

INSIDE GMT

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Welcome to issue Nr.10 of C3i!

First off, I'd like to thank you guys for making the first half of 1999 our best year ever (so far) at GMT Games. Your support for our products and for the *Project 500* pre-ordering process has been simply outstanding, and we deeply appreciate your loyalty and encouragement, as well as your orders.

It is our hope that you'll continue to find not only an increased number of quality games coming out of GMT as a result of *P500*, but also that you'll find that your voice in the process is allowing games on topics that you really like to come out more often as well.

With the increased production of games due to the *P500* process, one of the things I'm focused on is making sure that we have a good *breadth* of games to choose from. This does two things (at least):

First, it insures that our games continue to appeal to a broad base of topics and treatments, so more folks can get a game on their favorite period. For example, so far in 1999, we've released **War Galley**, a game on ancient naval warfare. This topic hasn't been covered in our hobby in a *long* time, and I feel very proud that GMT was the company to *revive* it. As I write this, **War Galley** has been our best-selling game of the past year (we only have about 100 copies of the game left in stock), and the feedback has been terrific, so I think this *topic void* is being well-filled. (By the way, if you're a **War Galley** player and would like to see future games or modules on this topic, please do let us know. It's something we're seriously considering).

Moving into the 20th Century period from ancients, we've also produced our latest *GamePlayer's* series game, **June 6** on the Normandy landings and campaign in 1944, and **Paths of Glory**, a strategic-level WWI game using the card-driven approach pioneered by Mark Herman in Avalon Hill's popular **We the People**. Response to both of these games has

been very enthusiastic, and sales of **Paths of Glory** may well exceed **War Galley** within the next month or so.

And coming soon, we take an area-move approach in **Tigers in the Mist**, an intriguing and innovative Battle of the Bulge game, and River of **Death**, *the long-awaited Great Battles of the ACW goes to Chickamauga game*.

Also, from the looks of the latest *P500* numbers, I'd say that **Cataphract**, the *Justinian does GBoH* game (including tactical battles, a naval battle, and a strategic campaign game all in one package) will probably be next after **TiTM** and River of **Death**.

So, stepping back and looking at the breadth of topic and treatment handled in the above noted six games, you find: Topic two *ancients* games — one land, one sea; two World War II games, one area movement, one hex-based; one WWI strategic game, point-to-point, using cards; one American Civil War game, hex-based Treatment; one point-to-point game, using cards as the engine, easy to learn, *hard* to master; one area movement game, low complexity, easy to learn, again, somewhat difficult to master; one Naval game using an entirely *new* approach and set of rules for tactical combat - detailed, with moderate complexity; one *GBoH* land battle game, higher difficulty level, massive replayability; one *Gameplayers* series game, moderate complexity; one *GBACW* tactical battle game, advanced complexity, tons of detail.

Taken together, this is what I mean when I say we're going for *breadth* of topic and treatment. I want to continue to add games and series lines to GMT Games that add this breadth while continuing to produce and support our most popular series games like *GBoH*, *Eastern Front*, and *Down in Flames*.

The second reason (alluded to in many paragraphs ago!) for providing this breadth is to make sure that no one group of gamers is responsible

for bearing the cost of GMT producing eight or so games a year. If all those games were in a limited topic or treatment area, then we'd have to depend on a small group of players to support all the games. And even though I know and appreciate that there are many of you who *do* buy just about every game that we produce, I don't think that depending on just a small group of interests is wise for the future.

So, as we continue to build upon our customer base and broaden our topic areas and treatment offerings, that individual gamer who can only buy one or two games a year *still* helps us in a big way because he, and others like him, are buying *different* games. And with *P500* in place (so we know our up-front costs are covered when we commit to producing a game), it doesn't really matter that much to us *which* games you decide to support. We'll create the ones *you* want, and if you have to skip a game here and there to get to buy that game you *really* want, well, growth and *P500* make that OK for us, too.

I hope this helps to explain a bit about where we're headed as a game company and what we are considering when determining the mix of games we put on the *P500* list. If you have any questions, don't hesitate to ask.

Well, getting back to **C3i** and the support side of GMT, Rodger and I have tried to pack this issue *full* of cool and exciting stuff that will enhance your play of GMT games. We hope you enjoy the many counters, scenarios, cards, and articles in this issue. Until next time...

Enjoy the magazine and the games!

