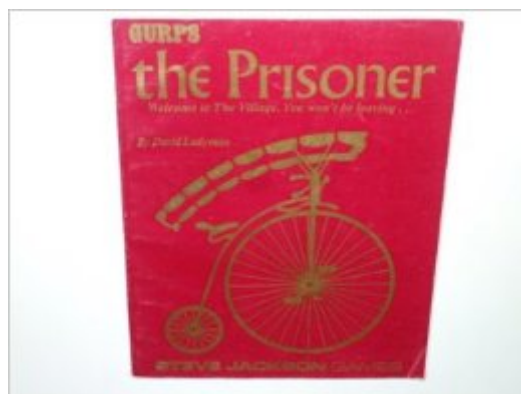


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# GURPS The Prisoner Roleplaying In The Village



## Synopsis

The authorized roleplaying worldbook for The Prisoner, the classic British series starring Patrick McGoohan. It describes The Village and its inhabitants, both wardens and prisoners; covers the science available to No. 2; tells how to prepare and run a Prisoner campaign, with special emphasis on roleplaying paranoia. "Arrival" introduces a party of prisoners into The Village. Also includes a bibliography of Prisoner material and synopses of all seventeen episodes. This book is designed for use with the GURPS Basic Set, but can be used as a sourcebook for any other roleplaying system.

## Book Information

Paperback: 96 pages

Publisher: Steve Jackson Games (1989)

ISBN-10: 155634161X

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Product Dimensions: 10.8 x 8.4 x 0.3 inches

Shipping Weight: 9.9 ounces

Average Customer Review: 4.0 out of 5 stars [See all reviews](#) (2 customer reviews)

Best Sellers Rank: #2,095,001 in Books (See Top 100 in Books) #139 in [Books > Science Fiction & Fantasy > Gaming > GURPS](#)

## Customer Reviews

This book, The Prisoner, was originally published as part of the seemingly infinite GURPS 3rd edition line. Seriously, during the nineties something only had to be referred to in passing and three days later there was a GURPS supplement covering it (or so it seemed at the time). The book describes the world of The Village as featured in the 60s cult TV show The Prisoner. Those familiar with the GURPS 3rd edition line will already know the aesthetics of this book. The only color is the handsome red and gold-foil cover depicted in the artwork here, everything between the covers is black on white in a perfect binding. That means that what with age and everything you will want to be mighty careful with it or you will find yourself in a GURPS Autumn, leaves falling around your feet as you play. The material is printed in a single wide column on each page, with a wide outer border in which copious marginalia can be found to illustrate the points being made. Think of them as sidebars. The vast majority of this is direct quotes from episodes of The [McGoohan] Prisoner. The text itself is descriptive in nature, refraining for the most part in GURPS mechanics. One of the key strengths of the GURPS world books is the way they were written so that they could be used with any game system with little effort. I use the past tense there because as far as I am aware, at the

time of writing there are no currently licensed 4th edition GURPS worldbooks of this sort - the available ones are all relics of the empire that was GURPS 3rd edition - which will work just fine with GURPS 4th edition.

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