

MURPHY'S RULES™



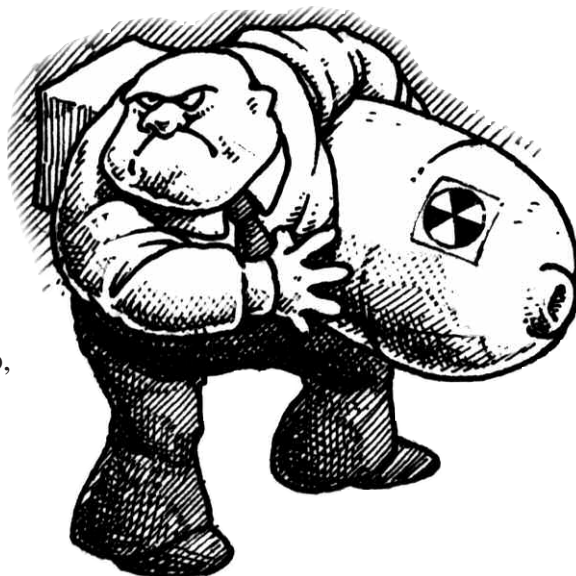
STEVE JACKSON GAMES

MURPHY'S RULES™

*And Other Strange Stuff From the Pages of
Space Gamer, Pyramid, and More!*

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Murphy's Rules	2
Richard Mather	2
Ben Sargent	11
Michael von Glahn	29
Carl Anderson	35
Phil Morrissey	36
John Kovalic	44
Other Strange Stuff	68
Fun with Cthulhu	69
Mailer Toons	70
Coming Detractions: <i>BURPS</i>	73
Nuclear Winter	74
Famous Game Designers' School	75
More Mailer Toons	76
Useless Tables	78
Wargaming Widows	80

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2 3 4 5 6 7 8 9 10

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INTRODUCTION

The first *Murphy's Rules* – reprinted below – appeared in the November 1981 issue of *Space Gamer*, which was then published by Steve Jackson Games. It seemed like a good idea at the time.

Come to think of it, it was a good idea; it soon became the magazine's most talked-about feature. The original idea was to lampoon some of the sillier rules of the games we all love. It soon went beyond that, with features like "Games That Should Not Be Played." But the basic idea remained to find game rules that failed the Reality Check and have some fun with them. We knew perfectly well that there were often good solid "playability" reasons for the rules we giggered. That wasn't the point. This was for grins, and if we could get a good cartoon out of a rule, we charged mercilessly ahead . . . even if it was on one of our own games.

Our first *Murphy's* artist was Richard Mather. His punked-out paladins and befuddled astronauts set the pattern for the series. After nine issues, Richard gave up *Murphy's* and the feature disappeared from the pages of *Space Gamer* for several issues.

Then . . . we got Sargent. Ben Sargent is the Pulitzer Prize-winning editorial cartoonist for the *Austin American-Statesman*. He's also a wargamer. The hand that draws skulking, demented politicians was perfect for *Murphy's*. And Ben was a lot of fun to work with!

When Ben had to drop the series due to other commitments, Michael von Glahn took over with *Space Gamer* 71. Michael drew six *Murphy's* before the magazine was sold to DTI, in late 1985.

When we started *Pyramid*, we wanted to revive the feature.

The owners (at the time) of *Space Gamer* graciously gave us the name back. Now all we needed was an artist. Phil Morrissey, who had been drawing game cartoons for a loooooong time, stepped up to the plate for nine issues.

