Game Title: **Sixth Fleet**   Price: **$8.00**
Publisher: **SPI**   Pub. Date: **1/75**
Subject: **Hypothetical modern-day naval war-fare in the Mediterranean; Soviet forces vs. NATO forces.**
Design/Art/Develop: **James F. Dunnigan/ Redmond A. Simonsen/Frank Davis**
Number of Players Reviewing: 192 Date: 11/75

Rating Area	Rating	[Typical Rating]
A -Map, Physical	6.60	(6.1-6.7)
B -Rules, Physical	6.16	(6.3-6.9)
C -Counters, Physical	7.40	(6.7-7.4)
D -Ease of Play	6.09	(6.4-7.0)
E -Completeness	6.55	(6.3-6.9)
F -Play Balance	6.11	(6.2-6.8)
G -Length Suitability	6.09	(6.3-6.9)
H -Set-up Suitability	6.07	(6.2-6.8)
J -Complexity Suitability	6.41	(6.0-6.6)
K -Realism	5.90	(5.8-6.4)
L -Overall Rating	6.24	(6.2-6.8)
M -% Who'd still buy	68%	(75%)
N -% Rec'd money's worth	82%	(79%)

S&T SURVEY DATA: % who've played game: 77. Acceptability: 6.51. Complexity Ranking: 6.3. Game Length (hrs): 3.5-4. Solitaire Playability: 6.0.
Comments: Originally published in S&T 48. Uses sequential movement with combat before movement. Differential system with extensive unit differentiation.

Game Title: **Third Reich**   Price: **$10.00**
Publisher: **AH**   Pub. Date: **11/74**
Subject: **Strategic level simulation of World War II in European Theatre. Covers Italy, North Africa, Russia and Finland.**
Design/Art/Develop: **John Prados/W. Scott Moores/Donald Greenwood**
Number of Players Reviewing: 89 Date: 11/75

Rating Area	Rating	[Typical Rating]
A -Map, Physical	7.16	(6.1-6.7)
B -Rules, Physical	6.62	(6.3-6.9)
C -Counters, Physical	7.03	(6.7-7.4)
D -Ease of Play	6.06	(6.4-7.0)
E -Completeness	6.15	(6.3-6.9)
F -Play Balance	6.59	(6.2-6.8)
G -Length Suitability	6.10	(6.3-6.9)
H -Set-up Suitability	5.87	(6.2-6.8)
J -Complexity Suitability	7.00	(6.0-6.6)
K -Realism	6.37	(5.8-6.4)
L -Overall Rating	6.73	(6.2-6.8)
M -% Who'd still buy	71%	(75%)
N -% Rec'd money's worth	75%	(79%)

S&T SURVEY DATA: % who've played game: 35. Acceptability: 6.58. Complexity Ranking: 6.5. Game Length (hrs): 4.5-6. Solitaire Playability: 6.0.
Comments: Sequential movement/production with Strength Points and differential CRT. Diplomacy and unit capabilities. Scenarios and campaign game.

We'd Like You to Write for

MOVES

Unlike *S&T*, most *MOVES* material originates with its readers. If you can write a well-organized article about a conflict simulation subject of wide interest, there's a good chance that your article will be published. Here are the basic types of articles that we're looking for:

1. *Game Profile:* Describes and analyzes the game with regard to system, technique of simulation, and overall effectiveness of the manner in which the game design deals with its subject. Physical systems should be touched upon if critical to the game's mechanics. A Profile does *not* do any of the following: review the game, offer variants to rules, give historical background detail, give extensive tactical or strategical advice, or include additional scenarios.

2. *Operational Analysis:* Deals with the tactics and strategy of play in a specific game (and specific scenarios in a given game). Such articles should not present "perfect plans;" rather, they should present optimum tactical doctrine and the main lines of approach to the strategy or strategies that are viable in the game. Operational Analyses do *not* review the game, offer variants or scenarios, give extensive historical comment, nor do they comment upon the game design, except as a function of how tactical doctrine is affected by it. Rules loopholes and omissions can be dealt with as they affect tactics.

3. *Scenarios and Variants:* Provides additional scenarios to an existing game. Material should be presented in the same style as in that game's rules. Special rules may be given if truly necessary. Variant rules suggestions should be presented in the same style as the original rules. Such rules should be logical extensions or variations of the original game system. They should not require new equipment and should be usable by the average player. New counter values or types may be presented, but this practice should be limited. Such scenarios and variants should be the result of true playtesting by the author. When practical, historical sources should be cited in a bibliography.

4. *Design Critique:* Deals with the strengths and weaknesses of the system of the game as related to play and accuracy of simulation. Components can be dealt with as they affect play or accuracy. Nitpicking is not allowed: all criticisms should be based upon well-reasoned arguments supported by documentation and testing when applicable. Basically one should be saying, "I can demonstrate and prove my case," rather than "I *think* it's so." Such articles can be comparisons of two or more games that deal with the same battle or specific subject.

5. *Field Report:* Provides organized information on some aspect of the field of conflict simulation games which is of wide interest or importance to its participants. Should be well-grounded in fact and give analytical comment based upon statistical data. Includes reportage of events of wide interest to gamers (e.g., new companies, large conventions, etc.).

6. *After-Action report:* Similar to those appearing in *Strategy & Tactics*. A well researched treatment of actual history in terms of a simulation game (i.e., how the historical event would occur on the game map). Can deal with inconsistencies between the game and reality.

7. *Footnotes:* Short (less than 750 words) essays on almost any subject related to gaming in general or specific games.

HOW IT SHOULD BE DONE

All articles should be typewritten, double-spaced, on 8½ x 11" white bond. Each typewritten line should be no more than 65 characters long and no less than 55 characters (including word spaces). Type no more than 25 lines per manuscript page (including a blank double line space between each paragraph). Manuscript pages should be numbered and should include the author's name at the upper right of each sheet. Do not staple manuscripts. A cover sheet should be included giving the author's name, address and phone number; the category of the article (one of the seven described) and the suggested title for the article. Proper terminology should be used in all game articles. Abbreviations should be avoided.

HOW LONG IT SHOULD BE:

All articles, except Footnotes, should be at least 1,000 words long. Articles should not exceed 7,000 words. "Standard" length is 5,000 words (approximately four printed pages in *MOVES*), or 22 manuscript pages. Each manuscript page (types to the aforementioned specifications) is about one-half of one column of type (or 225 words). Footnotes should be no longer than 750 words. Articles should not depend upon extensive maps and diagrams.

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