

# FUZION

## **Infinite Power. Infinite Possibilities. Infinite Adventures.**

FUZION™ - The Design-Your-Own Tool Box. Want to create a campaign based on Alien Pod People? Reality TV shows? Your favorite book or movie? Got a crazy idea for a campaign in your head? Throw together a campaign without complex rules, quickly and easily, but with a selection of different specialty systems to choose from. Quick, easy, flexible.

THE FUZION™ COMMUNITY is a number of companies producing really diverse role-playing products using the FUZION™ GAME SYSTEM's toolkit with their own hammers and screwdrivers thrown in. Build your own game using the basic FUZION™ products, play creative games from other members of the community based on the FUZION™ system or take a few from Column A and a few from Column B. Look over the games profiled here and think how many ways YOU could combine them!

**NOW AVAILABLE FOR FUZION™!**

### **Core Fuzion™**

This book covers the basic system you need to get a campaign going. Cheap and small enough for all your players to buy a copy and read in an evening. At \$8.00 it even leaves change for purchase of mass-produced snack foods.

CORE FUZION

R. Talsorian Games, RT10010, ISBN 1-891933-09-4 ,56 pages, \$8.00

### **Next Up: The Fuzion™ Catalog**

But one of my time travelers wants to be a Mongol! One of my players wants to carry a butterfly knife?! How much damage can an emu take?!? All valid questions and all readily answerable quickly and easily with the FUZION™ CATALOG. Persons, places and things off the beaten track that may wander into your game (or that can be invited!) This is the dependable socket set in your FUZION™ toolkit

THE FUZION CATALOG

R. Talsorian Games, RT10020, Coming Soon!



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## **Dragonball Z™**

Based on one of the hottest anime properties showing in the U.S., The *DragonBall Z™* Adventure Game is FUZION powered. How else could be do a game with characters that can blow up the universe with one twitch of the finger? Saga summaries, character profiles and game mechanics for every new level of infinite space bad guys the Z Fighters come across, as well as Super Saiyan rules and Android player rules for those powers players who can never get enough!

*DragonBall Z™* and its supplements are available now from R.Talsorian Games, <http://www.talsorian.com>

### THE DRAGONBALL Z ADVENTURE GAME

R.Talsorian Games, AM9001, ISBN 1-891933-00-0, 144 pages, \$17.95

#### Book #2: THE FRIEZA SAGA

R. Talsorian Games, AM9011, ISBN 1-891933-04-3, 104 pages, \$17.95

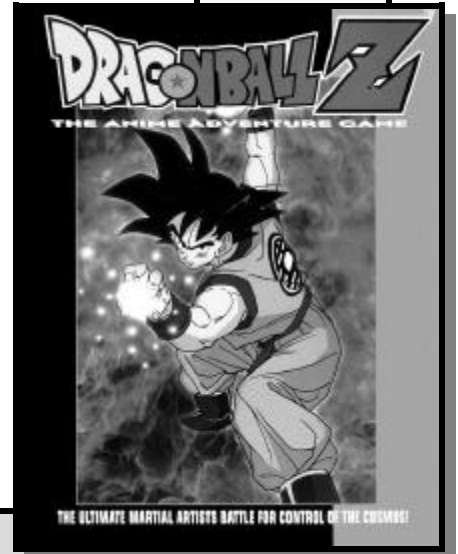
#### Book #3: THE ANDROIDS SAGA

R. Talsorian Games, AM9021, ISBN 1-891933-06-X, 96 pages, \$17.95

#### Book #4: THE CELL SAGAS

R. Talsorian Games, AM9031, Coming Soon!

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## **Victoriana™**

Dwarves, Gnomes, and a whole host of creatures from myth and fantasy walk side by side with humanity in Victorian London amidst skies populated by steam-powered airships and leathery-winged Wyverns in *Victoriana™*. Characters fight for social justice and freedom from the wealthy aristocrats, fuelled by the the knowledge that the world they live in is corrupt and wrong.

Complete Victorian fantasy game world, complete game rules utilizing the popular and proven FUZION system. This Core Rulebook contains everything needed to begin play - from character generation, combat, and sorcery to monsters, villains, and demons.

*Victoriana™* is available now from Heresy Games, <http://www.heresy-gaming.co.uk>.