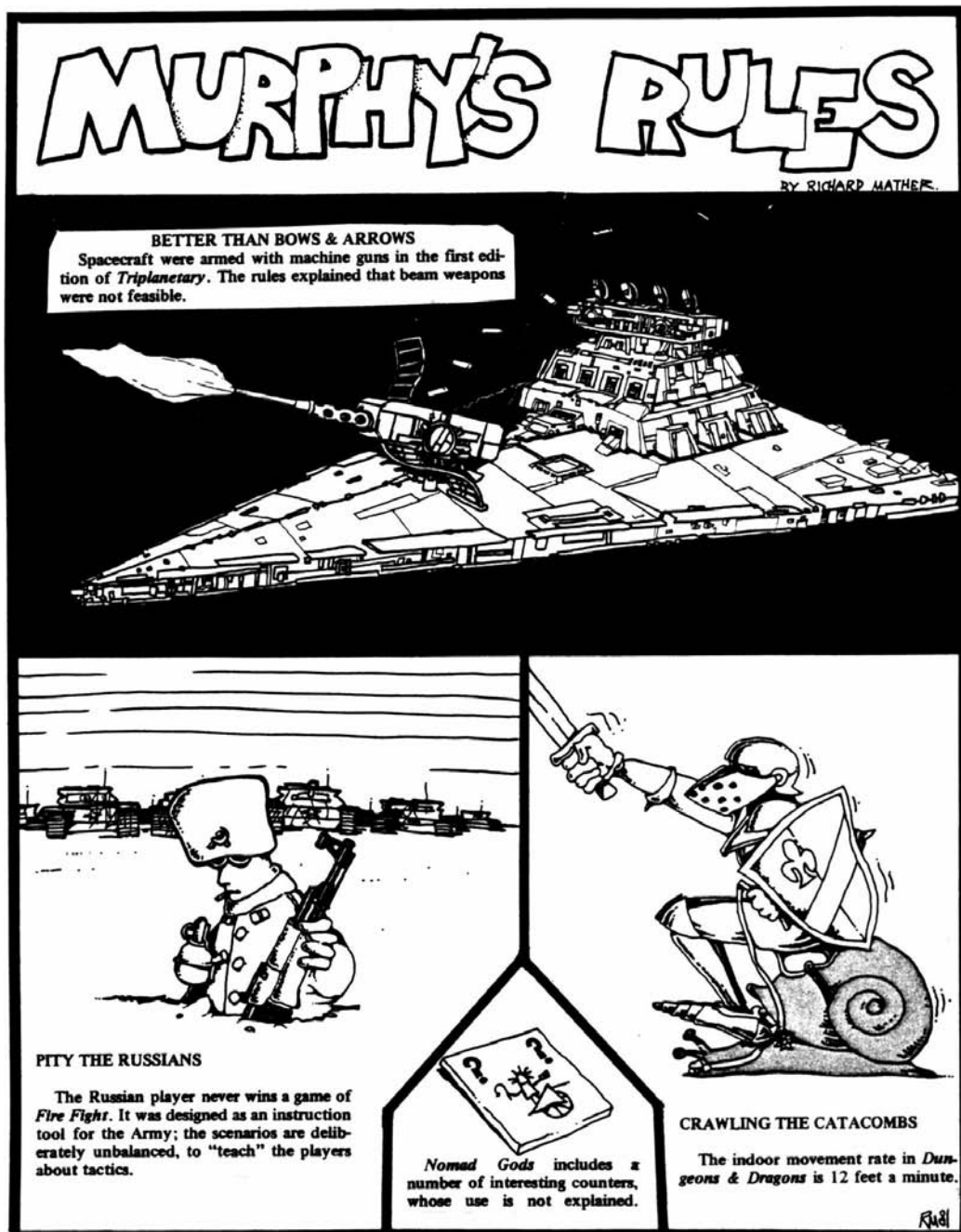
At which point, Kovalic took over. John Kovalic is an editorial cartoonist in what passes for real life (and he's been in the *Washington Post!* Woo-hoo!) But he can get silly with the best of them. Check out his comic book *Dork Tower*, for instance.

Pyramid ran for 30 issues as a paper magazine, then we moved it to the Web, where you can find it at www.sjgames.com/pyramid . . . and where you can still read new *Murphy's*, currently being inked (electroned?) by Greg Hyland.

