

LAST UNICORN GAMES

STAR TREK
DEEP SPACE NINE

STAR TREK
THE NEXT GENERATION

STAR TREK

DUNE

1999 CATALOG

WELCOME

Last Unicorn Games specializes in great science fiction roleplaying games. We are proud to be the publishers of the most playable and visually stunning roleplaying games on the market today. Our products are recognized throughout the world for their cutting-edge presentation and innovative design. In a few short years, we have grown from a promising newcomer to a leader in the adventure game industry. Welcome to our catalog of products for 1999.

Star Trek: The Next Generation®

New titles keep readers and players coming back for more. We are continuing to support our best-selling *Star Trek: The Next Generation®* line of products throughout 1999. With one title shipping each month, our *Star Trek: The Next Generation®* release schedule is designed to keep players coming back for more.

Star Trek®: Deep Space Nine™

Trekkers follow every one of the *Star Trek®* television series. Our *Star Trek®: Deep Space Nine™* RPG—which launches in July—opens up the shadowy universe of *Deep Space Nine™* with dedicated core rules and a continuing series of supplements and adventures.

Star Trek®: The Original Series™

More players have asked for this series than for any other. Last Unicorn's *Star Trek®: The Original Series™* RPG—shipping in September—completes our core trilogy for 1999 and delivers the most requested and anticipated RPG ever to fans and Trekkers everywhere.

Star Trek®: Crossovers

Crossover television episodes are always big ratings hits, and our *Crossovers* books are sure to be, as well. Our *Star Trek®: Crossovers* products let players move their characters and games between the different game lines and series... for more fun, adventure, and maybe even a little confusion.

Dune™

This fall will see the publication of new *Dune™* prequels from Brian Herbert and Kevin J. Anderson. Riding the crest of this renewed interest in *Dune™*, Last Unicorn Games launches the *Dune™ Chronicles of the Imperium* RPG in July, with a core rules book, supplements, and adventure material featuring never-before-seen aspects of the *Dune™* universe.

Last Unicorn is committed to publishing only the best science fiction roleplaying games on today's market.

Join us on the Web at www.lastunicorgames.com for the latest news and info about our products!

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ROLEPLAYING

Roleplaying games are a new resource for *Star Trek®* fans. In addition to encouraging wonderful social interaction, our books give fans detailed background material and never-before-seen glimpses into the entire *Star Trek®* universe. Roleplaying games work a little differently from the games you're probably used to. There is no board, no computer or video screen. The game is as rich and engaging as you care to make it. After all, everything you do comes from your own imagination, and the imaginations of the other players.

Roleplaying games resemble a television series. Each player creates a character—an alter ego they will play in the game. Characters are similar to the main cast members of a TV show; they appear in every game episode and their actions and exploits form the basis of the series. In our three *Star Trek®* RPG's, your characters are the Kirks, Picards, and Siskos of your own adventure series.

Roleplaying games differ from TV series because they are interactive. A game episode is not a linear story. You don't know how it's going to end. Rather, the choices you make for your character help shape the story and change it. Finally, a few basic rules help you determine the consequences of your character's actions. All Last Unicorn game products use a simple, intuitive set of rules called the ICON System™. These easy-to-learn rules unite all Last Unicorn products in a single, larger family of games. If you know how to play one, you can play them all.

PRODUCT TYPES

Core Games — The foundation product for each line, these books contain everything a person needs to begin playing.

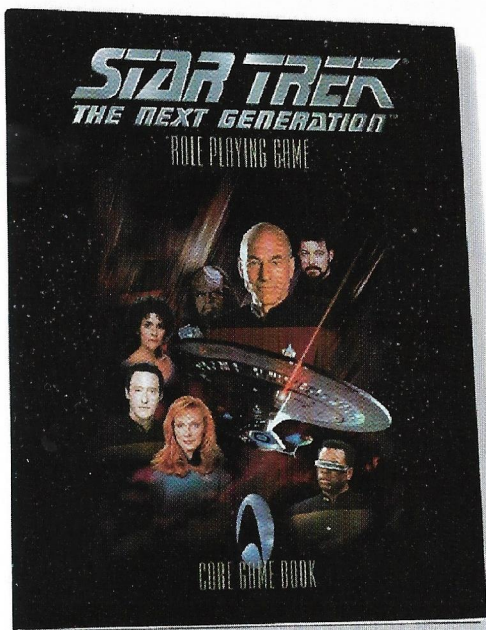
Player Aids — Player Aids expand the rules of the Core Game, providing advanced options or more in-depth explorations of key elements or rules. They are considered core products.

Settings — Setting products expand or detail over-arching elements of the game universe (often on a grand scale), from new sectors to new species and societies. They offer extensive rules variants, giving players a whole new way to approach their favorite game.

Sourcebooks — Sourcebooks detail specific aspects of the game universe (a single planet or region, an organization) and provide accompanying rules expansions (new technology, new character types, new starships).

Adventures — Much like a television show, Adventures contain episodes and storylines that players can incorporate into their own games.

