

ON THE DRAWING BOARD

Changing Times

It's *deja vu* all over again (thanks Yogi). For those old *grognards* out there, you'll remember I created a wargame magazine once before (guess I'll never learn), back in the Spring of 1976, and the result was *Fire & Movement*.

Back then I had a ton of work to do to get the magazine off the ground - that aspect hasn't changed. But today's computer technology has made a difference in terms of allowing me to put the magazine together in a more controlled manner.

By *controlled manner* I mean that back in 1976, when putting the first issue of *F&M* together, writers sent me their articles typed on a typewriter (remember *white-out!*). I began editing and marking the copy with detailed typesetting instructions. I would drive twenty-five miles from West Los Angeles to East Los Angeles (2-3 times a week), at night, after work to deliver the marked manuscripts to the typesetter, then hit the road again around 11 p.m. or later with whatever had been typeset. I then began layout and paste-up of the articles using scissors, x-acto knives, wax, non-photo blue pencils, cut-up rulebooks, etc. After that I became a proofreader and made trips back and forth to the typesetter to get typos and much worse fixed. Next I'd dash back across the city to get the final pages photographed and assembled for the plate process prior to printing. As you can see, it wasn't fun.

Today, with C3I, the articles come to me from our editors and writers on computer disk (preferably in an Apple *Macintosh* format). I can then begin laying-out articles on the computer directly on screen. In terms of the nuts and bolts of real magazine production, there is no comparison to 1976.

That Was Then and This is Now

C3i is devoted to GMT Games. C3i is *not* a review magazine. We want to provide you with articles that will inform, entertain, add to your perspective and instruct you in your enjoyment of GMT games. But we have no intention of making C3i some kind of publication-Cyclops with a closed mind. This will be



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an in-house magazine with an independent vision and perspective. We will talk about the rest of the hobby in a constructive and friendly manner. C3I will be inclusive and not insulated from the hobby and industry.

C3i will add new life and excitement to your collection of GMT Games. The Game Module Insert in this *premiere* issue is for *Hornet Leader* and covers potential future conflict in North Korea. Included in the Module are new cards, counters and rules. The *C3I Module Insert* will be a regular feature of the magazine. (Please be sure to let us know your ideas for future modules on your favorite GMT Games.)

C3i means communication. As you can see we have started a regular department devoted to Reader Feedback. Through this method we can begin to build a games rating chart of GMT games. We can determine what you like and want to improve in C3i. We can also tabulate your requests for new game titles and feed them into our production analysis. And, through your comments and letters we will start a regular readers column where your thoughts and ideas can be shared and openly discussed by other players of GMT Games.

The Human Factor

We have two interviews in this issue. The Mark Herman interview is done in the traditional question and answer style, while the Dan Verssen interview is

more of a digest of the discussions held. We'd like to know which style you prefer, if any.

I can assure you, interviews *will not* be in every issue of C3i. I know, based on my past experience, that interviews are not usually popular when it comes to feedback ratings. But they do give us a chance to see the people behind our favorite games. Mark Herman has just received the *Charles S. Roberts Hall of Fame Award* for an outstanding body of work and contributions to our industry over many years. Of the new game designers on the scene in the last five years or so, no one has made a bigger impression than Dan Verssen with his highly successful *Modern Naval Battles Series* for 3W and his *Leader Series* games for GMT including the *CSR Award* winning *Hornet Leader*.

I believe people make the difference in most every field of endeavor. In the creative process of designing and developing games as well as creating a magazine, people are key to the success or failure of the enterprise. That is why I went back to some of the people who helped me make my first publication a success. I turned to Jay Selover and John Vanore, both highly intelligent, experienced professionals who have held the helm as Editor of *F&M* magazine over the years. They know what it takes to develop an outstanding pool of writers and keep the work flowing. Along those same lines we have Richard Berg, Mark Herman, David James Ritchie and Vance von Borries whose reputations speak for themselves as designers and writers. We are honored to have them on board.

The new generation is also with us in the form of John Kranz, Peter Perla, Jeff Petraska, Ulrich Blennemann, Paul Dangel, James Werbaneth and Dan Verssen. Each one of them is accomplished and experienced in the game hobby and business as well as other fields.

Gene Billingsley and I welcome this team together to form C3I. We look forward to making C3I one of your favorite magazines. And we look forward, most of all, to getting to know you.