VICTORIANA  
Heresy Games, VIC1001, ISBN 1-904649-00-9, 304 pages, \$29.99

THE DRAGON IN THE SMOKE  
Heresy Games, VIC1002, 48 pages, Coming Soon!  
THE SMOKE: A GUIDE TO LONDON, 1867

Heresy Games, VIC1003, 144 pages, Coming Soon!  
FALKNER'S MILLINERY AND MISCELLANERY  
Heresy Games, VIC1004, 96 pages, Coming Soon!

**NOW AVAILABLE FOR FUZION™!**

## **Lightspeed™**

*Lightspeed™* is set in the Galaxy of the 27th Century, a time known as the Interstellar Era. The Interstellar Era is a time of exploration and adventure where brave AstroPol Rangers are the only thing standing between law-abiding colonists and an unforgiving Galaxy. So strap on your blaster pistol, rev up your ion engines and blast off to adventure at the speed of light with *Lightspeed™* by Christian Conkle, available now as a PDF download from <http://www.lightspeed-rpg.com>.

### LIGHTSPEED

by Christian Conkle, LI-101, 216 pages, \$10.00

### INSTANT LIGHTSPEED

by Christian Conkle, LI-001, 36 pages, FREE!

### LIGHTSPEED: PSI-RANGERS

by Christian Conkle, LI-102, 42 pages, FREE!

### LIGHTSPEED: PLANETS OF THE INTERSTELLAR ERA

by Colin Dunn, LI-103, 60 pages, \$5.00

### LIGHTSPEED: OLD EARTH EMPIRES

by Christian Conkle, LI-104, Coming Soon!

### LIGHTSPEED: CARGO MANIFEST

by Various, LI-105, Coming Soon!



**COMING SOON FOR FUZION™!**

## **Artesia: Adventures in the Known World™**

*Artesia: Adventures in the Known World™*, a 192-page rule and source book based on the swords-and-sorcery fantasy comic book series written and illustrated by Mark Smylie and published by Archaia Studios Press, is currently under development with a projected release date of summer 2004. More information about Artesia can be found online at either [www.artesiaonline.com](http://www.artesiaonline.com) or [www.archaiasp.com](http://www.archaiasp.com). *Artesia™* (Archaia Studios Press, Artesia, June 2003, \$24.95, ISBN: 1-932386-00-9, 192 pages) and *Artesia Afield™* (Archaia Studios Press, Artesia Afield, July 2003, \$24.95, ISBN: 1-932386-02-5, 192 pages) are available at finer bookstores and comic book shops everywhere.

ARTESIA: ADVENTURES IN THE KNOWN WORLD™  
Archaia Studios Press, 192 pages, Coming Soon!



**COMING SOON FOR FUZION™!**

## **Guardian Universe™**

Step into world much like our own, with one exception there are people with uncanny abilities. Things are under control, aren't they? Superpowers, Battle-suits, Martial Arts, Psychic Powers, and more await you in the *Guardian Universe™* coming soon from Dilly Green Bean Games.



## **Bad Muthas: Tales from the Funk™**

Stick it to the Man and stand up for your Brother. There's some jive things going down behind the scenes. It's enough to make a bad ass brother run for cover. Something out there ancient and evil wants to rule the world in 1976. You're the only one that can stop it. You're a hard fighting, smooth loving cat from the street and nobody understands you but your woman. That's right, you're one Bad Mutha.

Welcome to the Seventies, the height of the Secret War. Enter a world of pimp playas and foxy mamas, private eyes and bionic spies, superheroes and secret cabals. *Bad Muthas: Tales from the Funk™*, the Fuzion-powered role playing game inspired by the action movies, TV shows and Blaxploitation films of the 1970's, coming soon from Chapter 13.

## **And More to Come!**

And that's just the tip of the iceberg! Other Fuzion-powered projects just over the horizon are currently under development. The Fuzion™ rules are perfect for the Role-Player looking for something new and easy to learn, all for a fraction of the price of its competitors. Its openness, flexibility, popularity, and support also make it ideal for the Gamemaster looking for a role-playing game rules system for their favorite setting or world.

For more information on Fuzion and the Fuzion Community, visit the Fuzion Alliance at <http://www.fuzionalliance.org> and the Ultimate Fuzion Web Guide at <http://www.tufw.net>.