STAR TREK THE NEXT GENERATION



Currently Available

Star Trek: The Next Generation® ST: TNG—Core Game Book

LUG Stock # 25000

Authors: C. Moore, R. Isaacs, S. Long, K. Hite

Price: \$35 US

Page Count: 312 pages

Format: 8.5" by 11", full color, hard-cover

ISBN # 1-889533-00-9

- *Star Trek: The Next Generation*® enjoyed the highest household ratings in the history of syndicated television.

- Over 70 million *Star Trek*® books in print, with 13 *Star Trek*® books sold every minute in the U.S. alone!

- *Star Trek*® publishing includes the longest string of NY Times bestsellers in series publishing history.

Ever wonder what it would be like to take the Conn of a *Galaxy*-class starship as you engage a Romulan warbird? Ever wanted to drink Klingon bloodwine with your comrades on the *I.K.S. Pagh*? What about shore leave on breathtaking Risa in search of the legendary Tox Uthat? Or a quick trip to Ferenginar to haggle with the Grand Nagus?

The *Star Trek: The Next Generation*® *Core Game Book* lets players "make it so" against the backdrop of the greatest science fiction universe ever created. It provides the framework necessary for players to create their own stories and experience their own adventures in the *Star Trek*® universe. Roleplayers do more than watch *Star Trek: The Next Generation*®—they step into the action and make decisions that determine the outcome.

Star Trek: The Next Generation® Narrator's Toolkit

ST: TNG—Player Aid

LUG Stock # 25001 ISBN # 1-889533-01-7

Price: \$16 US

Page Count: 64 page book, plus tri-fold screen

Format: 8.5" by 11", b/w, soft cover

Any *Star Trek* game session is only as good as the Narrator who runs it. In the *ST: TNG Role Playing Game*, the Narrator acts as the director, producer and writer, in addition to playing the roles of the entire supporting cast. While this may seem daunting at first, don't despair; many players find it the most challenging and rewarding part of the game. The *ST: TNG Narrator's Toolkit* is designed to make life as a Narrator a lot easier.

The Price of Freedom: The United Federation of Planets

ST: TNG—Setting Book

LUG Stock # 25100 ISBN # 1-889533-05-X

Price: \$25 US

Page Count: 160 pages

Format: 8.5" by 11", full color, hard-cover

In the 24th century, one power outshines all others as a beacon of hope in the galaxy. Based on diversity and mutual support, populated by countless sentient species, the United Federation of Planets stands as a testament to the collective vision of its member worlds. United by the precepts set forth in the Articles of Federation, its members have become the foremost guardians of freedom in the galaxy. This book introduces players of the *ST: TNG Roleplaying Game* to this grand interstellar experiment. **BONUS:** Includes material from *Star Trek: Insurrection*!

Star Trek: The Next Generation® Player's Guide

ST: TNG—Player Aid

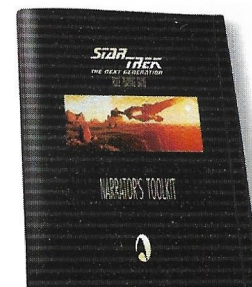
LUG Stock # 25002 ISBN # 1-889533-11-4

Price: \$26 US

Page Count: 160 pages

Format: 8.5" by 11", full color, hard-cover

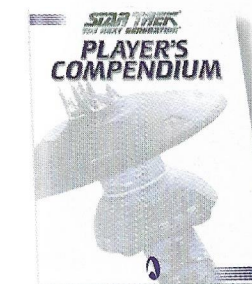
The *Star Trek: The Next Generation Player's Guide* expands your options for playing Starfleet characters and running *Star Trek* episodes. Players will find expanded character creation rules, information on Starfleet enlisted personnel, new skills and traits, and new alien species. Attend Starfleet's Advanced Tactical School or Diplomatic School, play a Napean Chief Petty Officer, or give your characters new skills. For Narrators, this product includes guidelines for using miniatures in play, new rules (for medications, explosives, and expanded hand-to-hand combat) and a new starbase setting. The *Star Trek: The Next Generation Player's Guide* takes the *ST: TNG Roleplaying Game* in new directions, and gives players more game tools than ever before.



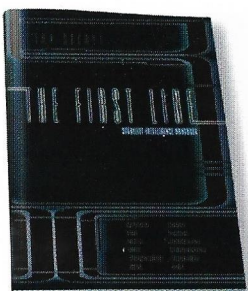
Currently Available



Currently Available



Aug '99



Currently
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Starfleet Intelligence: The First Line ST: TNG—Sourcebook

LUG Stock # 25101 ISBN # 1-889533-02-5
Price: \$15 US
Page Count: 96 pages
Format: 8.5" by 11", two color, soft-cover

Not all threats to Federation security hail from strange new worlds. The Federation is under hidden siege by the espionage agencies of its enemies. In a universe where information can be the greatest prize, it is often more effective to remain in the shadows. The Obsidian Order plots the disgrace of a Starfleet Admiral. The *Tal Shiar* infiltrate the Daystrom Institute. One organization is uniquely qualified to counter these efforts—Starfleet Intelligence. Although its actions are rarely seen, Starfleet Intelligence maintains an unending vigil over threats to Federation peace. Its agents are the UFP's first line of defense.

