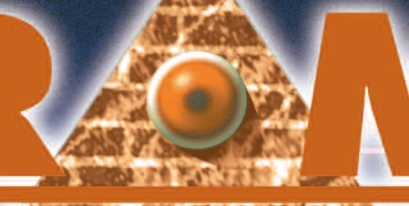


PYRAMID



Issue 3/21 July '10

CYBERPUNK

CONSOLE COWBOYS AND CYBERSPACE KUNG FU

by W.A. Frick

DOWN IN THE MALL

by Matt Riggsby

THE VOICES IN MY HEAD

by Ken Spencer

THE TREASURE OF
JONI MONORAIL

by J. Edward Tremlett

KEEPING IT REAL

by Paul Blackwell

STEVE JACKSON GAMES

Stock #37-2621

CONTENTS

FROM THE EDITOR	3
CONSOLE COWBOYS AND CYBERSPACE KUNG FU	4
<i>by W.A. Frick</i>	
DOWN IN THE MALL	13
<i>by Matt Riggsby</i>	
THE TREASURE OF JONI MONORAIL	18
<i>by J. Edward Tremlett</i>	
ACTION CYBERDECK	24
THE VOICES IN MY HEAD	29
<i>by Ken Spencer</i>	
KEEPING IT REAL	31
<i>by Paul Blackwell</i>	
RANDOM THOUGHT TABLE: A SPOONFUL OF CYBER HELPS THE MEGACORP GO DOWN	36
<i>by Steven Marsh, Pyramid Editor</i>	
ODDS AND ENDS	38
<i>featuring Murphy's Rules</i>	
ABOUT GURPS	39



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

COVER ART
David Schleinkofer

INTERIOR ART
Greg Hyland

IN THIS ISSUE

The future marches ever closer. This cyberpunk-themed issue of *Pyramid* – devoted as it is to omnipresent computing and soul-crushing megacorporations – looks at a tomorrow that's sooner than ever!

The chromed dark future demands action – so why let the guys with guns and big muscles get all the fun? *Console Cowboys and Cyberspace Kung Fu* provides fast-paced rules for hackers and netrunners. Using **GURPS Action** as its core inspiration, this system allows for cinematic computer action that offers many options *without* slowing down the game. Fight the future – quickly!

Cyberpunk wants you to consume almost as much as it wants to consume you. *Down in the Mall*, by Matt Riggsby, proves that tomorrow's centers of shopping are ideal for adventurers, whether forming the basis for a quiet shopping trip or a loud firefight. Much like Matt's **GURPS Dungeon Fantasy 8: Treasure Tables**, this generic article uses random tables to allow for the fast creation of *bazaar* points of interest.

Are the cyberjockies getting too comfortable? Take them out of their cushy cities into the wasteland to find *The Treasure of Joni Monorail*. This nontraditional cyberpunk adventure outline starts with a mystery; how it ends is up to the heroes.

Who couldn't use someone in his head to help manage his life or give him a pep talk? *The Voices in My Head* offers three new **GURPS Ultra-Tech** plug-ins for the discriminating dystopian consumer's chip slot.

Cyberpunk often strikes an uneasy balance between the radical and the realistic. *Keeping It Real* looks at many cinematic advantages and disadvantages in **GURPS**, and offers insight, options, and variants for incorporating them into realistic campaigns. This is a must-read article for realistic GMs even if they *don't* play cyberpunk!

For the first time, our prop insert provides direct support of an article from the same issue: Build your own simulated hi-tech gear with the *Action Cyberdeck*.

Finally, this issue offers the usual bits that are no doubt crafted by sophisticated AIs: the iridescent insight of *Random Thought Table*, the revolutionary randomness of *Odds and Ends*, and the metallic mirth of *Murphy's Rules*.

