENTURE FOR *GURPS VAMPIRE™*



PYRAMID

Issue Number 7 May/June 1994



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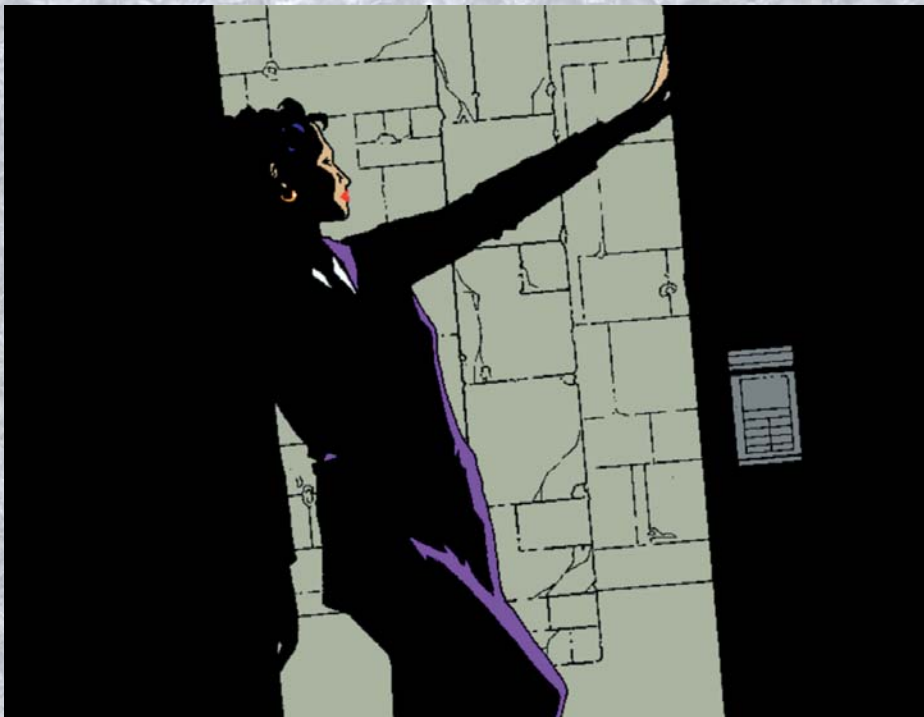
About the cover:

Seething Divinity is the name of the piece on this month's cover, by John Zeleznik!

“Attempting to move, you find yourself paralyzed, a heavy weight crushing down on you, gripping you by the shoulders. You realize then that you are not alone in the room: a dark presence is nearby, evil, suffocating, smothering.”

— page 49

“They knew what signs and talismans to leave by their doors and windows (not because he feared them, oh no — the villagers were simple, but not simple enough to believe that — the talismans were displayed because he sometimes chose to respect them).” — page 13



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Scott Haring

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Jeff Koke
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Pyramid Magazine: With 8 new pages, now bigger than ever and ribbed for your pleasure!

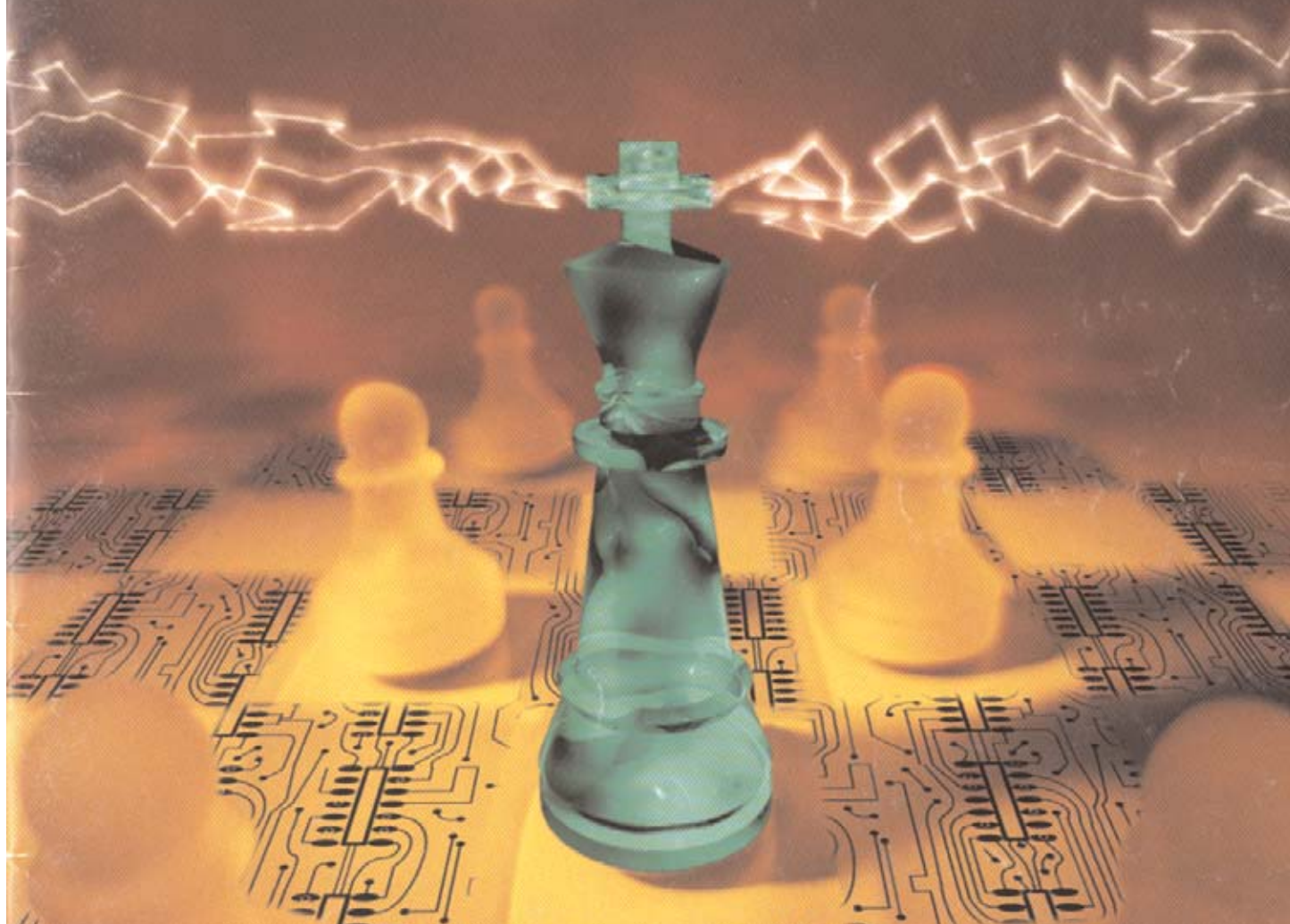
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PYRAMID™

Number 8 July/August '94

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ELECTRONIC GAMING

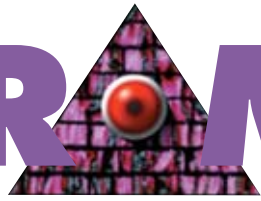
THE PLATFORMS • THE PROGRAMS

Plus: Angels in the Architecture
Tervel's Haven, Part Two... and more!