Planets of the UFP: A Guide to Federation Worlds ST: TNG—Sourcebook

LUG Stock #25102 ISBN # 1-889533-07-6
Price: \$20 US
Page Count: 128 pages
Format: 8.5" by 11", two color, soft-cover

It's a big galaxy, and even Starfleet officers don't get to see it all. From the spellbinding Sand Gardens on Tellar to the lush White Jungle on Risa. From the vast wilderness preserves of Vulcan to the Steppe Cities of Alpha Centauri. Join us on a tour of the worlds of the United Federation of Planets and experience the singular wonders that each system has to offer. Including over 40 maps, this book is presented in a unique atlas format for ease of use.

The Way of Kolinahr: The Vulcans ST: TNG—Setting Book

LUG Stock #25103 ISBN # 1-889533-03-3
Price: \$15 US
Page Count: 96 pages
Format: 8.5" by 11", two color, soft-cover

Vulcan: Home to one of the pillars of the United Federation of Planets—the Vulcan people. Discover the planet Vulcan, from the Fire Plains to the provinces of Kir and Raal. Climb into the foothills below Mount Seleya or walk the streets of Vulcana Regar. Buy a Vulcan lute in the Grand Bazaar or sample some *plomeek* soup from a street vendor's cart. Begin your training for the most arduous personal journey of all—the attainment of the fabled *Kolinahr* discipline—as you attempt to banish all emotion.

Currently
Available

The Way of D'era: The Romulan Star Empire ST: TNG—Boxed Setting

LUG Stock # 25500 ISBN # 1-889533-06-8
Price: \$35 US
Page Count: 112 page book, 64 page book, 32 page book, and 2 full color maps
Format: Box (9 x 12 x 1.5) with (3) 2 color books (8.5 x 11) and (2) full color maps (17x 22)

The Romulan Star Empire is a vast region of space, encompassing sectors in both the Alpha and Beta Quadrants. Romulan history, though hidden from most outsiders, is long, storied and often brutal. Life within the Empire is governed by the Way of D'era, a harsh and militaristic philosophy that pre-dates the Founding and guides the Empire in its expansion throughout the galaxy. It is a way of honor, a way of cunning, a way of Empire.

Starfleet Academy ST: TNG—Boxed Setting

LUG Stock #25501 ISBN # 1-889533-16-5
Price: \$35 US
Page Count: 112 page book, 64 page book, 32 page book, plus 2 maps
Format: Box (9 x 12 x 1.5) with (3) 2 color books (8.5 x 11) and (2) full color maps (17x 22)

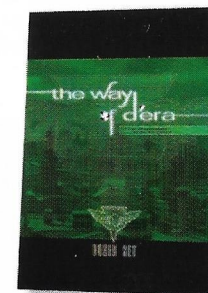
Attend the finest institute in the Federation—Starfleet Academy. Take classes in basic warp drive, transporter theory, and Klingon physiology. Learn to fly at the Academy's Flight Range orbiting Jupiter. Or beam over to Sisko's Creole Kitchen for a delicious plate of étufée. Starfleet Academy provides players and Narrators alike with a wealth of information, from a course guide and overview of the campus to advice on telling Academy stories. Your career in Starfleet begins here.

BONUS: Your own Starfleet Academy Diploma included.

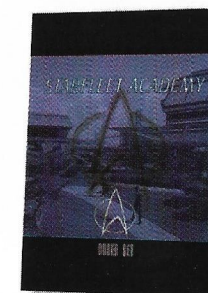
The Klingon Empire ST: TNG—Boxed Setting

LUG Stock #25502 ISBN # 1-889533-24-6
Price: \$35 US
Page Count: 112 page book, 64 page book, 32 page book, 2 maps
Format: Box (9 x 12 x 1.5) with (3) 2 color books (8.5 x 11) and (2) full color maps (17x 22)

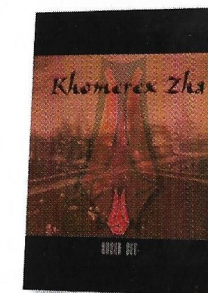
Honorable, bloodthirsty, warlike—the Klingons have been called these, and more. The components of this boxed set include information on playing Klingon warriors, Klingon skill's and new traits. Assume the role of a proud Klingon warrior, singing opera on the bridge of his *B'rel*-class bird of prey. Join a noble House and defend your family's honor in battle, or on the floor of the High Council. Drink bloodwine with your shipmates, and discover what it means to be Klingon.



June '99



Sep '99



Nov '99



Currently Available

A Fragile Peace: The Neutral Zone Campaign, Vol. 1
ST: TNG—Adventure

LUG Stock #25300 ISBN # 1-889533-04-1
 Price: \$15 US
 Page Count: 96 pages
 Format: 8.5" by 11", two color, soft-cover

For over fifty years, the Federation has enjoyed an uneasy peace with the Romulan Star Empire. The cornerstone of this fragile accord has been the Neutral Zone, a buffer one light-year wide that separates the galactic powers. Although each side has tested the other's resolve in the past, the ramifications of a large scale violation of the Zone have been unthinkable. Until now...

