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# ANY TIME, ANY PLACE

The *Savage Worlds* Adventure Edition takes you anywhere you want to go, From the Weird Wild West of *Deadlands* to the crime-ridden streets of *Necessary Evil*, from the curious campus of *East Texas University* to the distant, untamed worlds of *The Last Parsec*.

Or forge your own worlds, fully customized with setting-specific rules to help you model everything from pulp adventure to sword and sorcery to hard science fiction and everything in between.

After years of fine-tuning and playtesting with fellow gamers around the world, this version of the award-winning, best-selling *Savage Worlds* game combines new and updated rules with the latest in narrative play and a tactical foundation you can use for whatever style of gaming fits your group!

*Savage Worlds* is more Fast, Furious, & Fun  
than it's ever been before!

## REVIEWS

"The best of both worlds: a solid base set of rules and a ton of games that use them." —Dawn Dalton, *Geek & Sundry*

"Well worth considering for almost any GM or gaming group looking for a system which can fit both their style of play and the setting of their choice." —EN World

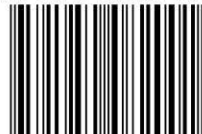
"I honestly don't think there's another system out there with the versatility and intuitive simplicity of *Savage Worlds*." —Kurt Schneider, *Gnome Stew*

"(*Savage Worlds*) is almost exactly at the sweet spot between crunch and fast. You know there's enough feel to it that you can change it around for setting material. You can get a sense of mastery. You can tweak it, you can learn it, you can expand it or not expand it. But it's still at its basis a very fast, very pure, very basic system." —Kenneth Hite



**PINNACLE**  
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