

EDITOR'S DESK

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Ten Years After —1990 to 2000

After ten years of publishing games, I thought we were all ready for the *Desert Island* question. In the last issue of *C3i* I asked you to list the ten GMT games you would *most want* with you if you were stranded on a desert island. Your response was overwhelming and quite interesting. Here are your *Top Ten* winners, in the order of most votes received:

- 1) **SPQR**
- 2) **The Great Battles of Alexander**
- 3) **The Great Battles of Julius Caesar**
- 4) **War Galley**
- 5) **Cataphract**
- 6) **Caesar: Conquest of Gaul**
- 7) **Paths of Glory**
- 8) **Victory in the West**
- 9) **Saratoga**
- 10) **June 6 and Invasion: Sicily** (tie)

Here are some of the comments as to why you chose the above *winners*:

• I chose "...all of the GBoH titles and two of their Modules. Why? They are the BEST!..." (Bruce McParland, NY).

• I chose "...SPQR because of its flexibility and balance; **Cataphract** has Belisarius and Narses, who can ask for more?..." (Sean McNamara, VA).

• I chose "...**Saratoga** and **Brandywine!** Why? Because I'm an American Revolution Reenactor, part of the *53rd Foot*..." (Ronald Pekar, NY).

• I chose "...**Paths of Glory** because it is an awesome game, one of the best ever..." (Larry Welborn, SC)

• I chose "...**SPQR** because it is a perfect Rome vs. Hannibal game; **Alexander** because it is a great game with many options; **Invasion: Sicily** because it is clean, fun, with a short system; **Victory in the West** because it is *Blitzkrieg* at its best; **Saratoga** because of the wonderful system; and **Julius Caesar** because it is Legion vs. Legion..." (Stephen Leonard, WV).

• I chose "...**Paths of Glory** because it is fun, challenging, and always different; and **War Galley** because of

the wide selection of scenarios..." (Donna Vasilakos, VA)

• I chose "...**Paths of Glory** because of the subject, the design and the replayability; **Saratoga** because of the graphics and simplicity; and **Victory in the West** because of the game system — the best treatment on the subject..." (Michael Stearns, CA).

• I chose "...**Invasion: Sicily** and **June 6** because if the *Wehrmacht* is in it, it's got to be good. Can't wait for **Ukraine'43**..." (T. Brisbane, NC).

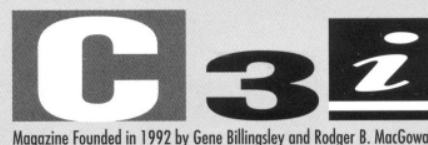
If an airdrop could be arranged to your desert island location, the following ten GMT titles would be paraded in. They were next on your list of *the most wanted games*:

- 11) **Barbarossa: Army Group South**
- 12) **Lion of the North**
- 13) **Tigers in the Mist**
- 14) **Barbarossa: Army Group Center**
- 15) **Typhoon!**
- 16) **Brandywine**
- 17) **River of Death**
- 18) **Samurai**
- 19) **Operation Mercury**
- 20) **Triumph & Glory**

P.S. I hope you all find that *Desert Island* paradise...enjoy the games,

Rodger

1990 GMT GAMES 2000
Hindsight - 10 years ago
SILVER BAYONET
The First Team in Vietnam, 1965
Published: 1990 Winner: CSR Award -1990
Game Design: Gene Billingsley
Art Director: Rodger B. MacGowan



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