Planetary Adventures, Vol. 1:
Adventures in Federation Space
ST: TNG—Adventure

LUG Stock # 25301 ISBN # 1-889533-08-4
 Price: \$16 US
 Page Count: 104 pages
 Format: 8.5" by 11", two color, soft-cover

Space—vast and unexplored. Within the boundaries of Federation space lie many far-flung, unexplored worlds. It is Starfleet's mission to explore and catalog these new worlds, conduct scientific research, and defend against threats to Federation peace and stability. In this book, players confront a wide range of problems and challenges as they journey from one world to the next.

Operation Stormbird:
The Neutral Zone Campaign, Vol. 2
ST: TNG—Adventure

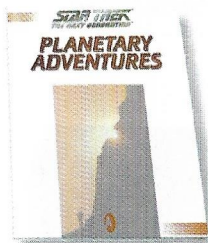
LUG Stock # 25302 ISBN # 1-889534-29-3
 Price: \$16 US
 Page Count: 104 pages
 Format: 8.5" by 11", two color, soft-cover

Capping several months of Romulan sub-plot, *Operation Stormbird* contains several linked adventures that plunge the Crew deep into a web of treachery and deceit. *Operation Stormbird* contains four complete adventures that continue the story begun in *A Fragile Peace*. As the clues begin to fall into place, players slowly discover an elaborate plot that breaches the ancient sanctity of the Romulan Senate itself.

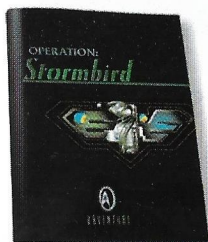
Holodeck Adventures
ST: TNG—Adventure

LUG Stock # 25303 ISBN # 1-889533-17-3
 Price: \$16 US
 Page Count: 104 pages
 Format: 8.5" by 11", two color, soft-cover

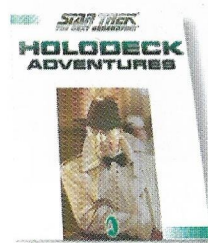
Holodeck Adventures provides Narrators with information on creating and using holodeck stories of their own, as well as four existing story lines: Travel the streets of 1940's San Francisco as the infamous detective, Dixon Hill. Unravel the ancient horror of King Korvos' lonely castle. Set sail in search of a pirate's treasure. *Holodeck Adventures* takes the *Star Trek: The Next Generation Roleplaying Game* in new directions...roleplaying in the 19th century.



June '99



Jan '00



Sep '99

STAR TREK

DEEP SPACE NINE

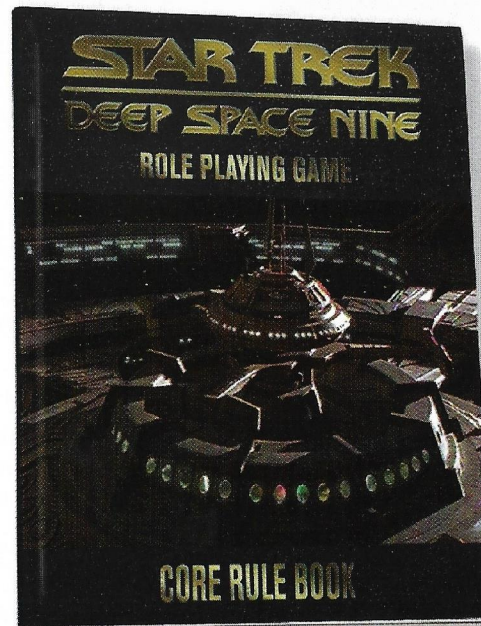
Star Trek®: Deep Space Nine™
ST: DS9—Core Game Book

LUG Stock # 35000
 Authors: S. Long, B. Bridges, C. Moore...
 Price: \$35 US
 Page Count: 288 pages
 Format: 8.5" by 11", full color, hard-cover
 ISBN # 1-889533-09-2

- Syndicated in over 76 countries, *Star Trek®: Deep Space Nine™* remains the #1 syndicated drama series among men 18-49 and adults.

- *Star Trek®* conventions are held every weekend of every year in at least four different U.S. cities, attracting over 300,000 fans.

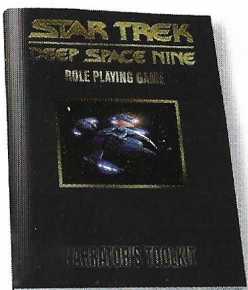
- Nearly 300 different works of *Star Trek®* fiction and nonfiction are currently in print!



July '99

Shadowy undergrounds, interstellar black markets, political scheming, and diplomatic treachery are all hallmarks of the *Star Trek®: Deep Space Nine™* setting. Next Generation stories and DS9 stories are not cut from the same cloth. If TNG corridors are brightly lit and streamlined, those in the world of DS9 are dark, hazy, and slightly tarnished.

The *Star Trek®: Deep Space Nine™ Core Game Book* invites players to explore the frontiers of the Alpha Quadrant, far from gleaming starships and Federation law. Experience all of the excitement and adventure of the frontier, as players shed their Starfleet uniforms and take on the roles of Cardassian spies, Bajoran mystics, and Ferengi smugglers. The *DS9 Core Game Book* provides the rules necessary for players to create their own adventures in the DS9 universe. So go beyond the show—step into the action and make the story come alive.