PYRAMID

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July/August 1994

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About the cover:
The classic gaming motif meets the digital age on our cover, art directed and photographed by Derek Percy and J. C. Wilson



“This is the skull of the Emperor Nicephorus, which my kinsman Krum made into a drinking cup after he slew the tyrant. I aided Krum in that campaign — that was the last time I took an active part in the politics of my people.” — *page 17*

Bubbling Over

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Architect
Derek Percy

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Steve Jackson
Jeff Koke
Susan Pinsonneault

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Lillian Butler
Jeff Koke

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J. C. Wilson

Interior Art
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Phil Morrissey
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Number 9 September/October '94

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IN NOMINE "A MAN OF WEALTH AND TASTE"



PLUS:
Industry News
The Origins Report
The Much-Maligned Will



PYRAMID™

Issue Number 9

® Sept./Oct. 1994

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.....
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..... original Fall, illustrated on our cover
..... by the black pen of Dan Smith, and
..... colored by Derek Percy.
.....

.....
.....
..... "Not everything in the adventure has to
..... make sense. In fact, almost nothing makes
..... sense. Production values are low. The
..... characters don't actually see the zipper on
..... the monster's back, but no one would be
..... surprised if they did." — Page 53
.....
.....

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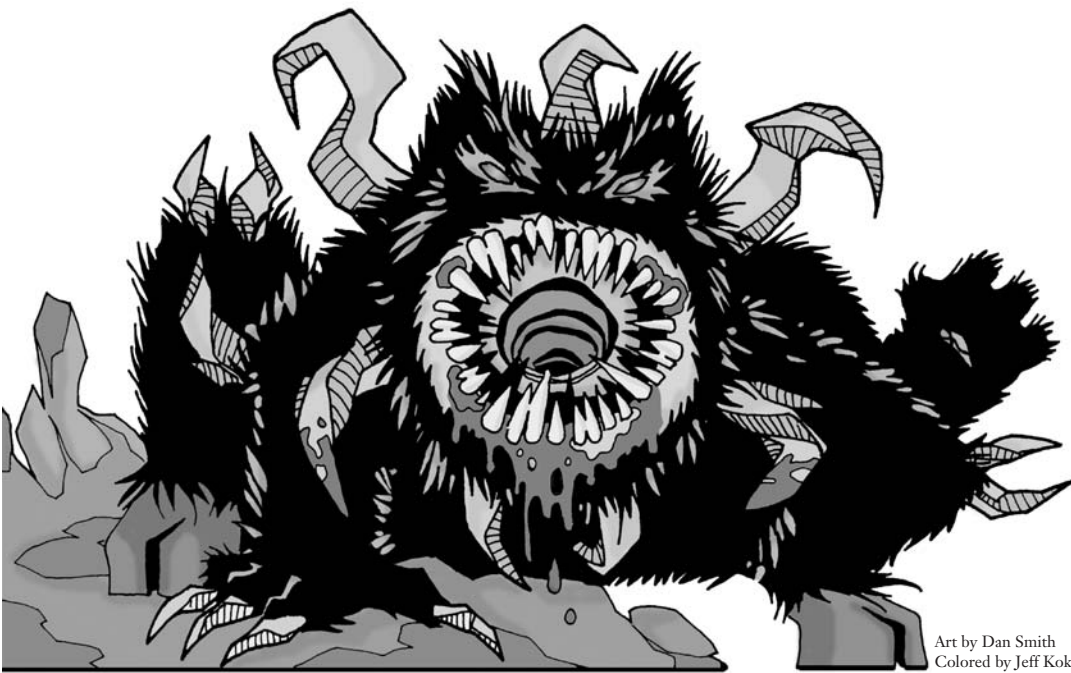
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Architect
Derek Percy

Editor
Scott Haring

Editorial Assistance
Susan Pinsonneault

Production Assistance
Jeff Koke

Cover Art
Dan Smith and Derek Percy

Interior Art
Guy Burwell
Scott Haring
Jeff Koke
Phil Morrissey
Derek Percy
David Plunkett
Shea Ryan
Dan Smith

Print Buying
Andrew Hartsock

Sales Manager
Dana Blankenship

Advertising Coordinator
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Publisher
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Illuminati Online art courtesy of Michael Curtis at M Graphics.

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PYRAMID™



Number 10 November/December '94

\$3.95



**A Preview of
Illuminati:
New World Order™**

Kaers for Earthdawn™

**SPROCKETS!
Big, Bad, Bizarre Vehicles**

**An Introduction to Nexus™
GenCon Report & More**



PYRAMID

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November/December 1994

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About the cover:

A lucky traveler finds a sprocket of his very own in this painting by Doug Shuler. This is Doug's first cover for *Pyramid*, though anyone familiar with *Magic: The Gathering* and its many supplements should recognize his work.

“When Nernst turned around, the small metallic object was gone, and in its place was a strange-looking tracked vehicle, the approximate size of a 2-1/2-ton truck. Nernst approached the vehicle and examined it. The two tracks were flexible, but not articulated in any way Nernst — a certified mechanic — could identify.” — *page 22*

Whether they're from the generation of those who first emerged from the kaer after the end of the Scourge, or whether they're the children of that generation, an easy way to keep the character together is to make them all members of the same kaer. — page 43

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Editor
Scott Haring

Layout & Graphic Design
Jeff Koke

Editorial Assistance
Susan Pinsonneault
Derek Pearcy

Cover Art
Doug Shuler

Interior Art
Scott Haring
John Kovalic
Craig Maher
David Martin
Mike Nielsen

Shea Ryan
Dan Smith
Nick Smith
Ashley Underwood
Carl Waller
Shannon Wheeler
Barry Winston

Print Buying
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Dana Blankenship

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Scott Haring

Circulation Manager
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Illuminati Online art courtesy of Michael Curtis of M Graphics

Pyramid magazine was originally created and designed by Derek Pearcy

PYRAMID

Number 11 January/February '95

\$3.95

HERE
COMES!

