

EDITOR'S DESK

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EDITOR-IN-CHIEF and VICE PRESIDENT, GMT GAMES

Looking Back to the

Future: 10 Long Years Ago

The year was 1991 and we were all feeling pretty good at GMT Games. We had managed, with great effort and a lot of help, to launch our new game company in the second half of 1990. We released our first three titles at the same time - **Operation Shoestring**, **Silver Bayonet** and **Airbridge to Victory** (all three games were designed by Gene).

We had great plans for 1991 and beyond (if only we knew then what we know now). We started the year by launching our first advertising campaign with the slogan - "Easy to play, tough to win, never the same." We were being noticed, **Operation Shoestring** was the cover feature review by Terry Rooker in *The Wargamer* (V.2, Nr.25) and **Airbridge to Victory** was profiled by John Burt in *Fire & Movement*, Nr.74 (both reviews were quite positive).

In late 1990, Gene and I were making plans for our 1991 game releases. Our front burner game was **Hornet Leader**. Our plan was to release HL in the spring of 1991. One of the first hobby professionals I had introduced Gene to was game designer Dan Verssen. Dan, Alan Emrich and I had worked together closely, in the 1980's, designing the award winning **Modern Naval Battles** card game series (for 3W Games) and I felt Dan could definitely contribute to our future efforts at GMT Games and hopefully join our team. I was pleased to see how well Gene and Dan worked together on **Hornet Leader** - they truly were (and still are) a *dynamic* design/development team. The *solitaire* design system in HL worked great! As Art Director, I was handling all the graphic design/ development and the physical systems aspects of the game. As fate would have it, I wound up doing all the final artwork and graphics for **Hornet Leader** while watching and listening to the real Gulf War on "live" TV - now that was amazing, I'll never forget that experience.

In March 1991 we released issue one of our newsletter, *InsideGMT*. (This publication would be the springboard for the founding of *C3i* Magazine.) We had a column, "GMT Coming Attractions," where we discussed our future plans. The games then on our drawing boards: **Hornet Leader**, **Korea 1995**, **Bulge 1944**, **1863**, **The Red Baron**, **The Battle for Italy**, **Thunderbolt/ Apache Leader** and **Alexander the Great**. A couple of these games were not published, but most were. The **The Red Baron** game evolved into **The Rise of the Luftwaffe**, launching the *Down in Flames* series. In the write-up on **Alexander the Great**, Gene noted, "...this is a HOT game designed by noted game designer and military analyst Mark Herman and developed by Richard Berg..."

Of course, this game became the foundation for our multi-award winning Great Battles of History series - only ten long years ago.

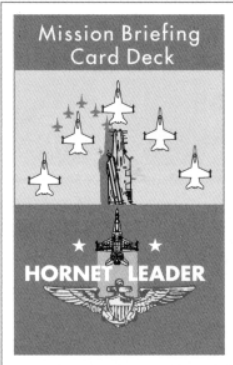
Steven D. MacGowan, RBM's #1 Art Consultant

For some time now, my eleven year old son Steven has been my trusted advisor on all my artwork. Watching over my shoulder as I work, his keen eye for detail, his acute comments and suggestions have been excellent. I hope you agree :-)

1990 **GMT GAMES** 2000

Hindsight - 10 years ago

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HORNET LEADER

Published: 1991 **Winner:** CSR Award -1991
Game Design: Dan Verssen & Gene Billingsley
Art Director: Rodger B. MacGowan



Magazine Founded in 1992 by Gene Billingsley and Rodger B. MacGowan

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