



# WHERE WE'RE GOING

NEWS FROM STEVE JACKSON GAMES

[www.sjgames.com/wwg](http://www.sjgames.com/wwg)

As we move into 2012, we're cooking up a lot of *Munchkin* for you – and we've got lots of other things coming, too . . . including a big new two-player strategy game: *Castellan*!

## NEWS FROM THE WORLD OF MUNCHKIN™

Spring 2012 sees two new tuckbox expansions added to the *Munchkin* line!

The first is *Munchkin 8 – Half Horse, Will Travel*. This 112-card expansion adds two new Races: Centaurs and Lizard Guys. Besides more stupid horse and reptile puns than you can shake a Holy Round Spiky Thing at, we have new Race and Class Enhancers, new Treasures, and – of course! – new monsters to slay! *Munchkin 8 – Half Horse, Will Travel* is now in stores. [www.worldofmunchkin.com/halfhorse](http://www.worldofmunchkin.com/halfhorse)

In March, we'll be releasing *The Good, the Bad, and the Munchkin 2 – Beating a Dead Horse*. We took a little while to get to this one (*The Good, the Bad, and the Munchkin* came out in 2007), but we think it's worth the wait! The 56-card expansion introduces the Cavalry class and has enough Steeds, Treasures, and monsters to choke a horse! Not that you should ever do that, unless there's a level at stake . . . [www.worldofmunchkin.com/gbm2](http://www.worldofmunchkin.com/gbm2)

### Boost'd!

*Munchkin* fans will be getting their geek on with *Munchkin The Guild*, a 15-card booster also coming out this spring. *The Guild* is a hit Web series (five seasons so far!) about a hilariously dysfunctional guild of gamers.



### And Yet More Munchkining

Later in 2012, we'll be releasing *Munchkin Skullkickers*, a booster for classic fantasy *Munchkin* based on the comic book by Jim Zub and Edwin Huang, published by Image. If you haven't checked out *Skullkickers*, you can read a short prequel story on [skullkickers.worldofmunchkin.com](http://skullkickers.worldofmunchkin.com) and see why it's perfect for *Munchkin*!

The BIG summer release will be *Munchkin Conan*, a full 168-card *Munchkin* game based on Robert E. Howard's classic tales of the ultimate barbarian adventurer. We had a lot of fun writing Conan cards, and John Kovalic outdid himself with the illustrations. You can read more at [conan.worldofmunchkin.com](http://conan.worldofmunchkin.com).



Written by and starring Felicia Day, *The Guild* has featured celebrities such as Wil Wheaton, Nathan Fillion, and Erin Gray. You can catch up on the series at [www.watchtheguild.com](http://www.watchtheguild.com) and read the latest news about *Munchkin The Guild* at [theguild.worldofmunchkin.com](http://theguild.worldofmunchkin.com).

Toward the end of 2012, we'll be laughing in the face of catastrophe with *Munchkin Apocalypse*. It's the end of the world . . . *Munchkin* style. This one features a new card type, Disasters, and a new, alternate way to win . . . but the backstabbing and level-grabbing will be just the same as always.

[www.worldofmunchkin.com](http://www.worldofmunchkin.com)



## TWO-PLAYER GAMES

Sometimes you don't have a big group to play. And sometimes you don't even *want* a big group. Check out these games for two players!

### Castellan

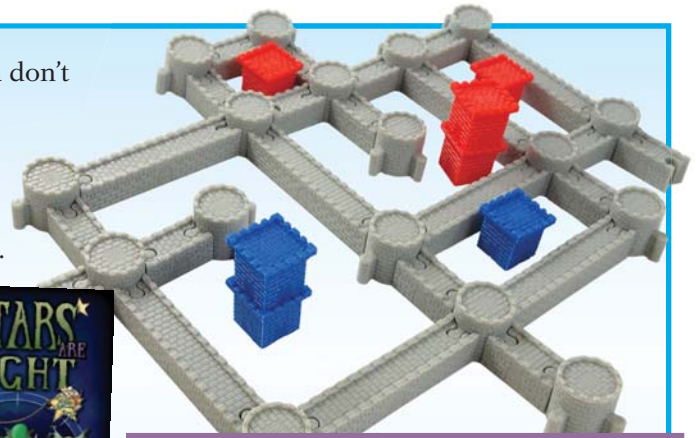
Debuting this summer, *Castellan* is a game where two players work together to build a castle, while competing to control it. Finely detailed wall and tower pieces link together to form courtyards. Finish a courtyard and claim it with a Keep! *Castellan* plays in less than an hour and includes 100 plastic castle pieces and 28 cards.