INWO™

PLUS:
GURPS TEKUMEL
AND MORE!



0 80742 08811 5

PYRAMID™

Issue Number 11

Jan./Feb. 1995

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About the cover:

Who knows what we're putting on the cover this issue. We sure don't. We're tired. So tired. We want to sleep. Please let us sleep.

"I accidentally wiped out half-a-dozen Imperial Assault Gunboats before I realized that they weren't Rebel Shuttles. Ooops." — Page 72

“If Sara takes a group from Bill early in the game, remind Bill of it every chance you get, including in subsequent games. If two players appear to have a deal going, sow seeds of discord — take Bill aside, offer him any kind of stupid deal (or simply talk about where to go for dinner later), and then later tell Sara about how Bill asked for your help in betraying her. Always, *always* point out an advantageous attack another player has on somebody else, even to the point of helping them out.” — *Page 40*



*The second red wax stamp to appear on a **Pyramid** Table of Contents page in recent months, this is the logo for the Adepts of Hermes, one of the new conspiracies introduced in **Illuminati: New World Order**. See the article, which starts on page 40, for more cool stuff.*

“Playing in *Tékumel* is like living in a place with the politics and intrigue of the Roman Empire, the religions of ancient India and pre-Columbian Mesoamerica, the magic of the *Arabian Nights*, the monsters of the Cthulhu mythos, plus the technology of a good space opera thrown in just to keep things interesting.” — *Page 16*

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Editor

Scott Haring

Production Staff

Rick Martin
Derek Percy

Production Assistance

Lillian Butler
Jeff Koke

Cover Art

The *INWO* Art Team, assembled and executed by Jeff Koke

Interior Art

Robert Davison
Jeff Koke
John Kovalic
Rick Martin
Derek Percy
Shea Ryan
Dan Smith

Print Buying

Andrew Hartsock

Sales Manager

Dana Blankenship

Advertising Director

Scott Haring

Circulation Manager

Eric Kunze

Publisher

Steve Jackson

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TWO SPECIAL ILLUMINATI: NEW WORLD ORDER™ CARDS INSIDE!

PYRAMID™

Number 12 March/April '95

\$3.95

SNOW CRASH BY NEAL STEPHENSON

ILLUMINATI: NEW WORLD ORDER™ CARD LIST

GLASS MOUNTAIN AN ADVENTURE FOR CASTLE FALKENSTEIN



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Snow Crash

Neal Stephenson has written one of the best cyberpunk novels ever, and here's an excerpt, complete with *GURPS* stats for some of the characters and equipment. This is the fiction that's responsible for the "strong language" warning on the outside of this issue — you've been warned..... 16

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This issue's cover comes to us from Richard Hescox. Big thanks to Lillian Butler for making the arrangements!

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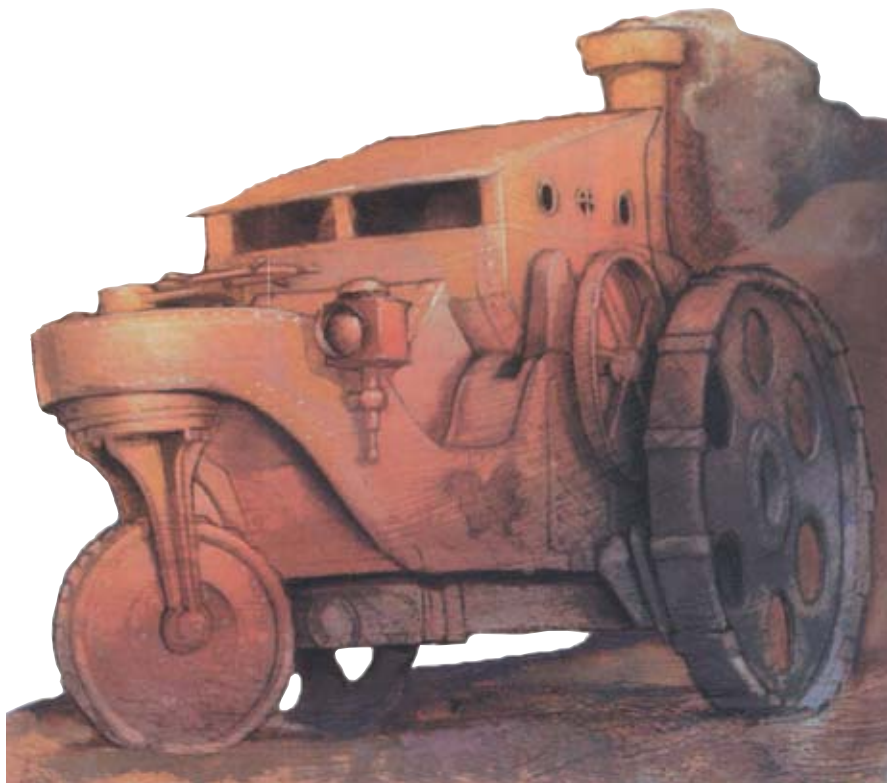
or, "Ia! Ia! Cthulhu ftagn!"

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When it gets down to it — talking trade balances here — once we’ve brain-drained all our technology into other countries, once things have evened out, they’re making cars in Bolivia and microwave ovens in Tadzhikistan and selling them here — once our edge in natural resources has been made irrelevant by giant Hong Kong ships and dirigibles that can ship North Dakota all the way to New Zealand for a nickel — once the Invisible Hand has take all those historical inequities and smeared them out into a broad global layer of what a Pakistani brickmaker would consider to be prosperity — y’know what? There’s only four things we do better than anyone else: music, movies, microcode (software) and high-speed pizza delivery.

— Page 16



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Editor
Scott Haring

Production Staff
Richard Meaden
Derek Percy, *Pyramid* Architect
Jeff Koke
Rick Martin

Cover Art
Richard Hescoc

Interior Art and Photographs
William C. Eaken
Scott Haring
Jeff Koke
John Kovalic
Richard Meaden
Derek Percy
Shea Ryan
Dan Smith
Gery Washington

Print Buying
Andrew Hartsock
Monica Stephens

Sales Manager
Dana Blankenship

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Circulation Manager
Eric Kunze

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TWO FREE ICE AGE CARDS INSIDE!

