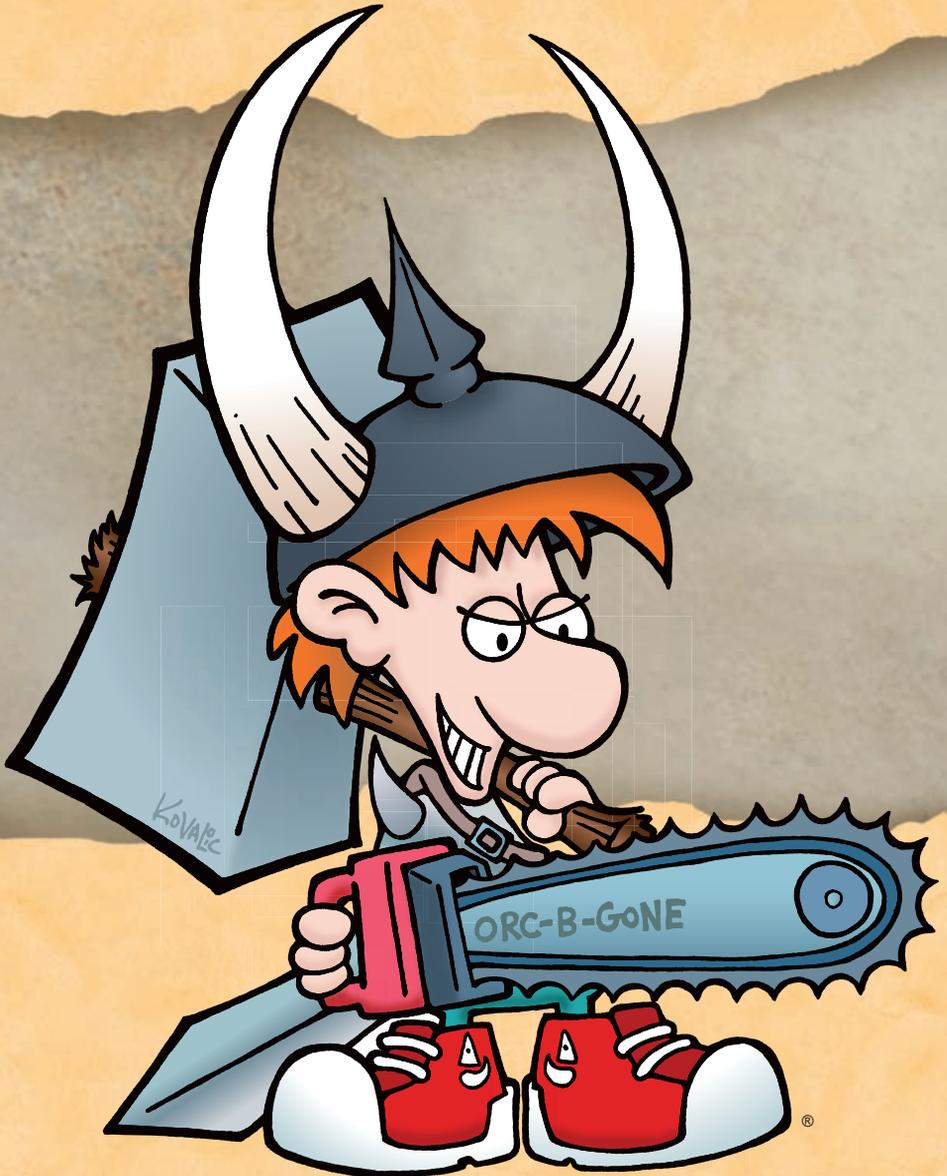


# 2014



**STEVE JACKSON GAMES**



Get in-game bonuses  
with your iPhone  
or Android!

The *Munchkin Level  
Counter* is \$4.99 and  
is available in the  
iPhone App Store  
and the Android Marketplace!