July '99

Star Trek®: Deep Space Nine™ Narrator's Toolkit

ST: DS9—Player Aid

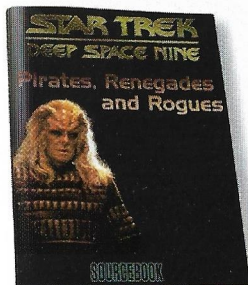
LUG Stock #35001 ISBN # 1-889533-10-6

Price: \$16 US

Page Count: 64 page book, plus tri-fold screen

Format: 8.5" by 11", black and white, soft-cover

The *DS9 Narrator's Toolkit* invites you, as a Narrator, into the shadowy and fascinating world of Deep Space Nine. It provides details on running station-based series and creating epic story arcs, as well as guidelines for including the darker elements of *Star Trek* storytelling in your episodes and series. It also expands the Bajor Sector information from the *DS9 Core Game Book*. So remember... watch your back, watch your tailor and, most importantly, watch your latinum.



Aug '99

Pirates, Renegades, and Rogues

ST: DS9—Sourcebook

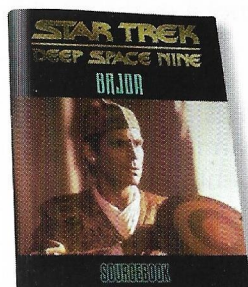
LUG Stock #35100 ISBN # 1-889533-12-2

Price: \$20 US

Page Count: 128 pages

Format: 8.5" by 11", two color, soft-cover

Far from the core systems, with their sleek Starfleet patrols and ever-vigilant perimeter defenses, another type of officer calls the stars his home. *Pirates, Renegades, and Rogues* provides details on creating pirate and smuggler characters, and on running *DS9 RPG* series on the dark underside of Federation law. Look for details on the shadowy Orions and their nefarious Syndicate, as well as on the technology and vessels of those who live on the frontier.



Nov '99

Call of the Prophets: The Bajorans

ST: DS9—Setting Book

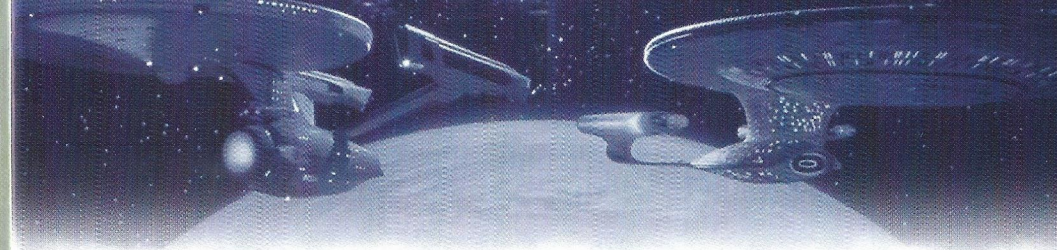
LUG Stock # 35101 ISBN # 1-889533-25-4

Price: \$22 US

Page Count: 128 pages, plus fold-out maps

Format: 8.5" by 11", two color, soft-cover

Artists and architects, builders and philosophers, the Bajoran people live according to a deep faith rooted in their proud and ancient heritage. *Call of the Prophets: The Bajorans* provides players with a wealth of information on this fascinating world and her people, including information on Bajoran religion, the period of Cardassian occupation, the Bajoran resistance, and the true nature of the Bajoran wormhole.



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Thank you for your order!

The Cardassian Union

ST: DS9—Boxed Setting

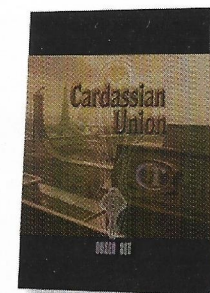
LUG Stock # 35500 ISBN # 1-889533-22-X

Price: \$35 US

Page Count: 112 page book, 64 page book, 32 page book, 2 maps

Format: Box (9 x 12 x 1.5) with (3) 2 color books (8.5 x 11) and (2) full color maps (17x 22)

Foresaking their passive heritage, the Cardassian Union has become one of the foremost military powers in the galaxy, allying itself with the Dominion in a bid for complete interstellar conquest. *The Cardassian Union* introduces players to this stern and militaristic people. Included is information on Cardassian history and politics, technology and philosophy, and the ongoing course of the Dominion War. Players will find a complete alternate creation system for Cardassian characters, as well as detailed guidelines on running and designing extended series set in Cardassian space.



Oct '99

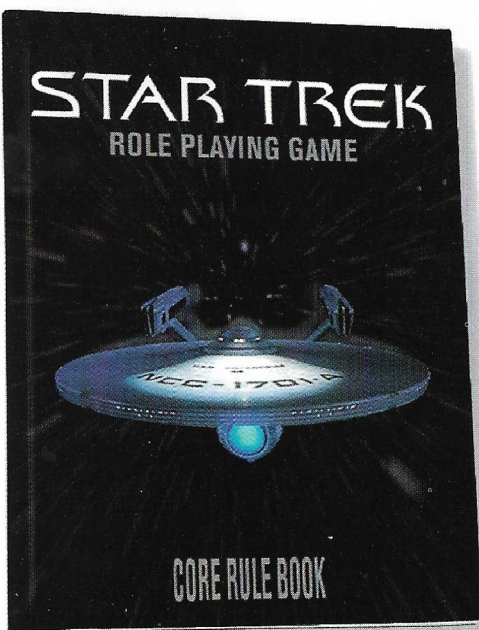
"It would be unfair to claim that there have been no other attempts to do Star Trek® as an RPG. However, nothing compares to what Last Unicorn has pulled off here. Not since Star Wars® has a science fiction license been so successfully presented as a roleplaying experience."

