

## TUC TO STEP IN?

News from Yaquinto concerns labour problems (now where have I heard that before?). Some of their packaging and shipping people were lost due to immigration technicalities (again this has a familiar ring!) and as a result the games I mentioned in the last issue have not yet become readily available in the UK. However the production team are pressing on with several new titles including a couple of divisional level Napoleonic games designed by Craig Taylor on Borodino and Waterloo — this one provisionally called *The Thin Red Line*. Other projects are *Murfreesboro* on the American Civil War battle which has been designed by Richard Berg. A sequel to *Panzer* to be called simply *88* will feature tactical armoured combat in North Africa. Yaquinto also have a new entry in the SF field in the works, concerned with squad level combat on the Moon, which Steve Peek wants to call *Squad Laser!* — he anticipates some slight difficulties over this with some unnamed corporation!

## AND NOW FOR SOMETHING COMPLETELY NORMAL

Those friendly folks from Normal, Illinois, are still travelling and travelling and travelling again. Yes GDW are releasing more supplements for *Traveller* enthusiasts, who must be the most well looked after segment of the whole wargaming fraternity. The next one will be *Citizen* and includes additional pre-generated characters and character types to populate your universe. I mistitled one of these supplements last issue — it should be *Spinward Marches*. On the conventional gaming scene will be *White Death* which looks at the fierce east front battles around *Velikiye Luki* in the winter of 1942 on a regimental level. Dave Williams *Russo/Polish* game will finally see the light of day under the title of *Red Star/White Eagle*, and the *Fortress Holland* game, which was held back has entered the production schedule again, and will probably become available in the New Year. Science fiction, as always, is strong at GDW, and two future titles are to be *Outpost* and *Dark Nebula*. And of course more sets of *System 7* are coming out — I understand these have been very successful in the States.

## OVER AT THE HILL

From Avalon Hill comes news of a new title, *War and Peace*, a game featuring the whole of the Napoleonic Wars on a fairly simple and playable level. AH have picked up the rights to *Source of the Nile* which won an award at Origins (the original producers, Discovery Games, have meanwhile gone ahead and published a supplement game called *Tributary*). The updated rules for *Anzio* are now on offer from Avalon Hill having been developed by well known expert Tom Oleson.

## CURSES AND GNASHING OF TEETH

Belated congratulations to Perfidious Albion upon winning a 'Charley' at the last Origins. In case I should be accused of casting doubts on the voting I hasten to add it was a 'Charles Roberts' award not a 'Charles Vasey' one. Of course the Ayatollah Vasey won't have it all his own way next year, for Phoenix will enter the fray. Seriously it is good to see merit rewarded — although PA may not appeal to everyone it consistently maintains a high and stimulating standard.

## YES BUT WHAT ABOUT MORE GAMES

You want new games — well how about *Gladiator*, *Tournament*, *Foreign Legion*, or *Bushi*, all on hand to hand combat from the strangely named Bearhug Publications. No? — well lets try *Starfleet Battles*, *Cerberus*, *Asteroid Zero Four*, or *Starfire*, all SF mini's, from the old Jagdpanther people, now calling themselves Task Force Games. Still not interested — would *Middle Sea* on the political situation in the Mediterranean in the Middle Ages, or *Colony Delta* about fighting some more of those nasty aliens be more to your taste — both these from Fantasy Games. Surely *Surigao Strait*, on the naval battle in the Philippines, from Nimrod Game Development would satisfy somebody's requirements? Yes its getting rather confusing with all these new companies entering the field — but wait until you find out that *Stones River* (i.e. *Murfreesboro*) is being simulated by *Command Perspectives*, *Ultimate Games* and *Yaquinto*, and that all are due for release at the same time!

*I think that this analysis of rules can be very useful with rules problems — a number of readers have mentioned sequential flow charts in this light. Editor.*

# CONSTANTINOPE

## How you can play it too!

A SIMPLE GUIDE TO THE GAME BY ROB GIBSON

Constantinople is a perfect example of the Great Divide between gamers and players of simulations. It must be one of the most complex of the "small" simulations of recent years, yet almost excaping the vast output of rule amendments which inevitably trail behind the Grand Simulations such as *War In The West*, *Wellington's Victory*, etc., etc.

For all that, it has not proved popular with subscribers to *Strategy And Tactics*, or with boardgamers in Britain, if a recent survey in *P... A...* (that well-known board-gaming 'zine) is to be believed. Mind you, I can well understand their reluctance to praise it, having initially attempted to play it three times, and each time getting bogged down in the sequence of play.

Being a Systems Person, in desperation I constructed a sequential flow chart to show the relationship between the various segments of the game turn, and this has worked very well. The decisions which need to be made, and the actions which result from them are now much clearer, and I can now enjoy playing one of the best simulations on the market to the full. The original fault lay with the presentation which

was necessarily brief because of the constraints of magazine publication — perhaps S.P.I. might try a flowchart in the future?

The chart itself is largely self-explanatory: the "diamond" symbols are decision points where a choice has to be made between several courses of action — one follows the line marked with your choice e.g. Yes or No. The rectangles denote actions to be taken as a result of decisions or previous actions, in a strict sequence — the titles refer to the relevant section of the game-turn sequence.

Returning to my original comment about the Great Divide, I suspect that many gamers rejected this simulation because it was not easily playable; the degree of rejection illustrates how very many of us are really gamers and not much interested in simulations as such. Constantinople needs a fair degree of patience in building up the assault on the part of the Ottoman player — it is hardly the Russian Front slugfest we all know and love (or hate), but it repays patient play once the breach is achieved and the city is penetrated. I must get around to playing the Byzantine side one day