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

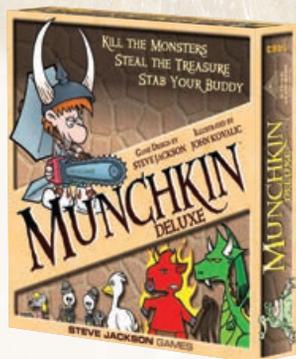
TM

# MUNCHKIN®

Go down in the dungeon. Kill everything you meet.  
Backstab your friends and steal their stuff.  
Grab the treasure and run. Admit it. You love it.

*Munchkin* is the mega-hit card game about dungeon adventure . . . with none of that stupid roleplaying stuff. You and your friends compete to kill monsters and grab magic items. And what magic items! Don the **Horny Helmet** and the **Boots of Butt-Kicking**. Wield the **Staff of Napalm** . . . or maybe the **Chainsaw of Bloody Dismemberment**. Start by slaughtering the **Potted Plant** and the **Drooling Slime**, and work your way up to the **Plutonium Dragon** . . .

Fast-playing and silly, *Munchkin* can reduce any roleplaying group to hysteria. And, while they're laughing, you can steal their stuff. **Ages 10 and up. 3-6 players. \$24.95.**



Also available in Deluxe Edition with a board and six pawns! \$29.95

## EXPAND YOUR MUNCHKIN® COLLECTION!

*Munchkin 2 – Unnatural Axe* \$19.95

*Munchkin 6 – Demented Dragons* \$10.95

*Munchkin 3 – Clerical Errors* \$19.95

*Munchkin 7 – Cheat With Both Hands* \$19.95

*Munchkin 4 – The Need for Steed* \$19.95

*Munchkin 8 – Half Horse, Will Travel* \$19.95

*Munchkin 5 – De-Ranged* \$19.95



See Wil Wheaton play *Munchkin* on the Geek & Sundry channel on [youtube.com/geekandsundry](http://youtube.com/geekandsundry)



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



# MUNCHKIN ZOMBIES



Kill the Living! Eat their Brains!  
*Braaiiinnns!*

It's the sickest, silliest *Munchkin* yet! You are zombies, kicking down doors and eating brains. The "monsters" you're attacking are people, some helpless and some hazardous, with a few rogue zombies thrown in. The armor is whatever you've blundered across during your lurching search for brains. So bravely you'll go forth, with mousetraps on your feet and a bowling trophy protecting your poor rotting head . . . to level up, or to die. Again.  
*Ages 10 and up. 3-6 players. \$24.95.*

## EXPANSIONS

- Zombies 2 – Armed and Dangerous \$19.95*
- Zombies 3 – Hideous Hideouts \$10.95*
- Zombies 4 – Spare Parts \$10.95*

LEARN TO PLAY  
MUNCHKIN® ONLINE!



Screenshot of demo

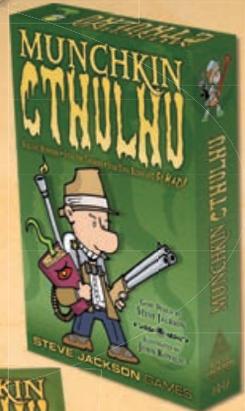


[worldofmunchkin.com/game/demo.html](http://worldofmunchkin.com/game/demo.html)

# MUNCHKIN CTHULHU

Munchkins, meet your greatest challenge yet . . . the evil minions of Cthulhu! Will you survive? Will you retain your sanity? Will you . . . *level up*?

In *Munchkin Cthulhu*, you can become a **Monster Whacker**, an **Investigator**, a **Professor**, or a **Cultist**. But once you're in the Cult, it's not easy to get out! You'll study the **Necrognomicon** and the **Innsmouth Yellow Pages** in order to defeat classic monsters from outside reality, like the **Froggoth**, the **Unpronounceable Evil**, the **Shallow Ones**, and the mind-destroying cuteness of **Chibithulhu**. And they all have Stuff you can take from their twitching bodies. Even if you go insane in the process. Insanity doesn't matter. WINNING matters!  
*Ages 10 and up. 3-6 players. \$24.95.*



## EXPANSIONS

*Cthulhu 2 - Call of Cowthulhu* \$10.95

*Cthulhu 3 - The Unspeakable Vault* \$10.95

*Cthulhu 4 - Crazy Caverns* \$10.95





# MUNCHKIN<sup>®</sup> APOCALYPSE

It's the end of the world!