InQuest™ Magazine

"Last Unicorn has done a bang-up job. Star Trek® is a fine addition to the world of RPG's and well worth the long wait for its arrival. This is the game that could easily propel Last Unicorn into the front ranks of gaming companies. As a long-time Star Trek® fan and roleplayer, I very much welcome this prospect."

RPGnet

STAR TREK



Sep '99

Star Trek®: The Original Series™ ST: TOS—Core Game Book

LUG Stock # 45000

Author: K. Hite, S. Long, R. Laws, S. Ross

Price: \$35 US

Page Count: 288 pages

Format: 8.5" by 11", full color, hard-cover

ISBN # 1-889533-18-1

- The original *Star Trek*® television series remains the single most successful show in syndication history.
- The first space shuttle, "Enterprise," was so named after NASA received over 400,000 requests from *Star Trek*® fans!
- Over 20 million *Star Trek*® home video cassettes have been sold, including all 79 episodes of the original series.

The Klingons are evil. The colors are pure. The characters are legendary... Last Unicorn Games takes you back thirty years and forward three centuries to the heart of the greatest science fiction universe ever created—the original *Star Trek*® series.

This is the *Star Trek*® Roleplaying Game, a game of swashbuckling adventure, parallel histories, and saving the universe every week. You and your friends can take on those mythic roles aboard the *U.S.S. Enterprise* at the height of its five year mission, or you can explore strange new worlds on ships and with characters of your own creation. The *Star Trek*® Core Game Book gives you all the rules you need to re-visit these legendary voyages. So grab your phaser, take the helm, and set your course for the second star to the right.

Star Trek®: The Original Series™ Narrator's Toolkit ST: TOS—Player Aid

LUG Stock #45001

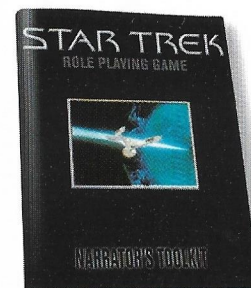
ISBN # 1-889533-19-X

Price: \$16 US

Page Count: 64 pages, plus tri-fold screen

Format: 8.5" by 11", black and white, soft-cover

Being the Narrator for a *Star Trek* Roleplaying Game session is a lot like being the captain of the *Enterprise*; not only does everyone look to you for answers when things go wrong, you've always got to look good in a crisis. The *Narrator's Toolkit* for the *Star Trek* Roleplaying Game lets you do just that. Packed with advice, tips, hints, and techniques, the *Star Trek* Narrator's Toolkit will keep your games humming as smoothly as Scotty's engines.



Sep '99

Final Frontiers: The Star Trek® Films ST: TOS—Sourcebook

LUG Stock #45002

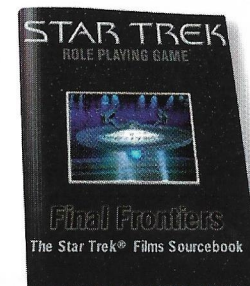
ISBN # 1-889533-30-0

Price: \$26 US

Page Count: 160 pages

Format: 8.5" by 11", full color, hard-cover

This sourcebook contains information from the six classic *Star Trek* movies, from *Star Trek: The Motion Picture* to *The Undiscovered Country*. Inside, Narrators and players will find ships such as the refitted *Enterprise* and the Vulcan shuttle, the *U.S.S. Reliant* and *Excelsior*; characters such as Commander Kruge, Spock's brother Sybok, and Khan; and tons of information on the locations, events, and technology from the longest running series of science fiction movies.



Feb '00

Among the Clans: The Andorians ST: TOS—Setting Book

LUG Stock # 45101

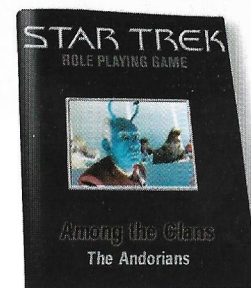
ISBN # 1-889533-26-2

Price: \$20 US

Page Count: 128 pages

Format: 8.5" by 11", two color, soft-cover

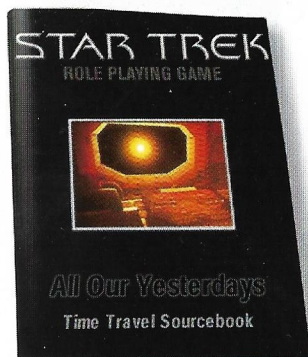
Fiery people on an icy planet, the Andorians have been something of a paradox; a mystery at the heart of the Federation. Now learn the codes of Andorian honor, ancient ways of behavior enforced at knife point and exalted in song. Walk the glacier paths and fly above the towering moraines on ice-blue Andoria. Pilot the sleek, powerful ships of the Andorian Free Trader fleet, or serve proudly on the all-Andorian starship, the *U.S.S. Eagle*. *Among the Clans: The Andorians* contains detailed information on the history, planetology, and geography of Andoria and a guide to their colony worlds across the Andor Sector.



