Palladium Books® Presents:
The Collected Magic of Palladium Books®
A Time Capsule from 1988 to 1991

Warning!
Violence and the Supernatural
The fictional worlds Palladium Books® are violent, deadly and filled with supernatural monsters. Other-dimensional beings often referred to as “demons,” torment, stalk and prey on humans. Other alien life forms, monsters, gods and demigods, as well as magic, insanity, and war are all elements in this book.

Some parents may find the violence, magic and supernatural elements of the game inappropriate for young readers/players. We suggest parental discretion.

Please note that none of us at Palladium Books® condone or encourage the occult, the practice of magic, the use of drugs, or violence.

A trek back thru time, circa 1988-1991,
with stuff for the entire Palladium Megaverse®.
Dedicated to old friends and those yet to come.
— The Palladium Staff, 1999

The cover is by artist, Kevin Long. It was originally done as a cover for The Palladium Fantasy RPG: Old Kingdom Mountains, in 1995. It was one of the last things Kevin did for Palladium. This is the very first time it has been published. We thought it was appropriate for this voyage into the past.

Blame (or credit) Maryann Siembieda for collecting all eight issues of MOP into this one package.

First (and last) Printing — November, 1999


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A Palladium Time Capsule

Okay, you lunatics out there (and you know who you are) keep begging for reprints of old, hard to find Palladium stuff, so you only have yourselves to blame for this.

What you hold in your hands is the collected eight issues of “MOP” — better known as The Magic of Palladium Books.

In some ways, MOP was a forerunner to The Rifter™. Like The Rifter™, it had news, coming attractions and special sourcebook type features. The BIG differences were that MOP was only 16 pages, printed on newsprint (a tabloid), a bit smaller than 8 1/2 x 11, and cost only 50 cents. It was an inexpensive “give-away” promotional item sold to distributors at below our cost, given to stores and handed out free or sold for 50 cents to gamers. It worked pretty good too, because by the time MOP was discontinued with issue number eight, we were printing 30,000 copies with requests for more. Unfortunately, it was too time consuming and, ultimately, expensive a proposition to keep going.

These days finding a copy of The Magic of Palladium Books is next to impossible. Those who actually own copies lord them over people like they were printed in gold. Meanwhile, Palladium is besieged with requests to reprint them. It didn’t make sense to publish the collected MOPs for distribution in the stores, but we thought it would be cool for the die-hard fans who buy Palladium’s annual X-Mas Surprise Packages.

Actually, we’ve probably made this dumb thing a collectors’ item too, because we’ve only printed around 2,000 copies, most of which will be sold via the 1999 X-Mas Surprise Package and the rest (maybe a few hundred) will be sold by Palladium via the Internet and at Conventions. We have no intention of reprinting MOP ever again so this is your second and final chance to get them.

In a lot of ways, the Collected Magic of Palladium is a time capsule. It came out sporadically from 1988 to 1991. We’ve reproduced them exactly as they originally appeared (minus the color), including the old advertisements, press releases and everything. The end result is a look back at what we were saying, doing and planning TEN YEARS AGO! Heck, Palladium was still at the Lonyo address in Detroit, the TMNT® RPG and Robotech® were Palladium’s hottest sellers, and I was still developing Rifts® in 1988 & 1989. Issue #5 has the first mention of Rifts® and MOP #6 the first advertisement for it. By MOP #7 & #8, Rifts® and Vampire Kingdoms™ were out, hotter than hot, and new stuff in the works.

Man oh man, those were exciting times. I hope MOP reflects that. I say I hope, because I’m too afraid to look back and re-read those issues to know for certain. (Why do I let Maryann and Steve talk me into doing things like this?) I do recall having fun with them though, and I seem to remember a lot of pretty cool stuff in some of them. Please note that although The Magic of Palladium Books was my idea, and I contributed to each issue, I did not edit or put them together (except for #7-8), I was only a contributor. Tony Falzon and Jeff Gomez handled the editing and gathering of material to appear in most issues. Anyway, here they are for your perusal and enjoyment.

Warning. All the old advertisements are 10 years old and no longer any good. Please do not write to these addresses or ask for these products. Some advertisers may even be out of business or have moved (like Palladium Books) to a new address. And no, Palladium does NOT have the Robotech Videocassettes for sale any more.

— Kevin Siembieda, 1999
The Magic of Palladium Books®
An unabashed house organ.

Issue #1
June 1988

This Issue: ROBOTECH™ II: The Sentinels, Mutants Down Under,
Teenage Mutant Ninja Turtles, Freddy Krueger
(for Beyond the Supernatural) and more!
EDITORIAL
By Kevin Siembieda & Company

Hello, and welcome to the first issue of The Magic of Palladium Books®. This little tabloid is a special little ditty to keep Palladium fans informed and amused. It will contain some news about the overall gaming industry, news about Palladium Books® products, Palladium sneak previews Palladium RPG articles, Palladium errata, and additional characters, adventures and ideas for our many Palladium Books® Role-Playing Games.

Do you see a trend here? Yup, it's all Palladium stuff. An unabashed house organ (that means we want to hype and push mostly our products). Why? To make more money! Yes, the more you buy the richer we all get. And with that money "I" will build an empire. I'll rule the world!! Yes, Yes, Doc Doom and Doc Fu Man Chu have nothing over me (and I'm not even a Doctor!). So buy, buy, buy Palladium Books®!!! Forget about those other game companies!!! Ha, Ha, Ha, Ha, . . . buy Palladium . . . ha, ha, ha, ha, ha . . .

Um, Alex here,

It seems that Mr. Siembieda has had ah . . . um, well, the doctors have the straitjacket on . . . I mean, ah . . . . What Kevin wanted to say was that we are producing the Magic of Palladium Books® to entertain our loyal gamers with news and articles about our products and related products, because we realize that you, the fan, want to know about this stuff.