In *Munchkin Apocalypse*, every possible natural (and unnatural) disaster has happened . . . or will happen during the game. You are a rugged survivor in a world full of people – and *things* – that want to kill you and take your stuff. So do it to them first!

This set introduces four new Classes and a new, yet eerily familiar, card type: Disasters! **Ages 10 and up.**  
**3-6 players. \$24.95.**



## EXPANSION

*Apocalypse 2 – Sheep Impact* \$19.95



ALARM YOUR FRIENDS WITH  
**MUNCHKIN<sup>®</sup> ACCESSORIES!**



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



# MUNCHKIN LEGENDS

Become a Munchkin of Myth!  
Prepare to fight the creatures of legend . . . and take their stuff!

In *Munchkin Legends*, you'll face mythical monsters and collect legendary treasures. Challenge the **Boogie Man** to a dance-off . . . and cheat by wearing **Achilles' Heels**. Hide from the spells of the **Wicked Witch of the Midwest** in your **Bermuda Shorts of Invulnerability**. And if you think you're up to it . . . release the **Kraken!** *Ages 10 and up.*  
3-6 players. \$24.95.



## EXPANSIONS

*Legends 2 - Faun and Games* \$10.95  
*Legends 3 - Myth Prints* \$10.95



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Find these  
and more at:



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



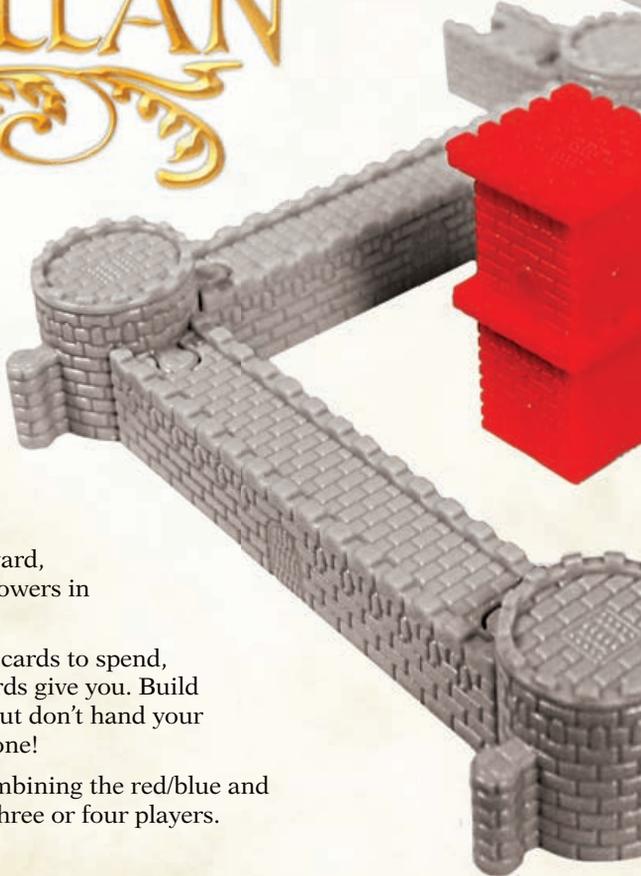
# CASTELLAN™

The King commands two builders to raise a great castle . . . but only one will rule it!

