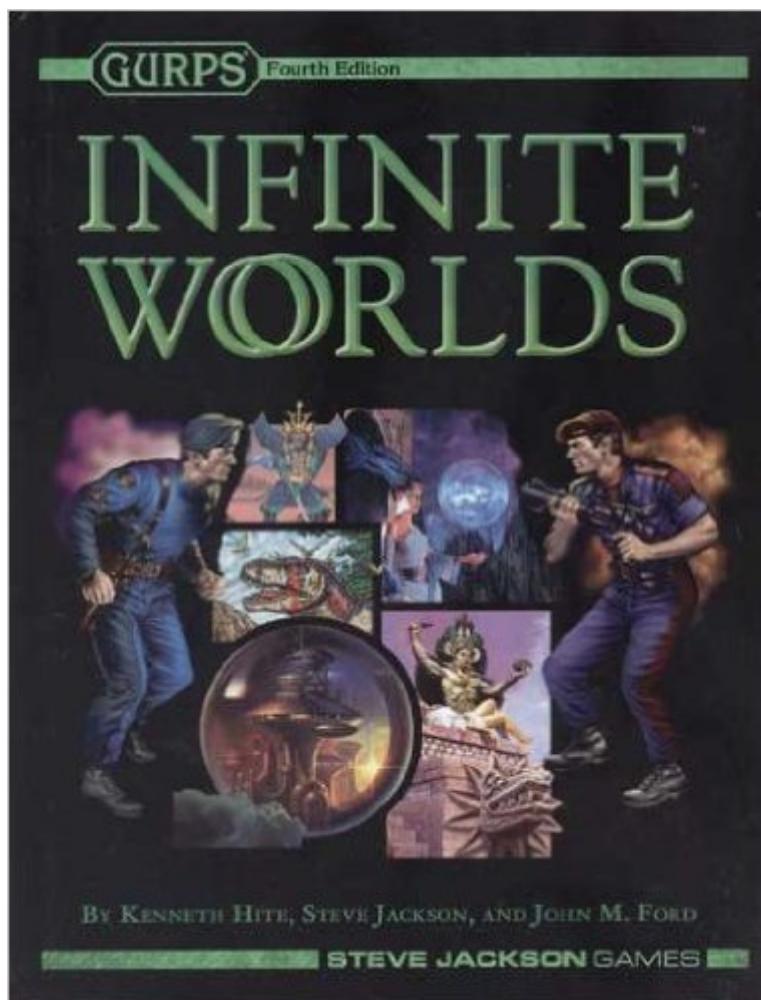


The book was found

GURPS Infinite Worlds (GURPS 4th Edition Roleplaying)



Synopsis

Front and back cover show moderate signs of wear. Pages are clean and unmarked. There is an unclear signature inside the front cover, but I am fairly sure that it is arbitrary (i.e. not Steve Jackson's).

Book Information

Hardcover: 240 pages

Publisher: Steve Jackson Games; 4 edition (January 1, 2005)

Language: English

ISBN-10: 1556347340

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Product Dimensions: 8.6 x 0.6 x 11.1 inches

Shipping Weight: 1.9 pounds

Average Customer Review: 4.7 out of 5 starsÂ See all reviewsÂ (7 customer reviews)

Best Sellers Rank: #1,454,960 in Books (See Top 100 in Books) #104 inÂ Books > Science Fiction & Fantasy > Gaming > GURPS

Customer Reviews

But the scale only goes up to 5 stars! I bought this book because it is advertised as the new "official" setting for GURPS fourth edition. The first thing I need to do is dispel that myth. This book contains that information but it contains so much more that you have troubles believing that the authors managed to cram so much information between the two covers without it exploding. This isn't really a "background" book that describes a single well thought out campaign, it is more of a "background generator" book that provides the basis of literally thousands of possible campaigns. The scope of this book is so gigantic that I have troubles believing that the authors managed to finish this project anywhere near on time. Want cross-time adventuring? It's in there. Want alternate histories? Boy is it EVER in there! Want Time Travel adventures? Yep, it's there too. Don't want to have to worry about blowing up the space-time continuum? There's suggestions on how to suspend disbelief without damaging gameplay. Say you want to create your own alternate history but don't want to deal with all the icky stuff of guns vs. swords. There's a very detailed chapter that assists you in filling out your vision before your players go mucking around and spoil things by emphasizing the one thing you didn't think of. My head was spinning by the time I was 90% of the way through the book. There was too much to grasp. The scale of the author's efforts had caused my brain to go into meltdown and I couldn't figure out whether I wanted to: 1) Run screaming from the room (did I mention that there's

lots of Cthulu-oriented stuff in here as well?

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