Nov '99

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The Star Trek® Crossovers Series provides in-depth rules and background material useful with any Star Trek® game line—The Original Series™, Next Generation®, Deep Space Nine™, or Voyager™. All Crossovers titles cover over-reaching themes and histories that stretch across the breadth of the Star Trek® universe.



Oct '99

All Our Yesterdays: Time Travel ST: Crossovers—Sourcebook

LUG Stock # 15002
Price: \$20 US
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Format: 8.5 " by 11", two color, soft-cover
ISBN # 1-889533-23-8

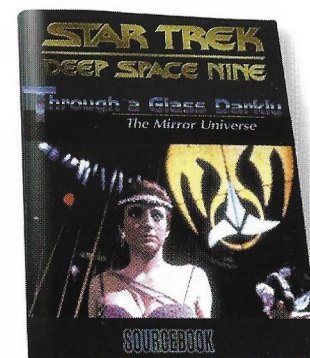
From the ancient humanoids of four billion B.C. to the Kelvan Invasion of the 123rd century, all time stands open for you. *All Our Yesterdays* is the complete guide to time travel in the world of *Star Trek* roleplaying. It covers everything from instrumentalities like the Guardian of Forever and the atavachron to techniques such as the slingshot effect and Borg temporal vortices to the rifts in spacetime which snare unwary travelers. Overlays and organizational details make members of the Department of Temporal Investigations, the 29th century Federation Timefleet, and other transtemporal characters ready to play.

Through a Glass Darkly: The Mirror Universe

ST: Crossovers—Setting Book

LUG Stock # 15000
Price: \$30 US
Page Count: 192 pages, plus maps
Format: 8.5 " by 11", two color, hard-cover
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Travel through the looking glass to a parallel universe where everything becomes a dark reflection of itself. *Through a Glass Darkly: The Mirror Universe* allows players to take existing characters to this distorted setting, or take on the role of their character's dark side. Narrators can set their episodes during the time of the *I.S.S. Enterprise* and the Terran Empire, as seen in *Star Trek*, or in the time of the Cardassian-Klingon Alliance from *Star Trek: Deep Space Nine*. So grab your agonizer, grow a beard, and watch your back—because in the Mirror Universe, nothing is what it seems.



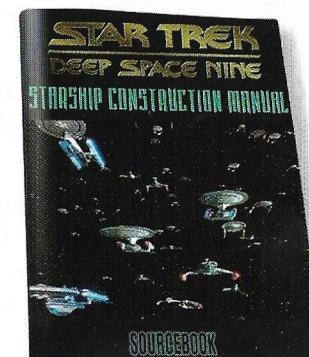
Dec '99

Spacedock: The Starfleet Starship Construction Manual, Vol. 1

ST: Crossovers—Sourcebook

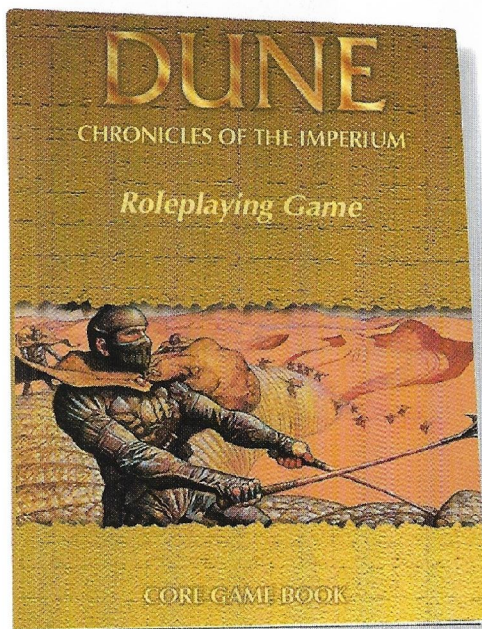
LUG Stock # 15001
Price: \$20 US
Page Count: 128 pages
Format: 8.5 " by 11", two color, soft-cover
ISBN # 1-889533-28-9

Ever wanted to build your own starship? *Spacedock: The Starfleet Construction Manual* will show you how! It presents detailed rules for ship construction and equipment. Select the type of hull you want, then fill it with the equipment you need to journey among the stars—everything from warp engines, to environmental systems, to weapons. If you'd rather use a standard ship, such as a *Galaxy*-class explorer or *Defiant*-class escort, you can; the Manual uses the new rules to describe dozens of ships from *Star Trek* episodes and game products.



Dec '99

DUNE



Aug '99

Contains material from the upcoming *Dune™* prequels!