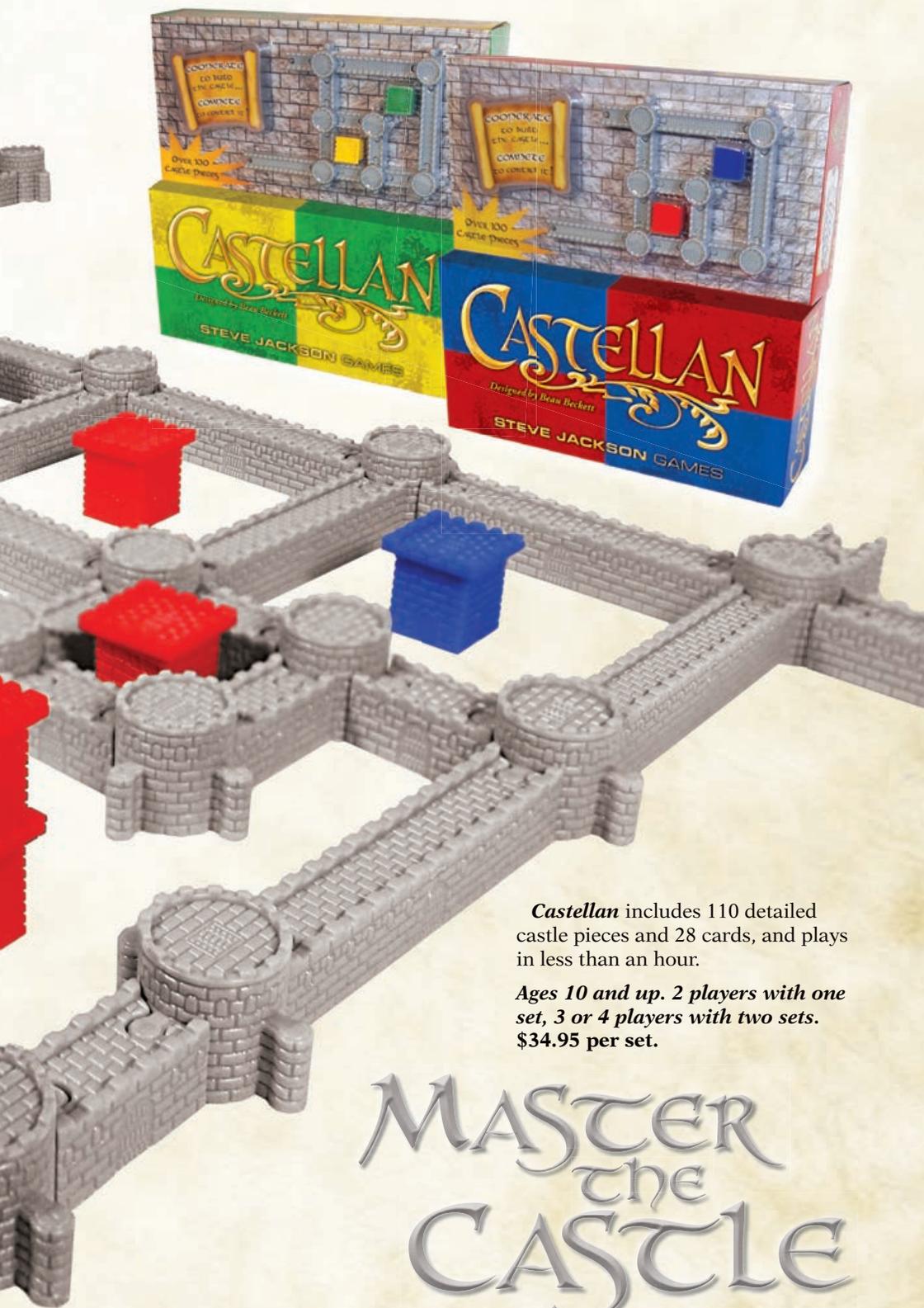
With every play, the castle grows. Wall and tower pieces link to form courtyards. When you finish a courtyard, you claim it with a Keep. The more towers in your courtyard, the more it scores.

Each turn, you'll decide how many cards to spend, and where to put the pieces those cards give you. Build the greatest courtyards you can . . . but don't hand your opponent a chance to build a better one!

This is a two-player game, but by combining the red/blue and green/yellow sets you can play with three or four players.



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



*Castellán* includes 110 detailed castle pieces and 28 cards, and plays in less than an hour.

*Ages 10 and up. 2 players with one set, 3 or 4 players with two sets.*

**\$34.95 per set.**

# MASTER The CASTLE

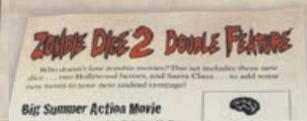
# ZOMBIE DICE™

You are a zombie. You want braaaains.  
More brains than any of your zombie buddies.

