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COVER ART  
*Bob Stevlic*

INTERIOR ART  
*Greg Hyland  
Dan Smith  
JupiterImages  
ESA and NASA  
NASA*

## IN THIS ISSUE

The end of the world may be soon, so we've packed this issue of *Pyramid* with articles to help you survive the apocalypse.

Peter Dell'Orto and Sean Punch explain how *Deathball* has become the new national sport. Watch teams use **GURPS Martial Arts** to vie for precious fuel or other rewards!

In one of the Infinite Worlds, Paul Drye presents an extra-tough challenge: people trying to survive the end times cut off from Earth, in *Infinite Crossroads: Survivor's Moon*.

Need a place to refuel or repair your vehicle? Head over to *Zippemart*! Matt Riggsby is your guide on this repurposed gas station. Visitors can trade skills, knowledge, or goods, provided they leave the attitude outside. Usable in most settings, with **GURPS** stats for the major players.

*Signs of the Times* presents newspaper clippings suitable for many ends of the world. For those who haven't decided on the nature of their apocalyptic campaigns, *Name That Apocalypse* has plenty of good questions. GMs who want to dive into a ready-made world can use *The Day the World Broke* with **GURPS** (but it's generic enough that conversion is easy).

The *Omniscient Eye* sees all and tells you about it with two installments this issue. *Does My Nuclear Arsenal Have an Expiration Date?* deals with the shelf life of the ultimate weapons of mass destruction, while *Are Humans a Renewable Resource?* looks at the math behind replenishing our numbers.

*Humor* looks at Ragnarök's funny side, and *Recommended Reading* reviews some suggested doomsday games.

Todd Breitenstein, creator of **Zombies!!!**, winds up with issue with his thoughts on the end times.

### 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

*Green:* Recommended Reading

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