

# PYRAMID

Number 11 January/February '95

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COMES!

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PLUS:  
GURPS TEKUMEL  
AND MORE!





# PYRAMID™

Issue Number 11

Jan./Feb. 1995

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*About the cover:*

Who knows what we're putting on the cover this issue. We sure don't. We're tired. So tired. We want to sleep. Please let us sleep.

"I accidentally wiped out half-a-dozen Imperial Assault Gunboats before I realized that they weren't Rebel Shuttles. Ooops." — Page 72

“If Sara takes a group from Bill early in the game, remind Bill of it every chance you get, including in subsequent games. If two players appear to have a deal going, sow seeds of discord — take Bill aside, offer him any kind of stupid deal (or simply talk about where to go for dinner later), and then later tell Sara about how Bill asked for your help in betraying her. Always, *always* point out an advantageous attack another player has on somebody else, even to the point of helping them out.” — Page 40



*The second red wax stamp to appear on a Pyramid Table of Contents page in recent months, this is the logo for the Adepts of Hermes, one of the new conspiracies introduced in Illuminati: New World Order. See the article, which starts on page 40, for more cool stuff.*

“Playing in Tékumel is like living in a place with the politics and intrigue of the Roman Empire, the religions of ancient India and pre-Columbian Mesoamerica, the magic of the Arabian Nights, the monsters of the Cthulhu mythos, plus the technology of a good space opera thrown in just to keep things interesting.” — Page 16

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