

ON THE DRAWING BOARD

Volume One Complete

Yes, here I am again, putting another issue to bed in between producing numerous new game projects. This is not the "C3i Transition" we were planning or describing in the last issue. As has been the case since we released our first products in 1990, when it always comes down to crunch-time, its Gene and I getting the job done and out the door.

As you can see, issue Nr.4 features *The Great Battles of History Series* with three Game Modules (two for SPQR and one for Julius Caesar). A great deal of research went into these Modules and we hope you enjoy them. The rest of the issue is devoted to games covering the World War II and Modern eras.

I decided to expand the *In the Pipeline* column in the belief that what you are most interested in is information on new and upcoming releases. The redesigned Game Production Log is intended as a quick reference source on work in progress.

I've decided to put the *UpLink/DownLink* columns on the shelf, they haven't done well in the feedback results. But, I still think we need a column devoted to your comments and ideas. So, in the next issue, we would like to begin a new department entitled *Your Turn*. This new column will depend entirely on you and the other readers of *C3i*. It requires that you contribute your thoughts, ideas, comments, criticisms, insights, gametips, strategies, tactics or whatever you think *other players* would find of interest or use in playing GMT games. These letters/notes should be short, to the point, and no more than half-a-page in length. Please address your contributions to: *C3i's Your Turn*.

With this issue, we are launching a new service to players entitled *GMT Teamplayer*. Ken Tee, a local L.A. player, approached me with the idea and he is responsible for getting it organized and running. Let's hope it creates some new opportunities for you to find new opponents.

This issue marks the completion of the first volume of *C3i Magazine*. Based on your feedback cards, email and letters to date you seem pleased with what we've



done with this new publication. We intend to continue to improve and fine-tune the magazine. Our objective, as always, is to make *C3i* as useful to you as possible.

The 1990's Renaissance

I've been a professional in this business since 1975, when I founded and created *Fire & Movement* magazine and did my first game packaging job *The Russian Campaign* for Avalon Hill. As I look back on that period of time I remember the launching of Game Designers' Workshop, Battleline Games, Simulations Canada, Operational Studies Group, *Conflict Magazine*, and many more. This was a real period of excitement and enthusiasm in the hobby and game business. I'm pleased to report that *we* may be seeing the emergence of another such period, some twenty years later.

What I'd like to do here is bring to your attention a few of these new game companies — there may well be other new enterprises I'm not aware of. I've known many of the people behind these new companies for years, and others I've recently met at the *Origins* Convention in San Jose, California. Within these new ventures is a wonderful blend of youth, experience and energy.

The following notes are intended as a reader information service. For actual detailed game reviews on these new products I would recommend you check out one of the following publications: *Berg's Review of Games*, *Canadian Wargamers Journal*, *Fire & Movement*, *Lines of Communication*, *Paper Wars*, etc.

Avalanche Press, Ltd.
P.O. Box 4775
Virginia Beach, VA 23454

This new game company has been created by game designers/developers Brian L. Knipple and Mike Bennighof. Their first two releases are *Avalanche: The Invasion of Italy* and *MacArthur's Return: Leyte 1944*. Upcoming games include *Sicily* (using the *Avalanche* system), *Forager: The Marianas Campaign* and *SMS Goeben: The Enemy Then Flying*.

GameFix Magazine
Game Publications Group
8795 La Riviera Dr., Suite 182
Sacramento, CA 95826

An experienced team made-up of Alan Emrich, Jack Greene, Gary Smith, Jon Compton and others have created a new game magazine sub-titled *The Forum of Ideas*. The first issue game is entitled *Ancients*, designed by Bill Banks. For issue three they're planning Richard Berg's *Chicken of the Sea: Naval Combat in the Punic Wars*.

Moments in History
c/o Admiralty House Publications
Los Osos, CA

This new company is the brainchild of Ulrich and Dirk Blennemann and John Kranz. Their first two releases are *Triumphant Fox: Rommel's Finest Hour* and *Ring of Fire: The Fourth Battle for Kharkov, August 1943*.

Spearhead Games, Inc.
P.O. Box 523263
Springfield, VA 22152

This new game company is under the direction of ex-*C3i* Managing Editor, John Vanore. John has assembled an experienced team to put together Spearhead's first release, *Bodyguard-Overlord: The Plan to Misinform and Destroy OB West*, designed by John Prados. Spearhead's aim is "to publish games in the low-to-middle complexity range..."

Best of luck to all these new ventures...

Rodger B. MacGowan
Vice President, GMT Games