**Zombie Dice** is fun for any zombie fan (or the whole zombie family). The 13 custom dice are your victims. Push your luck to eat their brains, but stop before the shotgun blasts end your turn!  
**Ages 13 and up. 2 or more players. \$13.13.**



## ZOMBIE DICE 2 DOUBLE FEATURE™



Three new dice give you three new ways to play. For the **Big Summer Action Movie**, you've got the two Heroes: the Hunk and the Hottie. He's got a Double-Shotgun icon, but if you eat his brain, you score double. The Hottie has two Shotguns and three Feet icons, making her fast AND dangerous. For **Santa Claus Meets the Zombies**, you guessed it: Santa Claus has three special gift icons – a Helmet, an Energy Drink, and a Double Brain!

Finally, in **The Direct-to-Video Sequel**: Use all three new dice and watch Santa *rescue* the Heroes! *This is not a stand-alone game. This is an expansion for Zombie Dice.*  
**Ages 13 and up. 2 or more players. \$7.95.**

The living call it the School Bus.  
The zombies call it a lunch wagon.

Add the School Bus die to your **Zombie Dice** game for all sorts of craziness! The School Bus is full of tasty brains, but those kids are packing shotguns, too. You might find yourself chowing down on a brain buffet, chasing runners off the bus, getting run over, or getting double-shotgunned! *This is not a stand-alone game. This is an expansion for Zombie Dice.* **Ages 13 and up. 2 or more players. \$8.95.**

## ZOMBIE DICE 3 SCHOOL BUS™



# Eat brains!



# Don't get shotgunned!



Play *Zombie Dice* on your  
iPhone, iPod touch, iPad, or  
Windows 7 Phone . . . free!

Visit [apps.sjgames.com/zombiedice](http://apps.sjgames.com/zombiedice) for links.



Upgrade your game with the *Zombie Dice Brain Case* . . . a stylish, noisy dice cup with a screw-on lid ringed with 13 braaaaaaaiiins. Brrraaiiiiiinnnnsssss!!!

Includes one *Zombie Dice Score Pad* for easy brain counting. *This is not a stand-alone game. This is an accessory for Zombie Dice. Ages 13 and up. 2 or more players. \$9.95.*

Learn to play  
*Zombie Dice* at  
[sjgames.com/dice/  
zombiedice/demo.html](http://sjgames.com/dice/zombiedice/demo.html)



Screenshot of demo



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

Serving Cthulhu is fun . . . except for all those other cultists out to get you. So get them first!

*Cthulhu Dice* lets you drive your rivals mad . . . very, very quickly. Destroy your opponents' sanity! Better yet, **steal** it. But watch out for Cthulhu – when he comes up, he takes sanity from everyone! Includes 18 glass Sanity marbles. Lose all your marbles and you're mad. The last sane cultist wins . . . unless everyone goes mad together. Then Cthulhu wins!  
*Ages 13 and up. 2-4 players. \$5.95.*



Night falls, and the bloodsucking Chupacabra stalks its prey. Its red eyes mean doom . . .

Divide up the 24 glow-in-the-dark dice. When you roll a Chupacabra, you can take dice from your opponents – but they can do the same to you. Claim all the dice, and be the only one to survive the night!  
*Ages 13 and up. 2-4 players. \$19.95.*





## Get that buck!

*Trophy Buck* is a fast-moving game about deer hunting. The 12 custom dice represent deer. Push your luck to bag the most points, but stop rolling before too many “startles” end your turn! Will you bring home a trophy, or will you just be looking at tracks? **Ages 13 and up. 2-4 players. \$9.95.**



## How many dinosaurs can you catch?

In this quick game for parents and kids, you're capturing dinosaurs for your zoo.

Roll the dinosaur picture, and you caught him! If you get a leaf, the dino is hiding, and you can try again. If you get a footprint . . . you're STOMPED!

