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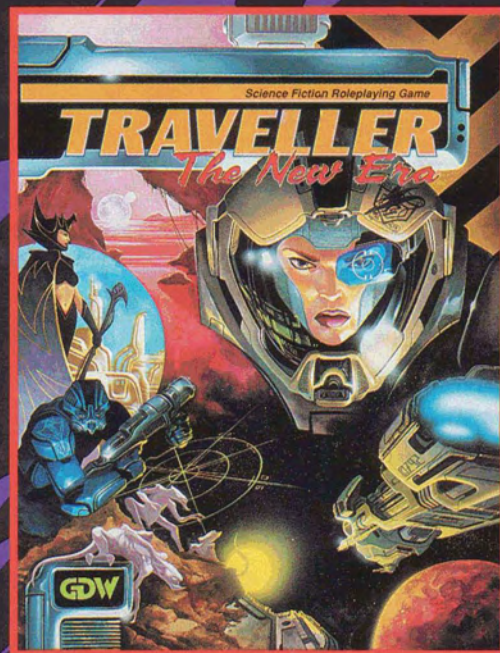
Imagine three distinct worlds, all of which you can immediately feel at home in. With **GDW's House System**, **Twilight: 2000™** (and its alternate campaign, **Merc: 2000™**), **Dark Conspiracy™**, and **Traveller® The New Era** are all under the same roof: If you know the rules for any one of these RPGs, you can play them all. Yet they all have their own unique flavor, set in vastly different milieus.

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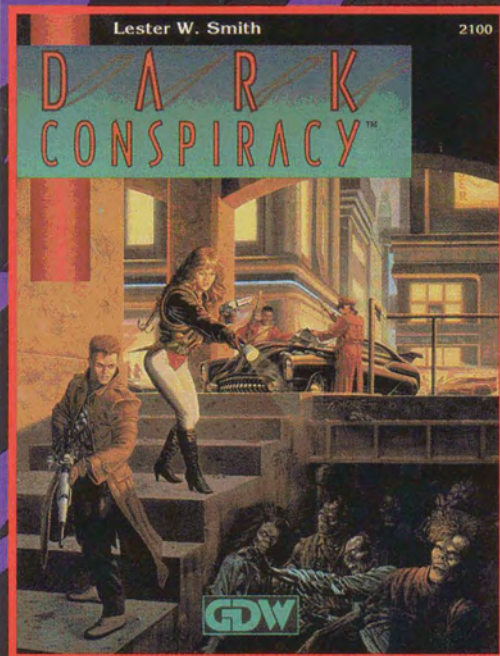
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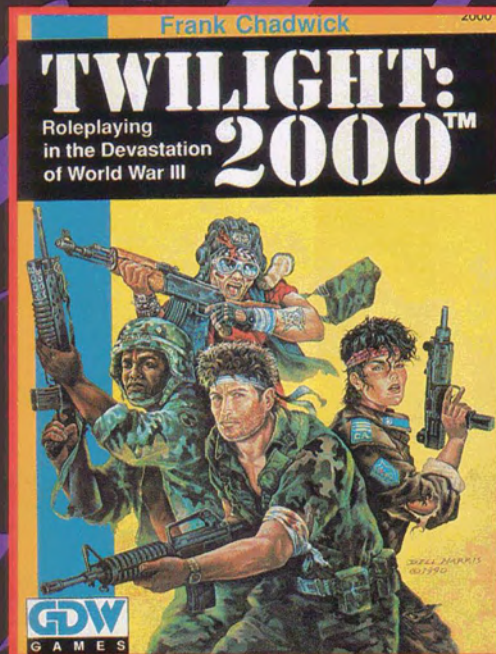
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