

April  
1992

# Roleplayer®

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Number 28

The GURPS® Newsletter



Before there was *Pyramid*, even before there was a *GURPS*, there was *Roleplayer*. It was originally produced as a free supplement for *Man to Man* and as promotion for the soon-to-be-released *Generic Universal Role-Playing System, GURPS*. From there it grew to a newsletter, and then a full-fledged magazine, devoted to roleplaying, *GURPS*-style. And now, through the miracle of online technology, Steve Jackson Games brings back *Roleplayer* in all its mid-'80s to early-'90s glory! All 30 issues are here on e23 . . . so whether you're a completist, a collector, a *GURPS* fan of the first order, or you just want a look at the early evolution of one of the best roleplaying systems out there, *Roleplayer* has what you need – and it's only on e23!

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April  
1992

# Roleplayer<sup>®</sup>

\$3.50  
Number 28

The *GURPS*<sup>®</sup> Magazine



## In This Issue:

Playing With Your Mind: Secrets of the Men In Black  
Bleeding Kansas: A Campaign Background for *Old West*  
Robots in *GURPS Supers*      More Magic Items  
Ultra-Tech Armor                  Cryptography

**STEVE JACKSON GAMES**

# Roleplayer®

The *GURPS*  
Magazine

## Several Random Thoughts With No Coherent Theme

I very nearly skipped the editorial this month. There's no law that says I have to inflict Great Wisdom on you single issue. When I don't happen to have any Great Wisdom, I'd rather have an extra page for articles than make up 500 words of drivel. But I do have a few non-great (but maybe interesting) bits of news to pass along . . .

First – yes, this issue is late. Since I edit *Roleplayer* myself, it sometimes takes the hit when other work gets piled up. And between worldbook deadlines and income-tax returns, we put this issue off. The plan, though, is *not* to slip the whole magazine schedule a month, but to let the next two issues come out quickly, so the right number of issues will be released this year.

### What? A Color Cover?

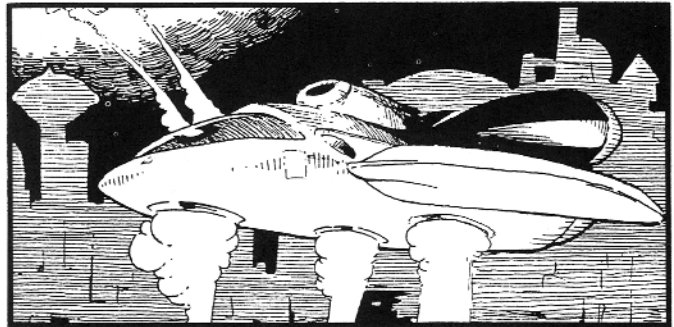
I hope you've already noticed the other new thing about the magazine itself. If not, close it and look at the cover. Doing this was surprisingly inexpensive, too!

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### More Literary Licenses (he said gleefully)

Have I mentioned that we will be doing *GURPS Difference Engine*, based on the alternate-history Victorian England created by William Gibson and Bruce Sterling? We will.



Have I mentioned that we'll be doing *GURPS Lensman*, based on E.E. "Doc" Smith's classic stories of world-wrecking pulp SF? We will.

Have I mentioned that we'll be publishing *GURPS Alvin Maker*, based on the stories by Orson Scott Card . . . and that Card is writing the worldbook himself? Look for it in 1993.

Have I mentioned that . . . Well, it's not signed yet. But we've got *another* great one all *but* signed. Stay tuned.

– Steve Jackson

## Roleplayer®

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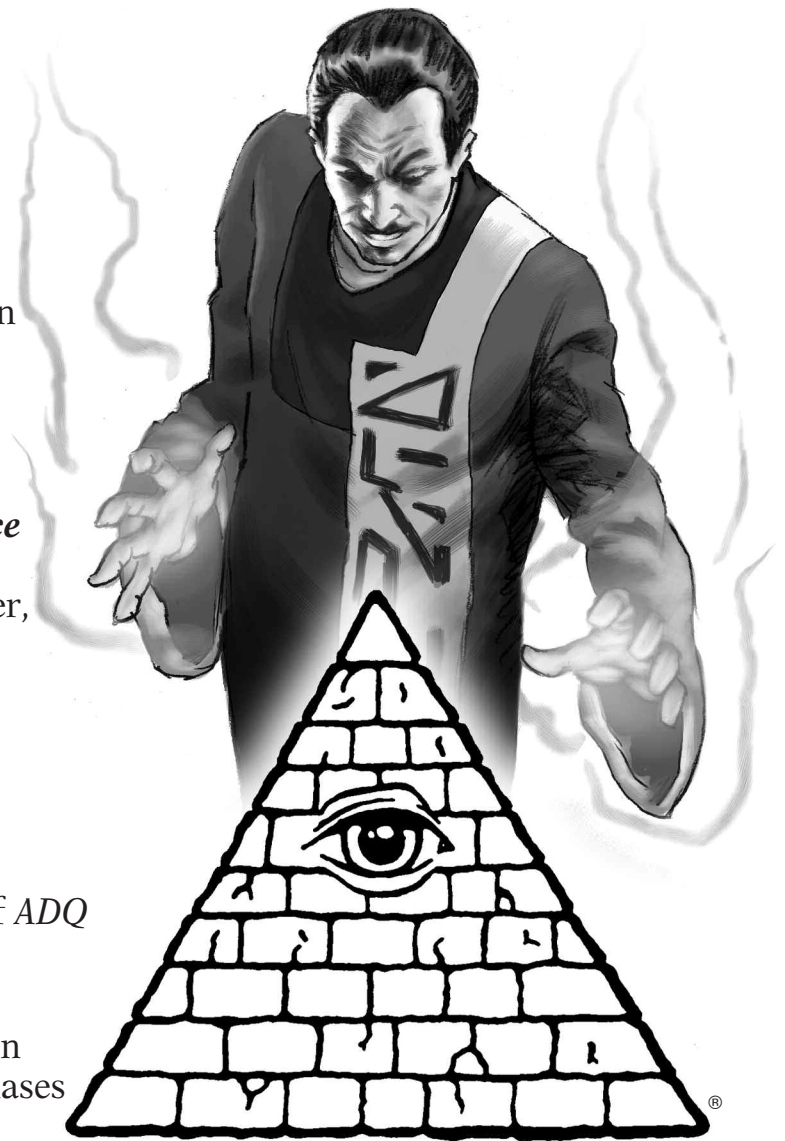
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