PYR • MID™

Number 13 May/June '95

\$3.95



YRTH 1100

Magic: The Gathering's ICE AGE Preview

I Was a Teenage Dinosaur! ... and more!



PYRAMID™

Issue Number 13

May/June 1995



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Yrth 1100

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This issue's cover is the Kjeldorian Knight, painted by Ron Spenser, from Wizards of the Coast's new game, *Ice Age*, and PhotoShopped into ice by SJ Games' own Jeff Koke.

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Editor
Scott Haring

Production Staff
Derek Percy, *Pyramid* Architect
Richard Meaden

Production Assistance
Jeff Koke
Rick Martin

Cover Art
Ron Spenser

Interior Art
Guy Burwell
Topper Helmers
John Kovalic
Jean Martin
Rick Martin
Terry Pavlet
Dan Smith

Print Buying
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Sales Manager
Dana Blankenship

Advertising Director
Scott Haring

Circulation Manager
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Publisher
Steve Jackson

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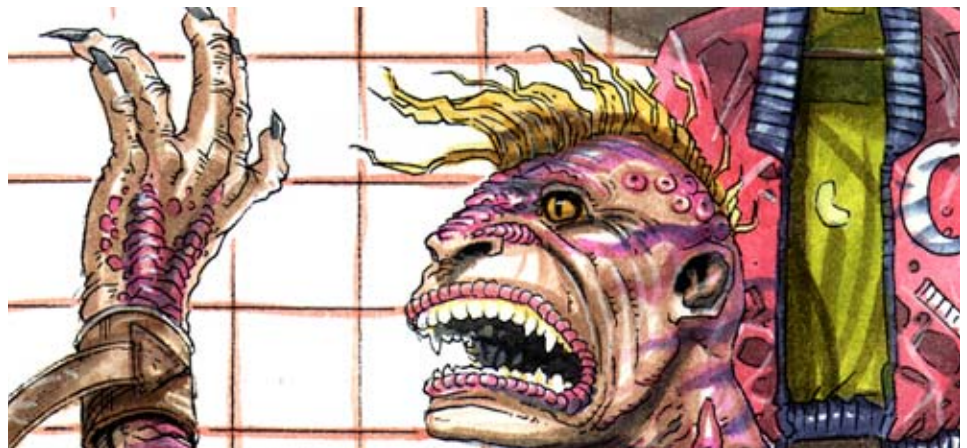
At first, the characters must focus simply on surviving and learning to deal with the strange new world in which they find themselves. Once past the initial problems of finding food and shelter, the characters may set about exploring their new surroundings — and establishing the communities that become the foundations of the human nations of Yttaria. The player characters may very well become the leaders and shapers of Yrth's future. — *Page 16*

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Rune Mysteries — Again!

Our *Pyramid* #11 feature on using historical runes in roleplaying contained a few errors that could result in getting your fortune entirely wrong (yikes!). With profound apologies to author Bruce Kvam, here we set the runic record straight. 80



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LADY MIJIKO'S HOLIDAY

An Oriental
Quest
through
Feudal
Japan



Plus:
Willful Weapons
GURPS IOU Designer's Notes
Children of Caine: Ireland



PYRAMID™

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Don Maitz brings us this issue's fiery cover. Don't play with matches ... or fire wizards.



“Tanako is used to being lionized and spoiled. He is proud to the point of arrogance, crude, crass, loud-mouthed, obstreperous and accustomed to being able to get away with almost anything because of his talent for sumo. He will not want to travel under cover, especially in a girl’s kaga. He will demand to travel openly, receiving adulation and gifts all the way, as befits a Grand Champion. He neither knows nor cares about the political implications of the tournament. He will have sulks and tantrums, and may well amuse himself by playing practical jokes in unspeakably bad taste on any member of the group who crosses him.”
 — Page 14

An Archer’s Salvation

Bows and more bows, and arrows too, from magical to high-tech. Enough gadgets to keep any archer happily picking off targets at range for a lifetime of adventures, by Aric J. Liljegren and R. Darrow Bernick 78



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Editor
 Scott Haring

Production Staff
 Richard Meaden

Production Assistance
 Jeff Koke

Cover Art
 Don Maitz

Interior Art
 Guy Burchak
 Guy Burwell
 Jean Martin
 Phil Foglio
 Dan Smith
 Bryant Velez

Print Buying
 Monica Stephens

Sales Manager
 Dana Blankenship

Advertising Director
 Scott Haring

Circulation Manager
 Eric Kunze

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 Steve Jackson

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UNIQUE CARDS FOR *INWO*, *EVERWAY* & MORE INSIDE!

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TIME OF THE TYRANTS

for *GURPS Time Travel*
and *Dinosaurs*

PLUS:

Quest for the Orkinstone!

Magic for *GURPS Ice Age*

INWO Assassins Designers Notes



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The duality of fantasy is explored in this issue’s striking cover by Richard Hescocx



The Mountain looms over Dragondwell, desolate except for the dreaded Killer Mountain Goats. It can only be scaled with impractical and silly climbing gear, which is available – for a price! – in Dragondwell. Footing ranges from Deceptively Unsafe to Positively Hair-Raising. The lair’s entrance is two miles or three mishaps up the mountain. – *Page 36*

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Editor
Scott Haring

Production Staff
Richard Meaden

Production Assistance
Jeff Koke

Cover Art
Richard Hescox

Interior Art
Guy Burwell
John Kovalic
Jean Martin
Kyle Miller
Shea Ryan
Dan Smith

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Monica Stephens

Sales Manager
Dana K. Blankenship

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Scott Haring

Circulation Manager
Eric Kunze

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Steve Jackson

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TRESPASSER'S ISLE Horror on the High Seas!



PLUS:
KIER-E-KETH & PAPA FISH
An *Earthdawn*™ Legend

Pyramid Staff
Travels the World

Supporting Cast
Industry News,
Reviews and More!