Push your luck to catch as many as you can, but stop rolling before you're stomped three times, or you'll lose them all. **Ages 13 and up. 2-4 players. \$9.95.**



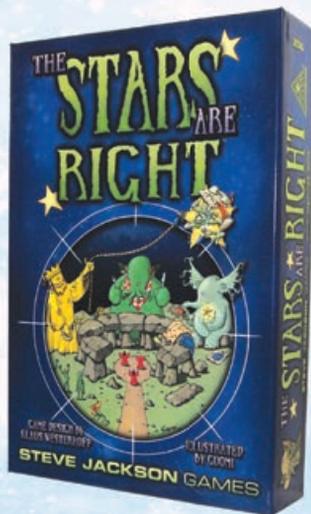
[sjgames.com/dice](http://sjgames.com/dice)

# THE STARS ARE RIGHT™

Summon the Great Old Ones, who will shower you with power beyond your dreams. Or perhaps they'll eat you. Or both.

In *The Stars Are Right*, you take the role of a cultist, summoning Lovecraftian horrors from beyond time and space.

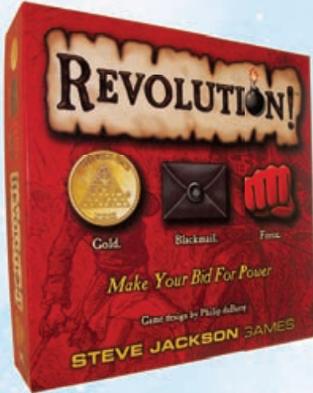
You'll start small, bringing ghosts and ghouls back to our reality. Invoke minor creatures to flip over a tile or push a row, creating the correct patterns to summon more and more powerful ones. Eventually, you'll build a horde of Servitors who can chain flips, pushes, and swaps together, rearranging the entire grid to your whims. Change the skies, summon a Great Old One, and win!



This is the licensed English-language edition of *Die Sterne Stehen Richtig*, published by Pegasus Spiele. Ages 13 and up. 2-4 players. \$27.95.

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

# REVOLUTION!

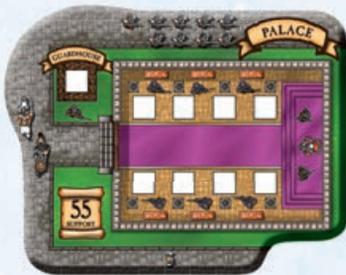


Blackmail the printer.  
Threaten the innkeeper.  
Bribe the priest. It's time  
for *Revolution!*

Secretly bid against your opponents to gain support, win territory . . . and collect more Gold, Blackmail, and Force for the next round of bidding! Will you try to control the tavern or the fortress? The harbor or the plantation? Knowing where to push for support – and where to back away and let your opponents fight – is the key to victory. It's a game of bluff, counter-bluff, and surprise.  
*Ages 13 and up. 3-4 players. \$39.95.*



## THE PALACE

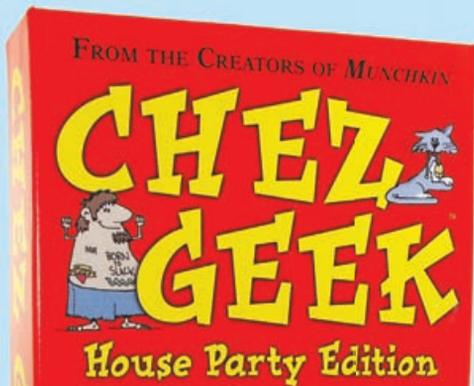


Welcome to *The Palace!*

In *Revolution!*, three or four players matched wits. Now, with *The Palace*, up to six can join the bribing, blackmailing, and backstabbing!

The Palace is a new location which fits on the *Revolution!* board. It's worth 55 Support at the end of the game, and has a special space: the Guardhouse. The player who controls the Guardhouse is immune to the Spy and the Apothecary! *This is not a stand-alone game. This is an expansion for Revolution!*  
*Ages 13 and up. 4-6 players. \$24.99.*

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



# CHEZ GEEK



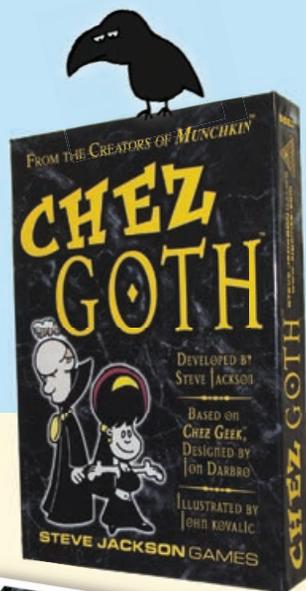
Beer. Nookie. Roommates.  
It's another Friday night at *Chez Geek*.