[castellan.sjgames.com](http://castellan.sjgames.com)

### The Stars Are Right

Summon Cthulhu and the other Great Old Ones in *The Stars Are Right*. If the stars aren't right for you, change them . . . and the more monsters you summon, the more powerful your changes will be. Illustrated by Goomi (*Munchkin Cthulhu 3 – The Unspeakable Vault*) this card game can be played in less than an hour with two to four players.

[thestarsareright.sjgames.com](http://thestarsareright.sjgames.com)



## CONVENTIONS

This spring, Steve Jackson Games will be at PAX East from April 6 through 8 in Boston, Massachusetts. Andrew Hackard, the *Munchkin* Czar, will be available for signings and interviews. To set up an interview at PAX, contact [marketing@sjgames.com](mailto:marketing@sjgames.com) before the show. If you're a *Munchkin* fan, you won't want to miss this show!



## MORE WAYS TO LOSE YOUR SANITY

### Cthulhu Dice

Watch for six new colors of *Cthulhu Dice* . . . gold pearl, sparkly green, ice blue, ichor green, swirly pink, and copper. Perfect for 3 or more players. 5 minutes or less!

[cthulhudice.sjgames.com](http://cthulhudice.sjgames.com)

### Plush Tentacle

Bend our posable plush tentacle to your wicked will. Our plush tentacle is *soft* and *furry*! Perfect for cultists or fashionistas!

[sjgames.com/plushtentacle](http://sjgames.com/plushtentacle)

### Munchkin Cthulhu Kill-O-Meter

And if you want to serve Great Cthulhu AND level up, check out the brand new *Munchkin Cthulhu Kill-O-Meter*.

[worldofmunchkin.com/mckill-o-meter](http://worldofmunchkin.com/mckill-o-meter)



## LOOKING BACK AT 2011

Read the "Report to the Stakeholders" – Steve Jackson's own writeup of the last year at SJ Games. What did we get right? What did we get wrong? What are our goals for 2012?

[tinyurl.com/SJGStake](http://tinyurl.com/SJGStake)

## RECENT PDF RELEASES

The major *GURPS* books are staying in print, and we're constantly supporting them with new PDFs from e23, as well as "reprints" of classic *GURPS* material. Recent releases include:

- *GURPS Dungeon Fantasy Adventure 1: Mirror of the Fire Demon*
- *GURPS Low-Tech: Instant Armor*
- *GURPS Power-Ups 3: Talents*
- *GURPS Social Engineering*

[e23.sjgames.com](http://e23.sjgames.com)



- Plus *Pyramid* – with themed support for *GURPS Fourth Edition* – every month!  
[pyramid.sjgames.com](http://pyramid.sjgames.com)

### GURPS Social Engineering

Fighting isn't the only way out of trouble! *GURPS Social Engineering* provides expanded rule systems to let persuasive characters charm, trick, cajole, blackmail, seduce, taunt, bribe, and intimidate the opposition!

[gurps.sjgames.com/socialengineering](http://gurps.sjgames.com/socialengineering)

### Conan Occupies e23!

e23 is digitally "reprinting" five classic *GURPS Conan* titles for *GURPS Third Edition*. *GURPS Classic: Conan* is your guide to Hyborian exploits, while four solo adventures – including *Conan Beyond Thunder River* and *Conan the Wyrmslayer* – let you live the adventure. Buy the PDFs – by Crom's will!

[gurps.sjgames.com/conan](http://gurps.sjgames.com/conan)  
[gurps.sjgames.com](http://gurps.sjgames.com)

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