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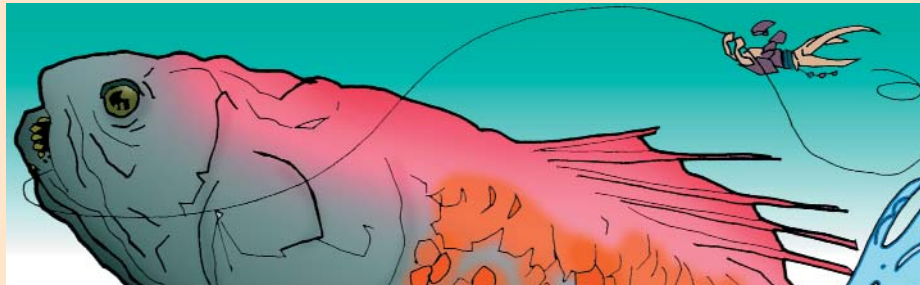


March 19th. Four of us remain, and are too few to crew the ship. The cockboat is holed. I have set the others to build a raft, but we are surely trapped in this infernal place.

The same night. All are now dead. I hear them on deck. I am in God's hands. – Page 32

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Jeff Koke

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Interior Art

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Scott Haring

Steve Jackson

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Jean Martin

Derek Pearcy

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GURPS Line Editor

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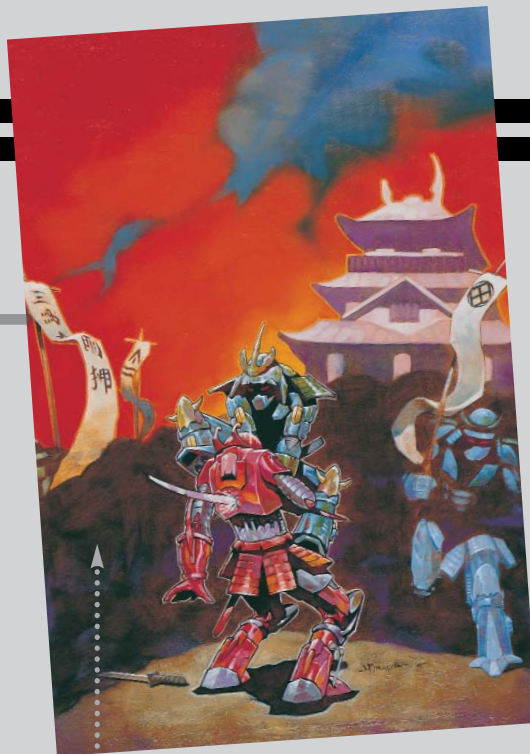
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Jeff Miracola just moved to Austin, so (as big fans of his) we had to get him to do a cover for us. He does cool work! He should come over and play more often.

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Production Staff
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Derek Percy

Production Assistance
Jeff Koke

Cover Art
Jeff Miracola

Interior Art
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Jean Martin
Shea Ryan
Ellym Sirac
Dan Smith

Spine Art (figured it out yet?)
John Zeleznik

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Issue Number 18

® March/April 1996

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The Xrex are an intelligent insectoid race ready to join galactic civilization that stands in the way is a fanatical cult convinced they're demons, an alien thinks they'd be real tasty, and two headstrong teenagers in love . . . a sci-fi adventure

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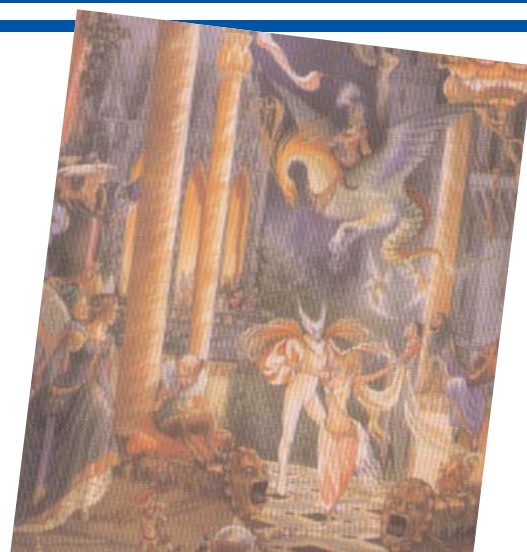
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C. Brent Ferguson brings us this issue's cover – a human holding a native Xrex animal, with one version of a C-11 Rathunter in the background.



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Production Staff
Richard Meaden
Derek Pearcy

Production Assistance
Jeff Koke
Bruce Popky

Cover Art
C. Brent Ferguson

Interior Art
Guy Burwell
Brian Despain
Shea Ryan
Ellym Sirac
Dan Smith

Spine Art (the last installment . . .)
John Zeleznik

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Monica Stephens

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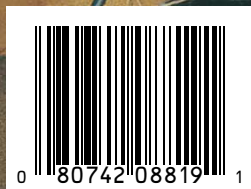
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Murphy's Rules, and
still more Pyramid Picks!

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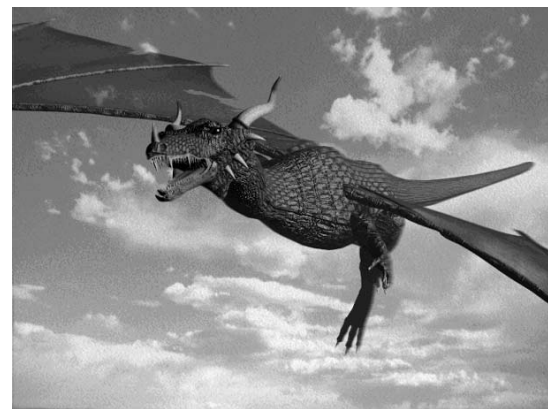


From the mind of Richard Hescoc to the paper at Bang Printing . . . sure, it doesn't have anything to do with the articles in this issue, but isn't it cool?

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Editor
Scott Haring

Production Staff
Richard Meaden
Derek Percy ("I just can't believe I've been doing this for three years now.")

Production Assistance
Jeff Koke

Cover Art
Richard Hescocx

Interior Art
Brian Despain
Fredd Gorham
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Print Buying
Monica Stephens

Sales Manager
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Scott Haring

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MATSON



PYRAMID™

Issue Number 20

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Enter a world of
adventure, where
small children can
out-lift even the
strongest men!
Chances are, the kid
can blow things up
real good, too. John
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Rogério Vilela's art for this issue's cover comes from *Knightmare Chess*, new from SJ Games.

