

PYRAMID

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TRANSHUMAN SPACE™

TRANSHUMAN ACTION!

by **Phil Masters**

DARK PLACES OF THE EARTH
by **J. Edward Tremlett**

42 FEDOROV ROAD
by **David Pulver**

BIG MEDIA MEMETICS
by **Grant Davis**

INHUMAN SPACE
by **William H. Stoddard**

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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

COVER ART

Christopher Shy

INTERIOR ART

Greg Hyland
Steven Marsh

IN THIS ISSUE

What better way to start the dawn of a new year than the dawn of a new era? Strap on your spacesuits – or simply upload yourself across the solar system to a receiving station – and get ready to take a tourist stop in *Transhuman Space*.

Our first unbelievable futuristic fusion comes courtesy of Phil Masters, *Transhuman Space* line editor. He's figured out how to add **GURPS Action** DNA to the year 2100 experience in *Transhuman Action!* These new lenses, rules, and tips for adding cinematic fun to the near-tomorrow setting may be just what you need!

Once you're done adding exclamation points to your slinks, *Transhuman Space* architect David Pulver offers a glimpse at how a group of "normal" Fifth Wave citizens live their lives, particularly at *42 Fedorov Road*. This apartment building (complete with maps) even has two vacant rooms just waiting for tired adventurers to make themselves at home!

Long-time *Pyramid* contributor J. Edward Tremlett welcomes nervous tourists to visit the latest advances in human depravity, with five sinister locations in *Dark Places of the Earth*. It's time to put those new-found *Transhuman Action* rules to use!

Within the pages of *Inhuman Space*, **GURPS** author William Stoddard explores the horrific implications of the *Transhuman Space* setting further. Never before have ancient ideas of cosmic horror felt so *new*.

New ideas come in new ways, with *Big Media Memetics*. These optional rules give more possibilities and control for those exploring tomorrow's most subtle science. Drink *Big Media Memetics* Cola! It's new!

For campaigns featuring extensive interactions between the red and blue planets, the *Earth-Mars Calendar* may be just the thing you need to keep track of time between these neighbors. Good through January 2102!

Steven Marsh, *Pyramid* editor, explores a new way of looking at the *Transhuman Space* setting in his *Random Thought Table*. What do you get for the setting that has everything?

Finally, *Odds & Ends* includes a couple of adventure ideas we miniaturized to cram in here, and – of course – the ever-popular *Murphy's Rules*, featuring the art of Greg Hyland.

Your passport to the future isn't nanoscrawled on a scroll of DNA or laser-carved on an asteroid; it's right in front of you, waiting to be read. Welcome to 2100!

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