INSIDE GMT

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Welcome to C3i Nr.12!

In this issue's look *Inside GMT,* I want to clarify and update information about the P250 reprint program and to give you some details on what our near-future reprint plans look like.

First, just a reminder that from the customer order side, P250 works just like P500. You place an order from our order page (or call/fax an order in to the office) and you're added to the list of players who will buy that game when we announce charge and ship dates for it. You can check the P500 page on our website —

http://www.gmtgames.com

to get a complete, current list of the P250s and to keep track of how your favorite games are progressing. If you don't have web access, check the Personal Status sheet that comes in your *GMT flyer* for a current list of P250 and P500 games.

Regarding P250, there are several points to clarify:

1. You *can* always cancel a P250 (or P500) order, so you're safe if you happen to find an out-of-print game in another venue, while the game is climbing our P250 list. All we ask is that you please notify us as quickly as possible if you need to cancel so that we can keep our P250 numbers up-to-date.

2. The P250 price that is on the order page on the website is the *highest* price we'll charge. In most cases, it represents the original retail price of the game. When we announce charge/ ship dates on an item, we'll also announce a discounted price to the P250 folks. This will usually be in the 15-20% range. The reason this is less than a P500 discount is because we're only guessing on actual retail price (and component costs) at this point, as the P250s tend to take a little longer to get "approved" than do the P500s. So you might see, for example, **Samurai** listed at $45 (it's original retail) and when it gets approved and we announce a charge date, you P250 guys might get it for around $36-40, but the new retail price of the game, based on component costs at the time of printing, might be $50 or more. Or you might get it for $45, but the retail might jump to $60 based on high component costs. So you'll still be getting a *very* good deal (especially

if you note the prices of many of these out-of-print games on *E-Bay* and other auctions). All that we'll promise in advance, though, is that you won't pay more than the price that's listed on the P250 page.

3. In most cases, these P250 games are straight reprints. As we near "approval" on a particular game, we'll take a look at any components we might be able to easily update from the original, but you should assume in ordering them that they will be identical to the original unless we state otherwise. In most cases, it won't be tough for us to update the rulebooks to the current *Living Rules* standard, but major mods to maps and counters are more difficult and less likely to happen.

4. We are not using P250 as the *sole* determinant of what we reprint and when. I reserve the right always to approve a P500 or P250 game using *Gene's funds* if I believe that doing so is in GMT's best interests. With P250, we're also getting input from distributors as to how many of a given game they'd want to order to help us guage the viability of a minimum (about 2000 copies) print run. And, occasionally either a game sells out due to unexpected demand (as with PoG) or to us running too few in the initial run (as with **War Galley** and **Caesar: Conquest of Gaul**), so we'll tend to be more interested in getting those games back in stock quickly.

OK, hopefully that information will make the 250 Program clearer for all our customers. Now, in terms of what's in the works, we are currently reprinting two out-of-stock games:

a. **Paths of Glory**, our bestselling game of 1999, is still in *major* demand from the distribution chain, so we are reprinting it as funds allow this fall.

We already have the counters in house, and will be printing the rest of the components shortly for an anticipated late fall /early winter re-release.

The updated components in this reprint are:

- The rulebook will be updated in a *2nd edition* to the most current living rules standard with all errata /updates incorporated.
- The map will be modified to fix some small map errata from the first edition and will be printed on heavier paper stock (like the **For the People** maps) than the first edition map.
- Rodger is redesigning the box back to add updated information, an *awards won* section, and create some distinctiveness for marketing purposes.

Note that we *will* be making an update kit of the rules and map concurrent with the release of the reprint of the full game. The price of the update kit will be $10 plus normal shipping. You can order it from our website order page or via phone, mail, fax to the office as usual.

Pricing for the complete reprint of the game will stay at $50 retail. P250 orders until the game ships will be available for $42 + normal shipping charges.

b. **War Galley**. This one we're reprinting a little at a time, and anticipate releasing in late 1st quarter of 2001. We currently have a few of the countersheets reprinted, and will print the rest of the game along with the fall/winter game releases. More details on this one later this year.

I hope you find this information helpful, and I certainly hope that you find our committment to getting as many of these popular games as we can back in circulation.

As always, thanks for your support. Enjoy the games and C3i!