Set up house with your friends – for as long as you can stand them. Get a job – they're all bad. Spend money and your precious spare time to accumulate Slack points. Drink cheap booze, hang out at the cafe, and play with the cats. Do unto your roomies before they do unto you. What other game gives you points for *sleeping*?

Just remember, when your roommate and his S.O. keep you up all night: You can't throw them out. They live here. **Ages 13 and up. 2-5 players. \$34.95.**

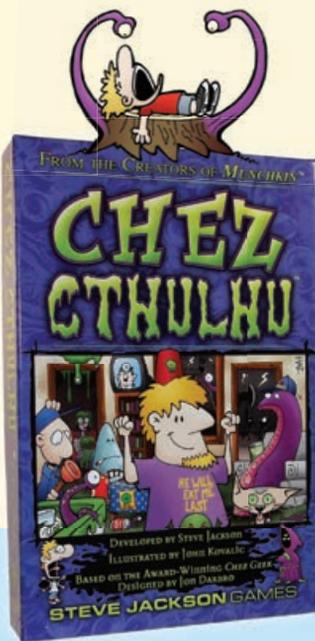
## Angst. Nookie. Roommates. Now you're at *Chez Goth*.

Work at your dreary job. Spend your hard-earned money and precious time to accumulate Slack points . . . or collect Gloom when life turns against you. As it will! You can earn Slack for buying Clothes, Shinies, and Booze . . . or you can just Cough, Complain, or even Faint Dramatically, especially if you have an audience. And if you get very lucky, there might be some Graveyard Nookie in your future. **Ages 13 and up. 2-5 players. \$19.95.**



Prepare for an encounter with the most sanity-blasting entities in all the dimensions . . . your roommates.

*Chez Cthulhu* brings the horror of Lovecraft's Mythos right into your apartment . . . as if the leftovers from the Pizza with Absolutely Everything weren't bad enough. Work your job – will you be a Morgue Janitor, a Sanitarium Guard, or a Gravedigger? Buy things to give you Slack, like a comforting Straitjacket . . . or some Friendly Tentacles to make your day a little brighter. Invite people over to your room . . . and sacrifice them! And Nookie . . . don't forget the Nookie. Preferably without the Ectoplasmic Slime. **Ages 13 and up. 2-5 players. \$19.99.**



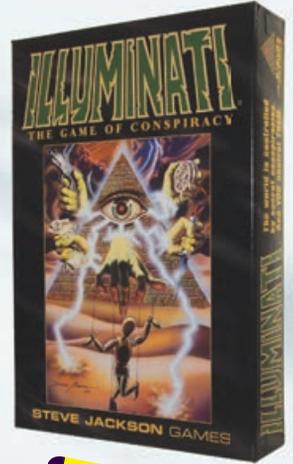
[sjgames.com/chezgeek](http://sjgames.com/chezgeek)

# ILLUMINATI

They're all around us.

Secret conspiracies are everywhere, and where can you find the only truth? Certainly not in the game of *Illuminati*. Fnord.

The object of *Illuminati* is to take control of the world. The phone company is controlled by creatures from outer space. The **Congressional Wives** have taken over the **Pentagon**. And the **Boy Sprouts** are cashing in their secret **Swiss Bank Account** to smash the **IRS!**



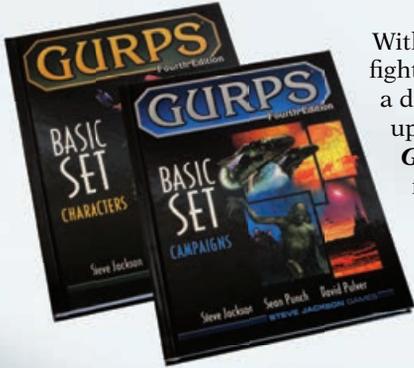
When you've mastered the art of taking over the world . . . take it to the next level with these supplements to *Illuminati*.