Editor-in-Chief ■ STEVE JACKSON
Chief Operating Officer ■ PHILIP REED
Art Director ■ WILL SCHOONOVER
e23 Manager ■ STEVEN MARSH

GURPS Line Editor ■ SEAN PUNCH
Editorial Assistant ■ JASON "PK" LEVINE
Production Artist ■ NIKOLA VRTIS
Prepress Checker ■ MONICA STEPHENS

Page Design ■ PHIL REED and
JUSTIN DE WITT
Marketing Director ■ PAUL CHAPMAN
Director of Sales ■ ROSS JEPSON

FROM THE EDITOR

THE FUTURE AIN'T WHAT IT USED TO BE

As a genre, cyberpunk is at an odd point in its lifecycle. Many of its “classic” works contain elements that – from a technological point of view – have about as much relation to modern society and technology as Jules Verne’s writings contain insight into space travel.

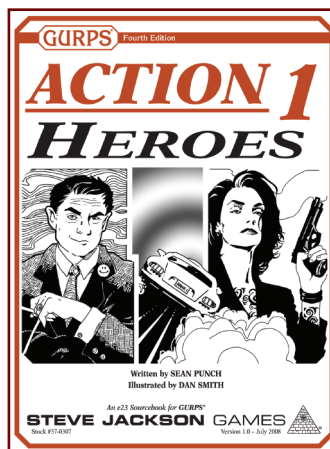
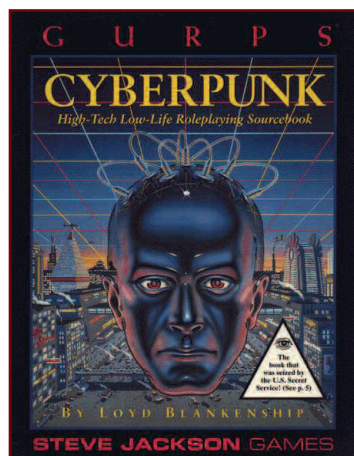
Still, for many, the core elements of cyberpunk are *more* relevant than ever. A world that’s constantly connected via computers and information? Soulless corporations that care for themselves more than its workers – or even the planet? Technological and medical advances that bring into question the very definitions of “humanity” and “living”? In some ways, if cyberpunk feels “outdated,” it’s not because cyberpunk has been proven incorrect but because its elements have become *true*.

This issue of *Pyramid* takes a look at this near-classic genre from a modern perspective, providing a few new tools, tricks, and insights. Hopefully it’ll give you something you can use, both within and outside your cyberpunk games. The future has never been closer.

As a thought exercise to keep in mind while reading this issue, fans of the founding works of cyberpunk who want to stay true to those original visions might want to consider elements that *don’t* jive with a modern context. Then, as a group, figure out how to make those bits make sense (or at least come up with a justification that all players can agree to). Why do some poor folks use ATM-like devices to access cyberspace? (Maybe VR requires too much processor power?) Why would folks have metallic implants when we’re seemingly so close to vat-grown flesh options? (Maybe moral or religious groups have their way and force society to back off bio-tech for the time being.) Turn on and plug in; there are worlds waiting in your mind.

COMMENTS WELCOME

Speaking of turning you on (ew!), is there anything we did this issue that you want us to do more? Did we do anything so awful that you feel we should “plug in” to a light socket with a fork? Regardless, we’d love to hear from you. Send us a note at pyramid@sjgames.com, or visit our virtual gathering at forums.sjgames.com.



Pyramid, *GURPS*, Warehouse 23, and the all-seeing pyramid are registered trademarks of Steve Jackson Games Incorporated. e23 and the names of all products published by Steve Jackson Games Incorporated are registered trademarks or trademarks of Steve Jackson Games Incorporated, or used under license. *Pyramid* is copyright © 2010 by Steve Jackson Games Incorporated. All rights reserved.

Submission of your photos, letters, humor, captions, and marginalia constitutes permission to Steve Jackson Games Incorporated to use them in all media. All such submissions become the property of Steve Jackson Games Incorporated and will not be returned.

The scanning, uploading, and distribution of this material via the Internet or via any other means without the permission of the publisher is illegal, and punishable by law. Please purchase only authorized electronic editions, and do not participate in or encourage the electronic piracy of copyrighted materials. Your support of the authors' rights is appreciated.