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Production Staff

Richard Meaden
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Production Assistance

Bruce Popky

Cover Art

Rogério Vilela

Interior Art

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Brian Despain
Scott Haring
John Hartwell
Pat Ortega
Dan Smith
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Sales Manager

Claudia Smith

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Industry News, Murphy's Rules,
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PYRAMID™

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November/December 1996

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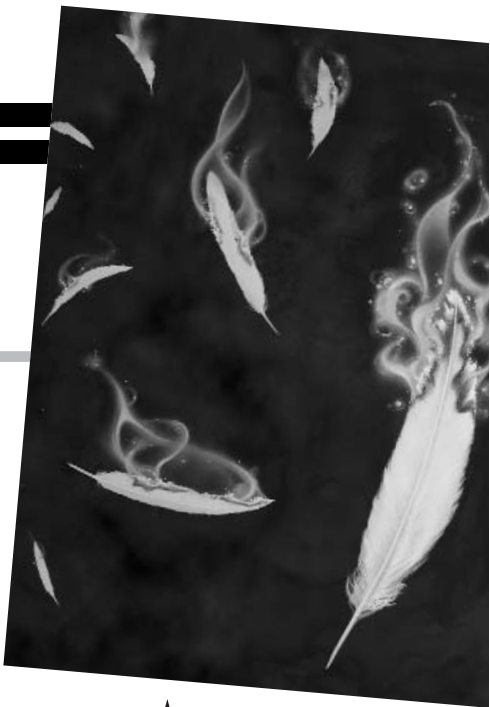
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John Zeleznik painted these beautiful burning feathers for the cover (and inside cover) of *In Nomine*, while Jeff Koke did the Photoshopping necessary to composite them all together.

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The Gods Ate Cheez Fries

Tired of junk food at your gaming sessions? Do you know what's *in* half that stuff? Here's a radical notion – cook! It's easier (and tastier) than you think, says Laurence MacNaughton IV. **56**

*Through the smoke and noise he saw one mage returning
fire with a submachine gun from behind an upturned
table as his three College of Metaphysics buddies
mumbled something. Time to duck.*

– page 18

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PYRAMID™

Number 23 January/February '97

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THE ILLUMINATED ISSUE

**THIS ISSUE FNORD
CONTAINS SUPPORT FOR:
CASTLE FALKENSTEIN®, IN NOMINE™,
OVER THE EDGE®, GURPS® and INWO®**

**Plus: Knightmare Chess™ Variants,
Industry News, Murphy's Rules,
and Pyramid Picks!**



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PYRAMIDTM

Issue Number 23

January/February 1997

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Special *INWO* Section

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The Latest *INWO* Rulings, from Lynette Cowper 20

INWO Speed Decks, by Hilary Hayes 24

Pawnshop

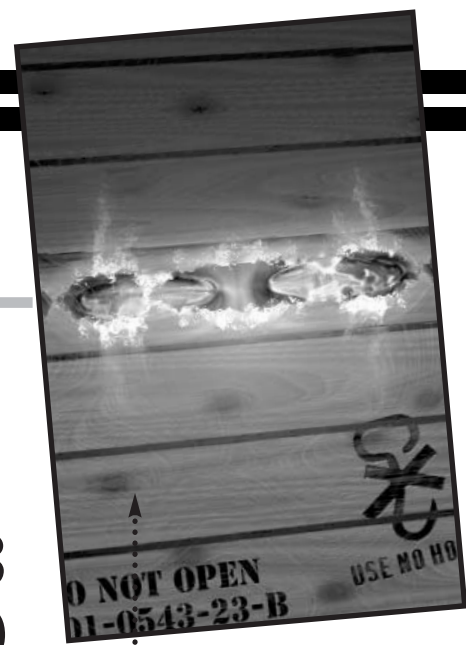
Staying on the Illuminated theme, S. John Ross has whipped out an adventure for *GURPS Warehouse 23*. Sometimes you find the strange and mystical where you least expect it. 26

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Like any good cook, SJ Games Art Director Bruce Popky cooked this one up from scratch for the *Warehouse 23* cover, and came up with a variation to grace the front of this issue of *Pyramid*.

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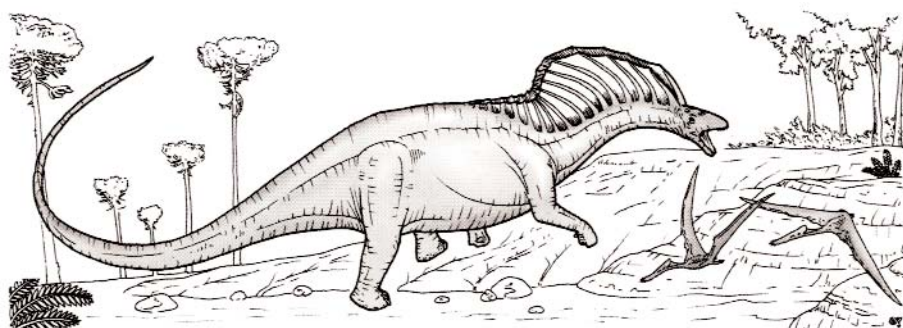
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PYRAMID™

Number 24 March/April '97

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JOVIAN CHRONICLES

A Sneak Preview

This issue contains support for: *In Nomine™*, *Pendragon*, *GURPS®*, *Shadowrun™* and *INWO®*

Plus: *Creatures of the Night*, *Industry News*, *Murphy's Rules*, *Bruno* and *Pyramid Picks!*



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Issue Number 24

March/April 1997

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Production Staff
Richard Meaden
Gene Seabolt

Production Assistance
Bruce Popky

Cover Art
Ghislain Barbe

Interior Art
Ghislain Barbe
Normand Bilodeau
Jean-François Fortier
John Kovalic
Richard Meaden
Pierre Ouellette
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PYRAMID[®]

Number 25 May/June '97

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**THIS ISSUE CONTAINS
SUPPORT FOR:
WARHAMMER FRP, IN NOMINE™,
KNIGHTMARE CHESS™,
GURPS® and INWO®**



**Plus: Traveller,
Another Look Inside
Warehouse 23,
Industry News,
Murphy's Rules
and Pyramid
Picks!**



PYRAMID[®]

Issue Number 25

May/June 1997

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Another Visit to Warehouse 23

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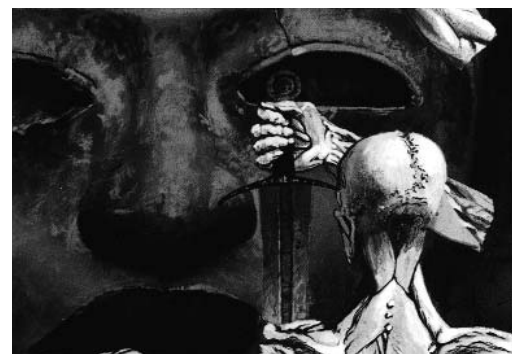
Chris Foss of Imperium Games gives us this painting from an upcoming supplement for *Traveller*. Read all about the exciting new plans for the classic SF game, and the people who are taking it there, on page 18.