DUNE™: Chronicles of the Imperium Dune—Core Game Book

LUG Stock # 75000
Author: O. Seyler, S. Long, C. Moore, M. Colville
Editors: Brian Herbert, Kevin J. Anderson
Price: \$35 US
Page Count: 288 pages
Format: 8.5" by 11", full color, hard-cover
ISBN # 1-889533-13-0

- *Dune™* remains the bestselling science fiction title of all time
- Over ten million *Dune™* books, in more than 20 languages, are in print.
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Dune™: Chronicles of the Imperium Narrator's Guide Dune—Player Aid

LUG Stock #75001 ISBN # 1-889533-14-9
Price: \$16 US
Page Count: 64 page book, plus tri-fold screen
Format: 8.5" by 11", black and white, soft-cover

The enjoyment of stories often springs from their telling. In the *Dune: Chronicles of the Imperium Roleplaying Game*, the narrator acts as author, actor, and oracle, leading the characters portrayed by the other players through mystical adventures set in the vast universe of *Dune*. As the Fremen would say, "the way is difficult," but never fear; as author of original *Dune*-inspired tales, the Narrator's role is one of creation and fulfillment. And with the *Narrator's Guide* to lead you, creating your own *Dune* stories will soon become second nature.

Federated Houses of the Landsraad Dune—Sourcebook

LUG Stock #75100 ISBN # 1-889533-15-7
Price: \$20 US
Page Count: 128 pages
Format: 8.5" by 11", two color, soft-cover

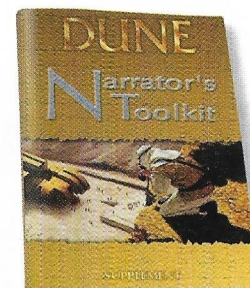
Enter the Great Houses of the Landsraad, and assume your birthright among the noble families who rule the known universe in the name of the Golden Lion throne. Learn the inner workings of House Corrino, House Atreides, and House Moritani. Discover the wonders of Kaitain, visit the seas of Caladan, or explore the towering plateaus of Grumman. Resolve how to build your own house, detailing its homeworld, holdings and history. *Federated Houses of the Landsraad* provides players with all of these options and more.

Master Undercheck

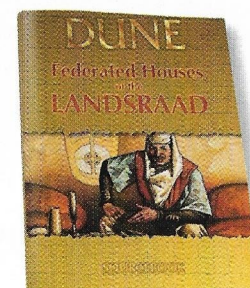
Dune—Adventure

LUG Stock #75300 ISBN # 1-889533-20-3
Price: \$16 US
Page Count: 104 pages
Format: 8.5" by 11", two color, soft-cover

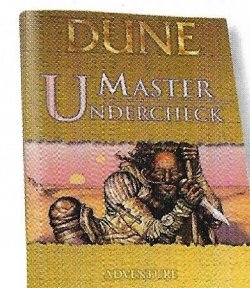
Set on the planet Ecaz—a verdent jungle-world also known as the "Assassins' Paradise"—*Master Undercheck* introduces a four-part, epic adventure for the *Dune RPG* revolving around the contestants in a pyramid chess tournament. When face-dancer assassins assail a prominent contestant, the players become embroiled in a planet-wide manhunt, introducing them to many of the planet's secret wonders as they hunt down the renegade assassin and his co-conspirators.



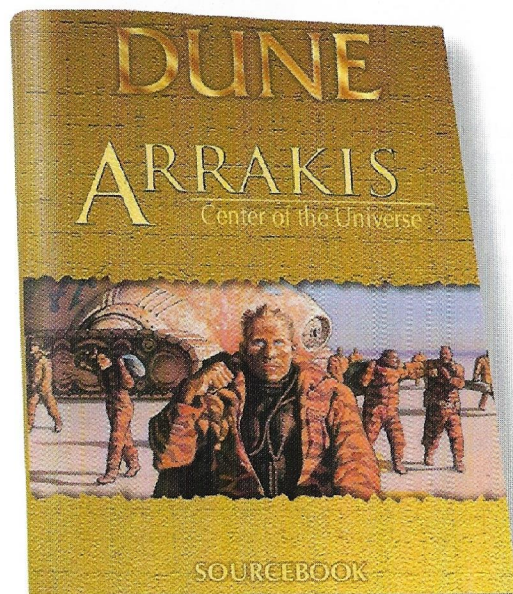
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**Arrakis:
Center of the Universe
Dune—Setting Book**

LUG Stock # 75500
Price: \$28 US
Page Count: 176 pages, plus 16 color pages
and fold-out maps
Format: 8.5" by 11", two color, soft cover
ISBN # 1-889533-21-1

Nov '99

Arrakis. Dune. Desert Planet. The burning heart of the Imperium, far from the gilded halls of the Padishah Emperor, the planet known as Dune is the sole source of the most precious commodity known to mankind—the spice, *melange*. Vital to space travel, the spice holds the Imperium together, allowing the powerful Spacing Guild to fold space and transport vast highliners across the universe in the blink of an eye. For generations House Harkonnen has ruled Arrakis with a bloody fist, wringing the planet of its wealth to supply the universe with spice. Yet beyond the pale of the cities of Carthag and Arrakeen live the true masters of Dune—the Fremen. *Arrakis: Center of the Universe* introduces players to this fascinating and pivotal world, providing detailed overviews of the world, its people, and its politics.

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