

Welcome to issue Nr.5 of *C3i*. With over half of this issue devoted to the GBoH series, (and about 80% of our subscribers play GBoH games) you guys should really like this one.

Even though we didn't quite make our quarterly schedule this time, we did make a major improvement over past performance. This was made possible by a lot of hard work, especially from Rodger (as I was out of the loop for a month with double pneumonia!) and the writers, who've given us, I think you'll agree, some outstanding material for this issue. We already have material lined up for Nr.6, and are going to work even harder to get that issue out by *Origins*, which would be a bit less than three months after this issue.

One of the great compliments that can be rendered to a designer in this industry is for a gamer to like a game or system so much that he wants to design an add-on product for you. In this issue, we have two such products. Dan Fournie has given us another SPQR battle, *Castulo*, and Roger Horky, with the blessing and assistance of Dan Verssen, has created a Rise of the Luftwaffe module covering the *Winter War*. I think you'll enjoy them both!

Subscriptions and Future Plans

The response to our subscription special was overwhelming! We've decided three things, based on the reponse, as well as your feedback:

1. We're going to establish an ongoing resub special whereby anyone who resubs can get up to 1/2 off (or \$20 off, whichever is less) on any one boxed game that they order at the same time they resubscribe. So, check the label on your mailing envelope. It lists the last issue of your subscription. If it says "#5", we have a great deal waiting for you!
2. We're not going to increase the cover price, at least for the next two issues. Over 90% of you answered "yes" to last issue's price increase question, and we are very grateful for that kind of support. With over 300 additional subscribers since last issue though, we now have about 1,500 subscribers, enough to support a couple of issues at the current price. If we can increase this

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by another 500 before Nr.7 comes out, we probably won't have to raise the price even if we add pages or increase the frequency of counter inserts (assuming paper costs don't increase radically again!). We know, based on feedback, that there are a bunch of folks who will be more than happy to subscribe once we prove we can hit a quarterly schedule. So, yes, we have incentive....

3. Based on our current subscriber level and no price increase, we'll be able to put a countersheet (at least 120 counters) in every other issue of the magazine.

For now, we'll try to do card inserts in the odd-numbered issues, as we did in Nr.3 and this issue. Note that we've moved the counter and map extravaganza back to issue Nr.6 in light of this decision.

Crisis: Korea 1995

We received very few feedback responses on the *Korea Playbook* idea from last issue, but of the ones received, all of them said yes to the idea. This puts us in the tough position of knowing that at least a few of you really want this, but not knowing if we could sell enough of them to make a profit. So, at least for now, we're putting that idea on the shelf. We will, however, continue to include the material in the magazine, as space allows.

Production and Pipeline

We've released three new products since last issue, Britain Stands Alone, The Great Battles of Alexander Deluxe Edition, and, most recently, Dictator, our first Caesar module. So far, the feedback on BSA and Dlx Alex is outstanding (too soon to tell on Dictator). We're glad you're enjoying our games!

If you compare this issue's Production Log (see page 48 *On the Drawing Board*)

with the one from last issue, you'll see that two of the three games that we thought were ready or nearly ready to publish actually got produced. And another product, our Dictator module for Caesar, shipped as well.

The lone game that didn't make it, unfortunately, was Eighth Air Force, a game for which we'd already taken pre-orders. Yes, we were embarrassed.

We stopped art production on the game when Dan found a pretty major problem with the system design for heavy bombers (when B-17s never hit their targets, that's a problem!). Dan immediately called me, and, after appropriate cursing of ourselves and the simulation Fates, we quickly decided it needed to go back to the development stage. While we still can't believe that we missed something that big, after almost a year of testing involving dozens of players and intense scrutiny from Dan and me, we finally just admitted that we were screw-ups and went on to fix the problem. So, Eighth Air Force is once again in Rodger's hands, and should be going into final production shortly.

Finally, a couple of game name items. We have changed the name of Vance's game, formerly *Spires of the Kremlin*, to *Typhoon!*, in order to alleviate any confusion as to which company is doing what game. And we're still not sure what to call our Gettysburg game (Richard's holding out for *TSS III*, but Rodger and I aren't yet convinced!). It definitely won't be named Gettysburg, but we included it on the Production Log that way so you'd know what the game is about. It is indeed a regimental-level ACW game, with roots based solidly in GBACW, streamlined and updated for easier and even more exciting play.

That's about it for this time. Look for Crisis: Sinai 1973, Eighth Air Force, and *Typhoon!* coming soon!

Thanks again for supporting us! Enjoy the Games and *C3i*!

