
Newsletter №1

Dear Gamers!

I would like to begin this first newsletter from Mikugames by announcing that I have agreed on removing all German swastikas (and SS-runes) from all of the games in The Finnish Trilogy 1939-1945 (leaving an empty spot where the swastika used to be), I don't want to replace it with any other fictional version.

I have thought about it and I believe that in the long run, keeping them might be a major drawback for the games in the Trilogy (e.g. in terms of sales in certain countries) and I don't want our German friends to get in trouble, when ordering the games from me. I have also realised that people react to this symbol in different ways, depending on what background and nationality they have, which is of course quite understandable. It has been a learning experience for me.

Now, let me clarify that I hate the Nazi-symbol and everything it stands for, I respect everyone who can't even bare to see a swastika, but we also have to remember that this happened over 60 years ago and we cannot deny history.

The reason they were there to start with, was that I wanted to make the games as historically accurate as possible and enhance the feeling of them, meaning correct symbols, etc. Feeling for me is an important factor when playing games like these and I have (as you probably have noticed) put a lot of time and effort to details, such as writing the units in the correct abbreviations of the native country (e.g. Soviet in Cyrillian). For me the games have now lost some accuracy and feeling, but in the same time I don't want to get false accusations that I'm spreading Nazi-propaganda.

Removing the Nazi-symbol is actually not a big thing, but what concerns me much more is that the Finnish Airforce used a blue swastika symbol 1918-1944 (or actually removing it in March '45), that had nothing to do with the German Nazi-symbol or Nazism. People who don't know, or don't care to know, will get upset over this Finnish blue swastika too, maybe forcing me to remove or change them incorrectly to the ones used from March '45 and onwards. I haven't permanently decided how to do.

At this very moment, Mikugames has received 240 "pre-orders" in our survey for The Finnish Trilogy 1939-1945. Many have shown their interest in the whole trilogy, which is great. I think this is a very good result after only three weeks in public for a game company-to-be that knowbody heard of and don't know anything about. In other words, I'm very pleased with this development, thanks to you!

Perhaps the main discussion about the trilogy has been the prices. I'm aware that there are people interested in one, or more of the games, but mainly due to the high costs, want to wait for more information and I don't blame them. Hopefully I can change this at the end of the next week (week 39), when I will post new pre-order prices and retail prices in; euros, US dollars and Swedish kronor. These prices will be closer to the truth than what currently are announced on my website. They will include handling, but not shipping.

Another topic has been the mapboard and I've received a lot of various questions in terms of its size, scale and what you see on the map. When I decided to make this trilogy, I wanted to do an allround mapboard suitable for all three games. By doing this, I knew that I had to compromise a lot. One weakness of the map today is that one of the most important fighting areas, the Karelian Isthmus, is a very tight and crowded place. I could choose to make it a lot wider (and believe me, I would like to), but since I wanted all the areas to be included with the same scale (no boxes) as they are on the current map, the mapboard would need to be extremely large and with that comes space problems and additional printing costs. Fewer gamers could buy or even play them. The only difference between the three mapboards will be; the colors, the way the Finno-Soviet border runs, airfields, railroads and a few other things (e.g. Norway will be covered with hexagons in vol.2 & 3).

Finally I would like to apologize for my sometimes bad English. It was tougher than expected to write.

Until next time.

Mikael "Miku" Grönroos