So . . . this is a feature with legs. It just keeps coming back. *Murphy's* has always drawn a lot of reactions. At every convention, people come up to us to suggest new ones, argue about old ones, or just tell us to keep running the strip. Most of the publishers take it in the spirit in which it's intended. One publisher put a blowup of his *Murphy's* gig on his table at Origins. Then again, one got so angry he called us and canceled his advertising. Thus is the balance of the universe maintained.

So here we are.

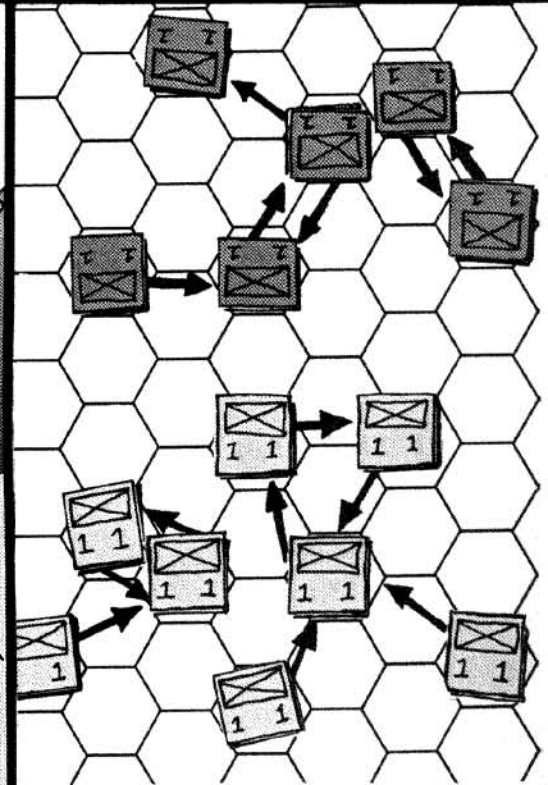
– Steve Jackson



MURPHY'S RULES

SHORT RANGE WEAPONS

In *Raid on Iran*, it is impossible for most units to fire across a street.

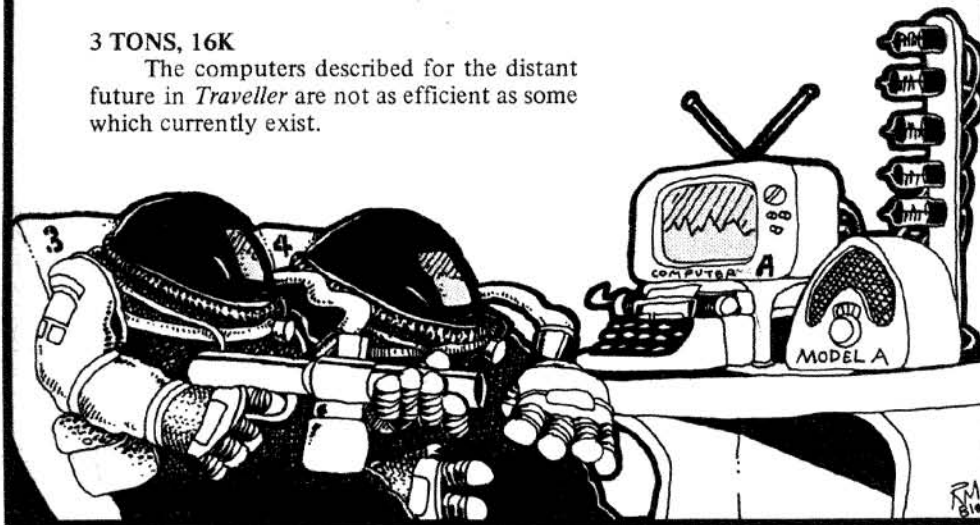


SUICIDE ON THE STEPPES

The Russian Civil War was designed to simulate chaotic conditions in Russia in 1917. Players can get points for attacking their own units.

3 TONS, 16K

The computers described for the distant future in *Traveller* are not as efficient as some which currently exist.



WATERY DOOM

The counters for *Titan* are printed with water-soluble ink. A spilled Coke can wipe out an army.