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Number 26 July/August '97

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Mage Trap

A Magical Murder Mystery

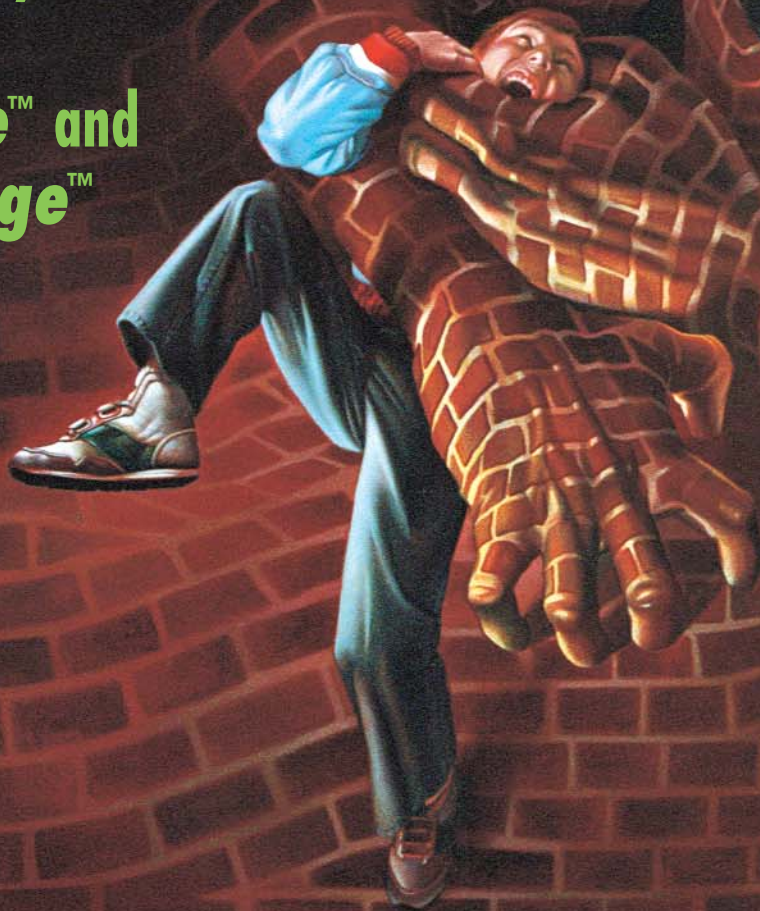
This issue contains
support for:

Deadlands[™],

GURPS[®],

In Nomine[™] and

On the Edge[™]



Plus:
Warehouse 23,
Murphy's Rules,
Supporting Cast,
Industry News,
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and Bruno!



D=Vito ©87

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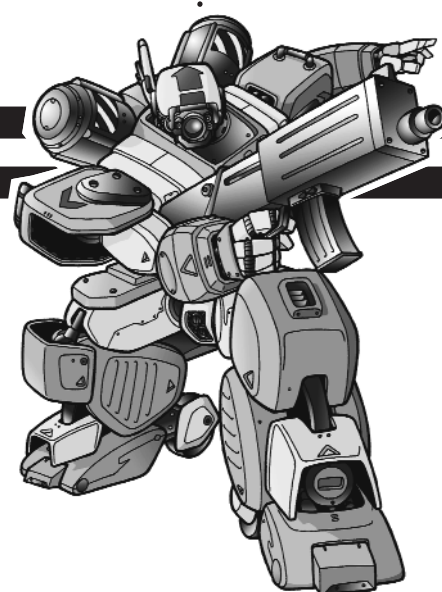
Walls give good reason to wail in this urban-nightmare vision by Joe DeVito.

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PYRAMID



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HEAVY GEAR

COMPUTER GAME

This issue contains
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In Nomine[™] and
INWO[®]

Plus:
Adventure Pizza,
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PYRAMID

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September/October 1997

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Assistant Editor
Gene Seabolt

Production Staff
Richard Meaden
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Oops!
Brian Despain contributed to the interior art in *Pyramid* #26.

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Number 28 November/December '97

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A Minor Emergency

A Black Ops Adventure

This issue contains
support for **GURPS[®]**
and **Paranoia[™]**

Plus:
Warehouse 23,
Creatures of the Night,
Murphy's Rules,
Industry News,
Pyramid Picks
and Bruno!



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PYRAMID

Issue Number 28

November/December 1997

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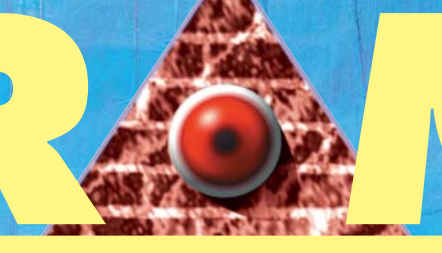
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PYRAMID



Number 29 January/February '98

\$4.95

GENTLEMAN JOHNSON'S FISH MART

A GURPS Goblins Imbrolio

This issue contains support for *GURPS*®,
In Nomine™, *Feng Shui* and
Whispering Vault

Plus:
Adventure Pizza,
Murphy's Rules,
Industry News,
Pyramid Picks
and Bruno!



PYRAMID

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January/February 1998

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In Ed Wisniewski's romp for *GURPS Goblins*, the characters are caught between the proverbial rock and the hard place as the two most powerful goblins in the sleaziest part of town play a game of one-upmanship with a wagonload of rotten fish.

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About the Cover:
Originally done for a Brazilian comic book, this angel with looks to die for is the work of Rogerio Vilela.

