

# ON THE DRAWING BOARD

## California Dreaming

Almost all the graphic art production for GMT Games is done here, at my design studio, in Santa Monica, California. This has been the case since 1990 when the first three games in the GMT line were produced. Of course, this also includes *C3i* magazine production and our advertising. My point is that the recent firestorms of November 1993 and the 6.8 Northridge earthquake of January 17, 1994 have taken a toll on my studio directly. Two major disasters hitting within two months of each other have both resulted in the temporary loss of water, power, telephone and mail services at my studio. Added to that my natural concerns for family and friends and the impact on the local community (plus some psychological scars). With the earthquake I had some damage, for example, all the materials I had in my bookcases and storage units came crashing to the ground — the clean-up and rebuilding is still ongoing.

The reason I mentioned the above is to keep you informed of what, in part, is going on behind the scenes at GMT. As you know, whether you live in hurricane, blizzard, tornado, floodplain country or whatever, reality can have quite an impact on your plans. We work very hard to get the games and magazines out to you and we do all that we can to meet deadlines and promised target dates, but sometimes events can overwhelm us. During the above noted time, in spite of all that I've mentioned, I managed to produce the brunt of the graphic artwork on *The Rise of the Luftwaffe*, *The Great Battles of Julius Caesar*, *Operation Mercury* and of course this issue of *C3i*.

## C3i Transition Period

As you know, I founded and created *Fire & Movement* magazine back in 1975. So, I knew from that experience to expect a transition of sorts around issue three or four of *C3i* and that is exactly what's happening. Good, quality people are the lifeblood of a magazine like *C3i* and they make all the difference — but things change, people change and needs and desires change. Along those lines two of our original team are now leaving *C3i* — John Vanore and Jay Selover.



John Vanore is leaving to start his own game company and plans to release his first game at *Origins'94* on the D-Day operations. I've known and worked with John since 1976 on *F&M* magazine — that's why I asked him to be the managing editor of *C3i*. He is professional in everyway and we are going to miss him very much. John has helped to establish *C3i's* writing team and organize a steady flow of articles. Our best wishes go out to him, his family and their new venture.

Jay Selover helped in getting *C3i* off the ground, but due to a number of pressing personal matters he is forced to leave.

I'd also like to take this opportunity to give some much deserved attention and credit to Mark Simonitch — our very talented game map artist. Mark has produced some of his finest work for GMT and I know, as players, you very much appreciate the quality of his work — clearly, so do we.

## Graphic Design for Effect

I've had a real exciting opportunity at GMT to work very closely with some of the most talented game designers in the business today. As you may know I've worked, over the years, with John Hill and Don Greenwood on TAHGC's Squad Leader Series, Frank Chadwick and Marc Miller at GDW, Stephen Peek and Craig Taylor at Yaquinto Games, James Dunnigan and Redmond Simonsen at SPI and many other fine designers too numerous to mention. Along the way my graphic art input impacted a variety of games in terms of how they were constructed or

developed. This graphic level of game development is rarely acknowledged in the business due to the fact that there have been very few art directors in wargaming since the days of Avalon Hill's founder Charles S. Roberts.

So, with *The Rise of the Luftwaffe*, I have for the first time been officially acknowledged as a Developer. This came about due to the team spirit of Dan Verssen and Gene Billingsley. We have worked together as a professional team in the past creating *Hornet Leader* and *Thunderbolt + Apache Leader*. Each of us have made important contributions to these games which have shaped them critically.

Along the same lines I've worked on the *Great Battles of History Series* with the multi-talented team of Mark Herman, Richard Berg, Mark Simonitch and Gene Billingsley. Again, the impact of graphic art development has had an important effect and thus helped to make these games on the ancient period (a time period considered previously by many game business experts as sure-fire *nonsellers*) into a pretty successful series. Again, it is the correct blending of game design, game development and graphic development that makes the difference — most players make their judgement on how good a game is based on this basic creative triad.

You are my main source on what I'm doing in terms of graphic design at GMT through your feedback cards and letters. Your thoughts and ideas are always important and helpful to me and in order to help streamline some of that communication I'm including my graphic studio's mailing address in the hopes that when you have something you'd like to say about the art, graphics and production of GMT products (pro or con) you'll drop me a line — Rodger MacGowan, RBM Design Studio, 2210 Wilshire Blvd., Suite 239, Santa Monica, CA 90403 — thank you.

Look for issue four of *C3i* coming your way soon. We're cooking up a special surprise for you that I'm sure you're going to like.

*Rodger B. MacGowan*  
Vice President, GMT Games