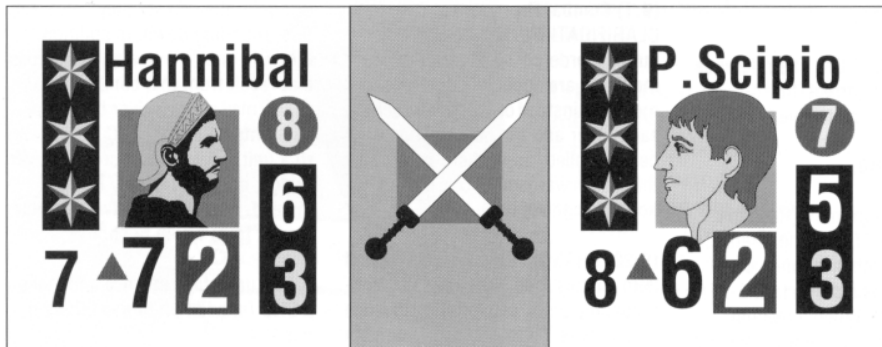


T H E H U M A N F A C T O R

Who plays the games and What are they playing?

BY KEN TEE

Become A GMTeampayer and find out! Fill-out the Registration card in this issue.



Hannibal had his Scipio. Lee had Grant. Wellington challenged Napoleon. Rommel found his nemesis in Montgomery. We remember the many great warriors mostly from the battles in which they faced the adversary that would bind them together in victory, defeat and history.

Most of us, the armchair generals that we are, vie for a chance for glory against countless foes across a counter-laden map table. Unfortunately, some of us find ourselves on training missions that translate into solitaire games - we would rather have another human being putting us to the test.

This predicament may be the result of countless reasons. For example, you just bought Operation Mercury. You've read the rules, played a scenario or two solitaire and you're ready for the big jump. Unfortunately, you're new in town and you don't know any gainers in your new surroundings. Or you just bought Lion of the North, but unfortunately, your friends would rather lead their tank units into another *blitzkrieg* and respond to you with "Who's Gustavus Adolphus anyway"? How about SPQR? We all know it's a great game, but between your son's Little League, your best friend's bowling night, your family picnic, and anyother incident or responsibility that might turn up - it becomes nearly impossible to find spare time. Your luck

changes as Sunday afternoon becomes available. Unfortunately, your regular gaming partner has gone fishing. Your other potential opponents have onereason or another not to face you at Zama, especially when *Buccaneers* and *Raiders* do a different definition of combat inside a small, glass tube. You might as well put SPQR back on the shelf. There goes another Sunday. You get the picture!

You always have the option of finding opponents in various ways. You can run an ad in a wargaming magazine. You can visit your local hobby store and even post your name on their bulletin board. You can always wait for the next convention, hoping that the guy you saw demonstrating Caesar lives in the same zip code you do. It can definitely become a hassle, but a rewarding one when you are able to nail down the elusive opponent and destroy his Carthaginian Army, on a Sunday afternoon. GMT Games now offers a way out of the struggle for opponents, so you have more time for the battle. There are probably a lot more people

like you out there, more Caesar's, Hannibal's, Student's and Scipio's trying to find one another for the purpose of competition. Well then, look no further! Better yet, look at what we included in this issue of *C3i*. Think of it as an invitation to a gathering of potential foes and possible friends. We know who you guys are, and it's about time you got to know each other. Before long, someone who likes GMT games as much as you do will be unleashing his dogs of war on your dinner table (or wherever you decide to throw the dice)!

What does it take to become a *GMTeampayer*? Fill out the cardenclosed with all the necessary information and you'll be receiving a list of local players and the games they wish to play. We also hope to hear from you with some suggestions on how we can reach more of you and thus bring more of you together, be it face-to-face or head-to-head.

We hope that this service is of help so that you won't have to experience the frustrations and hassles mentioned above in looking for an opponent. You'll have more time to game and if by chance the Tilly from the next town can't make it on Sunday, you can always check with the Darius or Pompey nearby to see what they're doing. Being a *GMTeampayer* will give you the options of facing more than the usual crowd of *panzer* pushers! Now you can have your pick of a crowd of pushy pike men, lazy legions, perilous paratroops and more! It sure beats winning against yourself, anytime. So, good hunting and good gaming.