Maybe we'll pick up some new gamers too. That would be great, because we'll make more money and Kevin will give me a raise and buy me that Porsche he promised years ago. I really want a Porsche and so does his Dad. Did you know Kevin makes his elderly, saint-like father work in the warehouse? I mean, Hank is 56 years old. He should be retiring, not lugging around 50 and 60 pound boxes. Do you know how much we sell? We shipped out 4500 copies of Ninjas & Superspies day one! A single copy weighs 1½ pounds and . . .

Hi, this is Rick Burke, sales manager.

Please excuse Kevin and Alex, they're both tired, overworked and silly. If you like this tabloid-thing (I call it "the rag"), let us know. Yes, subscriptions are available, but we really want to get "the rag" into stores, so ask your favorite (and even not so favorite) shopkeeper to carry The Magic of Palladium Books®.

Now, it's my duty to warn you that The Magic of Palladium Books® is published irregularly. That means we are so busy that we can not guarantee a regular schedule. Consequently, we may come out with an issue in June and not come out with another one for four or five months, and then come out with two issues right after each other. Hey, don't tell me that's silly, I just work here. "They" tell me we'll try to keep with a quarterly schedule, with a special issue or two tossed in on special occasions like Halloween and Christmas. Well, there you have it. So go on and read the good stuff. Oh, just for the record, I don't want a Porsche, I want a Jag and I better get it!

SUBSCRIPTIONS

This is no Longer a Valid

Subscriptions are available on a six issue basis only. Our publishing schedule, is irregular so don't expect a regular mailing. It may be best to convince your local game, hobby or comic book store to carry The Magic of Palladium Books® for your convenience.

Six Issue Subscription: $5.00, Including Postage & Handling.

ADVERTISING RATES

Yeah, sure we'll take advertising money from our competition. In fact, we encourage all game companies to advertise heavily in this tabloid.

At this time we estimate our circulation to be around 30,000 or 40,000 copies (we're printing 30,000 for the 1st issue and will press more if needed).

Advertising Rates:

- Full Page — $800.00 — Image Size 7½ x 10
- Half Page — $450.00 — Image Size 7½ x 5
- All ads must be camera ready.
- Sorry, no discounts for agencies or multiple insertions. No ads smaller than half page.

INDUSTRY NEWS

We really do want to have a section on industry news to plug new releases and publish news items that the public might find of interest. So send those press releases and news briefs. We can't guarantee it will get published, but we will try to squeeze in as much pertinent news as possible and without bias. No, this is not a clever ploy in which Palladium Books® can spy on other companies; of course, sales figures and strategies are welcome.

Note: Send all news releases Attn: Alex.

GAMING NEWS

By Alex Marciniszyn

This feature is designed to cover new products from any game manufacturers, convention announcements, and anything else that might be of interest to gamers and game retailers. Press releases and announcements are welcome. Send To: NEWS, c/o Palladium Books, 5926 Lonyo, Detroit, MI 48210.

GAMES & MINIATURES

Chaosium
- Call of Cthulhu Sourcebook, Cthulhu Now, $17.95
Games Workshop
- Talisman (board game), Talisman Timescape Module, $16.00
GDW
- MegaTraveller, Rebellion Sourcebook, $10.00
Mayfair Games
- D.C. Heroes, Green Lantern Corps Sourcebook, $10.00
- D.C. Heroes, Moonshot (Doom Patrol Characters), $9.00
Ral Partha Ent.
- All Things Dark and Dangerous, Miniatures
Steve Jackson Games

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Teenage Mutant Ninja Turtles™ is a trademark owned by Mirage Studios. Characters © copyright 1985. All other TMs are pending.
ROBOTECH™ II: THE SENTINELS

ROBOTECH™ II THE SENTINELS tells the story of Rick Hunter and crew as they take the newly built SDF-3 to the Robotech Master's homeworld. THE SENTINELS contains all of our favorite characters, including: Rick Hunter and Lisa Hayes (who finally marry each other), Max and Miriya Sterling (we even see Dana Sterling and Bowie Grant as kids), Breetai (who is micronized, albeit 7 feet tall), Exedore, Lynn Minmei, Doctor Lang and a host of new characters, such as Col. Edwards, Col. Wolf, Cadet Baker (a version of the young Rick Hunter) and others.

The goal of the Sentinels is to liberate their planets from the Inorganics and the Invid and take the battle to the very gates of the Invid homeworld — the Regent must be destroyed!

The group which calls itself the Sentinels is an eclectic group of a variety of intelligent life forms which populate the planet.

THE INORGANICS

The Inorganics are the only true "robots" created by the Invid to serve as an occupation army and police force, assigned to the worlds which the Invid have conquered. They are killing machines. They come in three basic designs — The Crann, The Scrim and The Odeon. These basic designs come in two standard sizes — 3 meters for the drones and 5 meters for the officers.

The Crann and the Scrim are the most numerous. They have simple mechanisms and are assigned to do simple tasks. They are the basic Inorganics used by the Invid. The Odeon is a showpiece of Invid technology. It is a multi-function, multi-task oriented Inorganic. It also doubles as an exoskeleton for Invid who must deal with work that requires delicate manipulation of small keyboards or knobs, etc. The Odeon comes in one size — 5 meters.

Breetai in his new face mask & uniform.

The Cougar, depicted at the head of this article, is another of the Invid's robot-like army of drone assault units. The cougar functions like a bloodhound, tracking down and destroying those who oppose their Invid masters. Cougars are called Hellcats in the novelization.

Scrimm: One of the Invid horde of Inorganics, a robot-like creation.