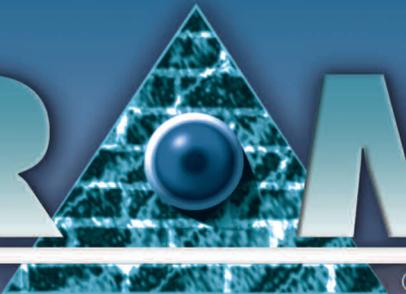


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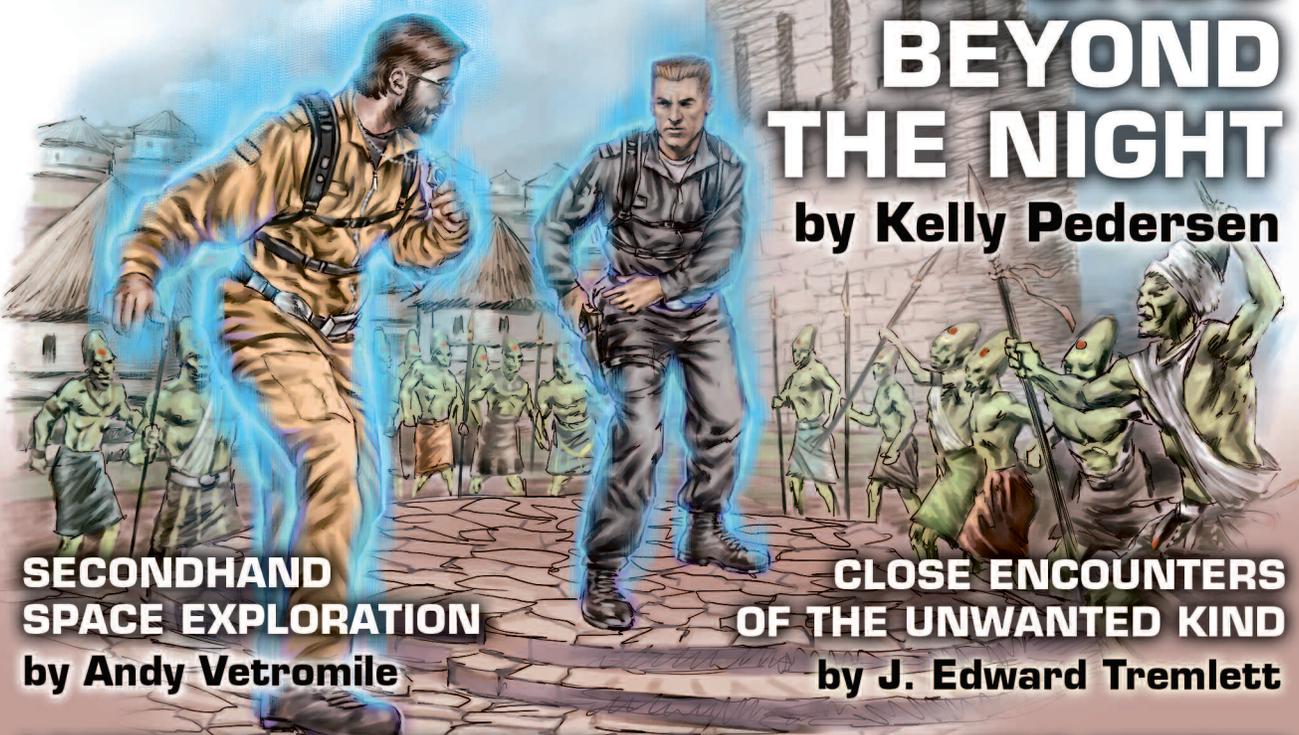
Issue 3/18 April '10

SPACE EXPLORATION



SHORES BEYOND THE NIGHT

by Kelly Pedersen



**SECONDHAND
SPACE EXPLORATION**
by Andy Vetromile

**CLOSE ENCOUNTERS
OF THE UNWANTED KIND**
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STEVE JACKSON GAMES

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Article Colors

Each article is color-coded to help you find your favorite sections.

Pale Blue: In This Issue

Brown: In Every Issue (letters, humor, editorial, etc.)

Dark Blue: GURPS Features

Purple: Other Features

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IN THIS ISSUE

This month's *Pyramid* turns an eye toward the final frontier, with the topic of *Space Exploration*.

Our first destination is an alternate history where Earth has begun to colonize the moon, Mars, and Venus in *Shores Beyond the Night*. Explorers race to discover the exciting possibilities the solar system offers – including offworld alien artifacts that can take humanity's tech to the next level! This setting can be incorporated into the larger **GURPS Infinite Worlds** framework or used on its own for space-probing suspense.

Not all discoveries are pleasant, as *Close Encounters of the Unwanted Kind* will reveal. These five mysterious and dangerous encounters – suitable for any space-faring system – can form the basis for an exciting adventure or an altered campaign.

When you're done colonizing the main moons and planets of the solar system, set your sights on the Kuiper Belt and beyond in *Cold Horizon*. Carve out a comet and call it home! When you can live on a comet, "a snowball's chance in hell" suddenly gets a *lot* more likely. What problems and opportunities await? What kinds of realistic sci-fi campaigns are possible? Plus, to get you started, it includes a deep space station presented in **GURPS Spaceships** stats!

The exploration of space doesn't mean just astronauts and away teams; sometimes the best tool for the job is a probe. Discover a thorough examination of the possibilities and pitfalls of indirect celestial searches in *Secondhand Space Exploration*, which includes much food for thought and a handful of adventure ideas. Remember: You can't spell "problem" without a "probe" . . .

When things go wrong, you want to know that you can count on your life pod to support you until help arrives. *Looting Your Life Pod's Locker* itemizes exactly what's included in five different models of life pods, presented in **GURPS Ultra-Tech** terms.

Rounding out the issue, *Ruins and More* offers an easy-to-use way to abstract xenoarchaeological efforts, *Random Thought Table* looks at how the mundane can be magical in space, and **Murphy's Rules** provides its usual popular parachute of nitpicking pratfalls . . . literally, this month!

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