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Roleplayer®

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Number 29

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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Roleplayer[®]

\$3.50
Number 29

The *GURPS*[®] Magazine



In This Issue:

Androids for *GURPS Cyberpunk*

Trouble at the High Tide Saloon

Optional Rules for Pacing Combat

Stellar Windjammers:

Magsails for *GURPS Space*

STEVE JACKSON GAMES

Waiter, There's an Editor in my Magazine

That's right. Steve has turned over the controls for issue #29 to me, Jeff Koke.

Well, first off I should say that, yes, we know this issue is late . . . okay, *really* late. It has to do with a lot of things, actually. Steve has been writing all the time lately. First it was *Ogre Miniatures*, now *Hot Lead*. To compound that, he's also been out of the office (and out of the *country!*) for weeks at a time. Obviously, Steve hasn't had time to do the editing and writing needed for this magazine. So he decided to pass the editing of the magazine to me for this issue. But just then, I got caught up in one crisis after another. Ah, well. So it goes.

GenCon Report

GenCon 1992 was our best con in years. It was my first gaming convention, and frankly, I was impressed. It's nice to see so many people interested in the type of products we produce, and specifically *our* products. It was also a pleasure to finally meet the people that I produce for and the writers, artists and playtesters that I work with.

We managed to get some copies of *Ogre Miniatures* to the con in time to sell some . . . and sell some we did – over 150 copies! Ral Partha also did a brisk business with their complementary line of lead figures.

Other hot sellers were *GURPS Cyberpunk Adventures*, *GURPS Illuminati*, and *GURPS Middle Ages 1*.



New Faces

Things have changed a little here at the office since our last issue. We have a new sales manager, Dana Blankenship (that's Loyd's sister), who comes into the position from Convention Liaison and Playtest Coordinator. She'll still be handling the convention duties, but playtesting has been passed on to our new office assistant, Lauren Hall.

We also acquired a new Print Buyer, Derek Percy, who has been doing an excellent job, and a new Production Artist, Laura Eisenhour (you can see some of her illustrations in *GURPS Bunnies & Burrows* and *GURPS Espionage*).

All in all, the year is winding down to be a good one. We've had lots of new, exciting products come out, and there are more to come. See *New For GURPS* for some more information.

– Jeff Koke

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