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Editor

Scott Haring

Production Staff

Richard Meaden
Gene Seabolt

Cover Art

Rogério Vilela

Interior Art

Heather Bruton
Steve Bryant
Kent Burles
Matt Cavotta
Dan Smith

Art Director

Carol Burrell

Print Buying

Monica Stephens

Sales Manager/Advertising Director

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Circulation Manager

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Number 30 March/April '98

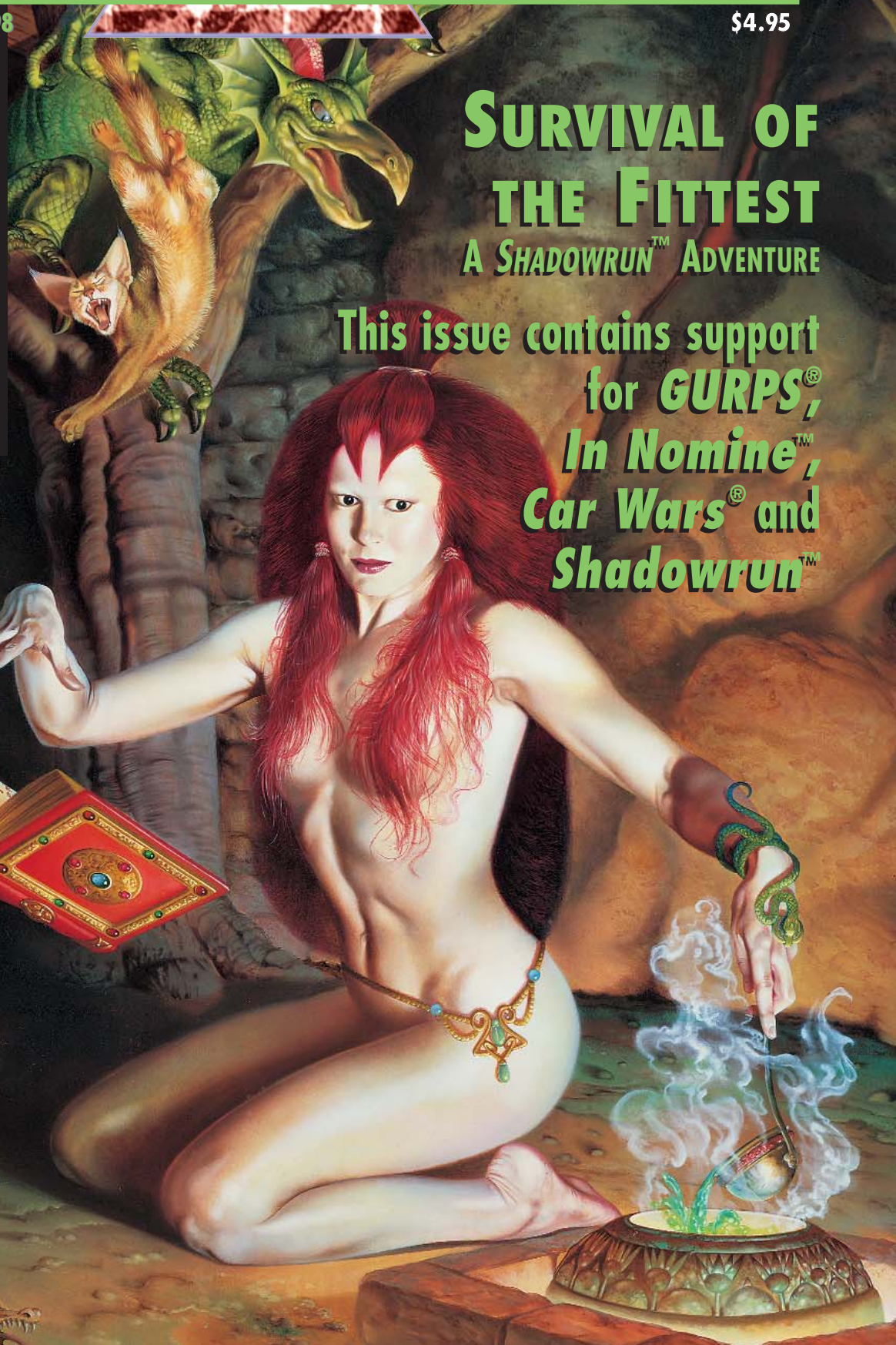
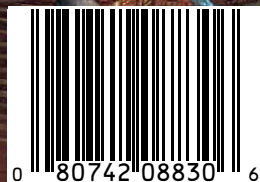
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**LAST
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ISSUE
(SEE P. 5)**

**SURVIVAL OF
THE FITTEST**
A SHADOWRUN[™] ADVENTURE

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for **GURPS[®]**,
In Nomine[™],
Car Wars[®] and
Shadowrun[™]

Plus:
Warehouse 23,
Murphy's Rules,
Industry News,
Pyramid Picks
and Bruno!



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About the Cover:
Renowned artist Rowena will also offer this look at a decidedly non-traditional mage on the cover of *GURPS Wizards*.

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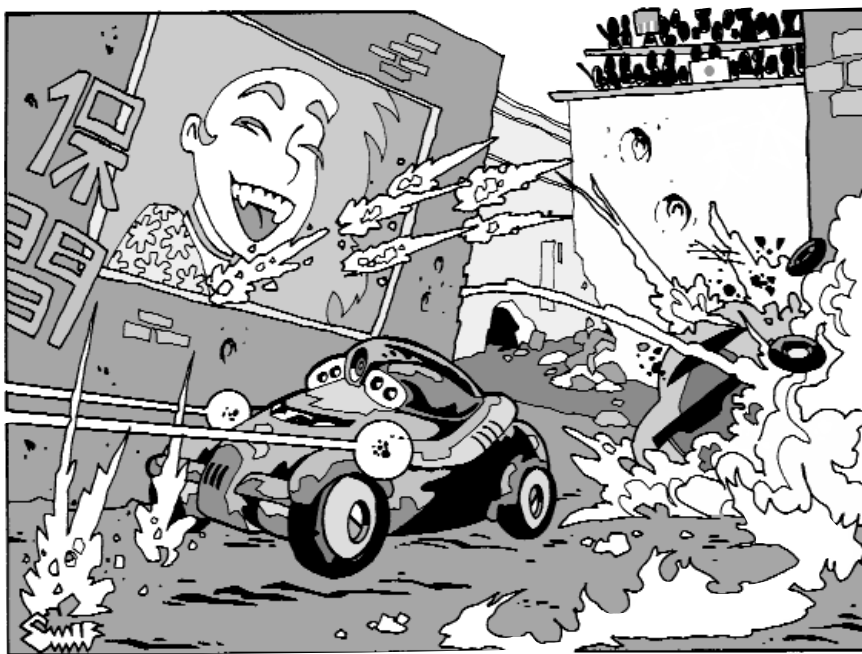


Heavenly Hell Jobs

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