

PYRAMID



Issue 3/11 September '09

CINEMATIC LOCATIONS



GOING PLACES!

by Matt Riggsby

THE SHADY REST ROADHOUSE
by Loren K. Wiseman

THE IMMENSITY
by J. Edward Tremlett

THE TEMPLE OF SOBEK, THE CROCODILE GOD
by S.E. Mortimer

STEVE JACKSON GAMES

Stock #37-2611

CONTENTS

FROM THE EDITOR 3

GOING PLACES! 4
by Matt Riggsby

THE SHADY REST ROADHOUSE..... 10
by Loren K. Wiseman

THE OFFICE BUILDING..... 17

THE TEMPLE OF SOBEK,
THE CROCODILE GOD 21
by S.E. Mortimer

THE IMMENSITY 26
by J. Edward Tremlett

ALTERNATE LOCATIONS 32
by Steven Marsh

RANDOM THOUGHT TABLE:
LOCATIONS ARE PEOPLE, TOO..... 34
by Steven Marsh, *Pyramid* Editor

ODDS AND ENDS 36
featuring *Murphy's Rules*

RECOMMENDED READING: THERE AND
BACK AGAIN AND BLOWING IT UP.... 37
by Matthew Pook

APPENDIX Z: HALL OF MIRRORS 39

ABOUT *GURPS*..... 40



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

COVER ART

Bob Stevlic

INTERIOR ART

Greg Hyland

JupiterImages

Larry MacDougall

MAPS

Steven Marsh

S.E. Mortimer

Matt Riggsby

Loren K. Wiseman

IN THIS ISSUE

When it comes to cinematic locations, this issue of *Pyramid* has enough ideas to pack a passport full of adventure!

Matt Riggsby (author of *GURPS Hot Spots: Renaissance Florence* and *GURPS Locations: The Tower of Octavius*) offers two “locations” – complete with full-color maps – that can serve as their own focus or as a means of getting to *other* adventures. By air or by sea, you can’t go wrong when you’re *Going Places!*

Loren Wiseman (*GURPS Traveller*) takes the gaming classic of the “adventurous tavern” and turns it on its ear; now *it’s* the interesting place to visit! Based on a real-world recent-past locale, *The Shady Rest Roadhouse* is sure to be a memorable night out.

Since Egypt is always the source of great cinematic action, S.E. Mortimer takes you on location to *The Temple of Sobek, the Crocodile God*. Whether tracking down ancient secrets or modern-day supplicants worshipping an ancient god, the Temple can serve as an action-packed source of hieroglyphic pyrotechnics.

J. Edward Tremlett offers an “exotic but dangerous” secret base in *The Immensity*. What will adventurers do in exchange for the impossible power this place offers – and what shocking secrets does it conceal?

Alternate Locations provides over a dozen easy ways to transform a mundane location into a memorable one. Pick an option or roll randomly!

Need a headquarters to call home, company offices to steal secrets from, or a building to set a hostage situation in? Then try this issue’s insert, *The Office Building*, which offers maps that you can print out and use to quickly create your very own modern multi-story structure.

Pyramid Editor Steven Marsh makes the case that *Locations Are People, Too*, in this month’s *Random Thought Table*. Reviewer extraordinaire Matthew Pook suggests some ideal location-centered games in *Recommended Reading*. And, of course, you can locate your monthly dose of humor with *Murphy’s Rules*, plus some “odds and ends” that round out the magazine.

Editor-in-Chief ■ STEVE JACKSON
Chief Operating Officer ■ PHILIP REED
Art Director ■ WILL SCHOONOVER
e23 Manager ■ STEVEN MARSH

Editorial Assistance ■ JASON “PK” LEVINE
Production Artist ■ NIKOLA VRTIS
Prepress Checker ■ WILL SCHOONOVER

Page Design ■ PHIL REED and JUSTIN DE WITT
Marketing Director ■ PAUL CHAPMAN
Director of Sales ■ ROSS JEPSON