Two to six players compete to take control of groups ranging from the **FBI** and **CIA** to the **Dentists**, increasing their wealth and power for further takeovers, until one rules supreme. Every player has different victory conditions! No ploy is too devious, no stratagem too low, as you scheme your way to victory. *Ages 13 and up. 2-6 players. \$34.95.*

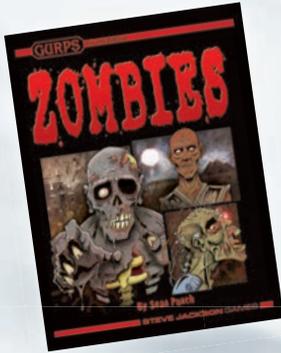
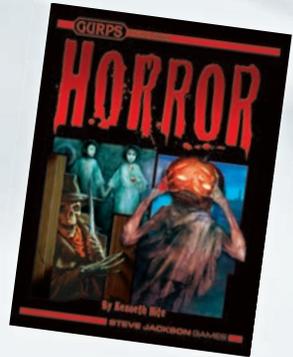
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# GURPS<sup>®</sup>



With **GURPS**, you can be anyone you want – an elf hero fighting for the forces of good, a shadowy femme fatale on a deep-cover mission, a futuristic swashbuckler carving up foes with a force sword . . . or literally anything else! **GURPS** has been the premiere universal roleplaying game for almost two decades. The new Fourth Edition makes it even better! **GURPS Basic Set Characters** \$49.95  
**GURPS Basic Set Campaigns** \$34.95

**GURPS Horror**, Fourth Edition, is the latest incarnation of one of the most popular **GURPS** supplements ever . . . and now it's been given a new lease on unnatural life by horror master Kenneth Hite. Its time-tested advice on running scary campaigns has been expanded to include current trends and tropes, showing you how to run everything from old-fashioned Gothic and supernatural horror to the latest J-horror, survival horror, and torture horror. The famous bibliography of unspeakable tomes and frightening films has grown to match. **GURPS Horror** \$29.95



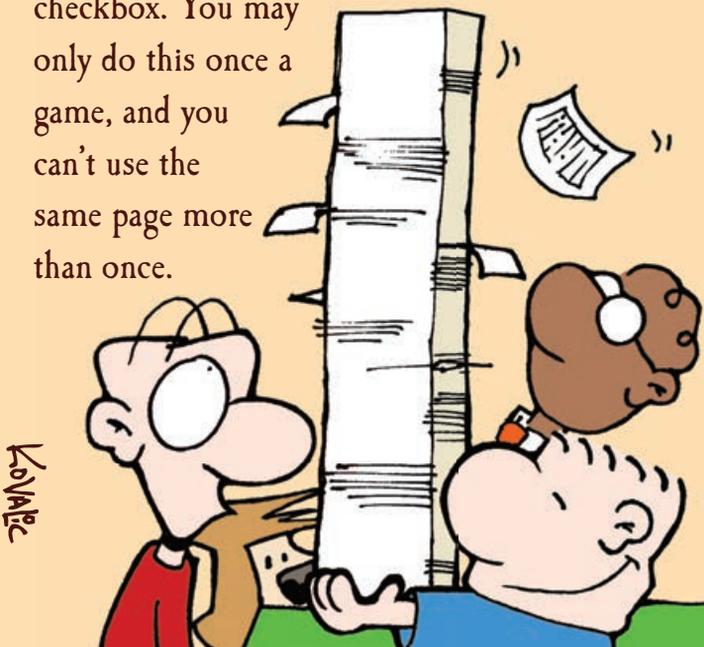
So . . . you think you know zombies. Are you sure? You want to be *certain* about something like chopping off an arm after a crazy person gets bitey, and it would be *most* unfortunate if you were looking out for the walking dead when a little kid with a fever lunged for your brains. If only there were a guide to all this stuff!  
**GURPS Zombies** \$49.95



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

# REVEAL HIDDEN LORE

Show the other players your favorite page in this catalog, initial that page, and mark off a checkbox. You may only do this once a game, and you can't use the same page more than once.



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