

ON THE DRAWING BOARD

Since 1990 it has been my responsibility to create or supervise the graphic art production of all GMT Games, *C3i* Magazine and all our major print advertising. As you can see from the GMT Production Log (below) we currently have over 24 games in some stage of design, development and/or production (not to mention production on the magazine you're now reading).

Over the years we've expanded our team of game designers/developers and with that in mind, we are now at work doing the same in terms of artists. Our current team members include - Joe Youst, who is working on the *Crisis: Sinai 1973* map, which is extremely detailed. Joe's work is most impressive.

BY RODGER MacGOWAN
VICE PRESIDENT, GMT GAMES



Another talented team member working on our maps is the award winning Rick Barber of *La Bataille* fame. Rick is currently at work on the maps for *The Three Days of Gettysburg*, the first game in our new American Civil War Series. Rick lives very close to the actual battlefield and he will be adding his knowledge of the area to his maps.

Doing the counter art for us on *Crisis: Sinai 1973* is Brien Miller. Brien is quite knowledgeable in the area of modern weapons systems and he is experienced in doing counter art having worked for a number of game companies.

John Kranz is doing counter art for *Operation Typhoon!* John's work is well known he did the counters and map for *Britain Stands Alone*.

Mark Simonitch, one of our team members for the last few years, has moved on to Avalon Hill. I want to take this opportunity to thank Mark for all his excellent work with GMT, I'll miss working with him - good luck.



		Recent Releases		Back in Stock	
Spring 1995 <i>C3i</i> Magazine Issue Nr.5		<ul style="list-style-type: none"> • Britain Stands Alone d. Jim Werbaneth • Deluxe Alexander d. R. Berg & M. Herman • Dictator (Caesar Module) d. R. Berg & M. Herman 		<ul style="list-style-type: none"> • War Elephant (SPQR Module) d. Berg & Herman • Crisis:Korea 1995 d. Gene Billingsley • Operation Mercury d. Billingsley & von Borries 	
Final Production	Graphic Art Production	Final Development	Development & Testing	Design	
<ul style="list-style-type: none"> • Crisis: Sinai 1973 d. John Prados 	<ul style="list-style-type: none"> • 8th Air Force d. Dan Verssen • Typhoon! East Front Series d. Vance von Borries • 3 Days of Gettysburg d. Richard Berg 	<ul style="list-style-type: none"> • Diadochi (Alexander Mod.) d. R. Berg & M. Herman 	<ul style="list-style-type: none"> • Samurai, Vol.V d. R. Berg & M. Herman • Danger Zone (HL Module) d. Dan Verssen • Bellum (GBoH Cardgame) d. R. Berg & M. Herman • Alesia (Caesar Module) d. R. Berg & M. Herman • Gringo! d. Richard Berg • Modern Land Battles d. Dan Verssen 	<ul style="list-style-type: none"> • Fall of Rome, Vol.VI d. R. Berg & M. Herman • ACW d. Berg, Billingsley & Herman • Leningrad East Front Series d. David Ritchie • Tunisia d. Vance von Borries • Battle for Italy d. Vance von Borries • Wagram Napoleonic Series d. Richard Berg • Phantom Leader d. Gene Billingsley • Hoplite (Alexander Module) d. R. Berg & M. Herman 	
Definition of Stages in the GMT Production Log: <ul style="list-style-type: none"> • Final Production Stage – All Design and Graphics work is complete. All components are being printed. This stage lasts anywhere from 30-75 days. • Graphic Art Production Stage – Final art for all the major components is being produced by or is under the supervision of the Art Director (Rodger MacGowan). This usually takes 2-3 months. Some final development/tweaking may still be occurring. • Final Development Stage – Designers/Developers/Playtesters are finalizing rules and scenarios. It's in this stage that all games have to pass the "Gene Test". If they pass, they go to Art Production. Those that fail usually go back to the Development and Playtesting Stage. • Development and Playtesting Stage – Playtesters are playing the game. Designer(s)/Developer(s) are streamlining systems and making changes and additions to ensure historicity and play balance. Major changes usually occur during this stage. • Design Stage –The designer is actively researching and designing the game. Before this stage is concluded he will have created maps, counters/cards, and a set of rules. If a game isn't at least to this stage, it doesn't exist, but rather, resides in a special substage (below) called "Dreaming About". 					
Dreaming About					
Protector (GBoH); Shiloh (Civil War Series); Chickamauga (Civil War Series); Tercio (Lion Module); Stuka Leader; Strike Eagle Leader; Down in Flames games #3 and #4-Pacific Air Battles; I Corps (Vietnam Operational); More of Ritchie's East Front series; More of von Borries' East Front series; More of Berg's Napoleonic series; Corsair Leader; Jugurtha (Caesar Module) ; Much more of GBoH series.					