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## Newsletter №2

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Dear Gamers!

This is the second newsletter by me, or let's say Mikugames. Many things are happening right now with The Finnish Trilogy game project. After two months in public, I think it's a good thing to reveal certain things about myself, without getting too personal. As many already have noticed, I'm the locomotive of this train or Chief-in-Command if you will. In fact, nowadays, 80-90% of the work is done by me, so you can imagine what my everyday life looks like. My fiancée, a nice and understandable woman, usually calls it The Unfinished Trilogy instead of The Finnish Trilogy (she's funny with words sometimes).

I have had the fortune to take a leave of absence for one year from my daytime job (music school - yes I'm a musician too, actually a crazy drummer!), but in fact, this Monday I have to go back there. Don't worry though, I have managed to negotiate for a 40% duty (two days a week), so this game project is only slightly affected. Even though this project is fun and extremely educational on many levels, it can also be very tough. If any of you have plans making your own boardgame(s), I don't recommend you to do three monster games simultaneously the way I'm doing. It's rather difficult!

Hopefully, within a couple of weeks we will have a Finnish translation of our website. Since the focus is on Finland, it feels more than right to offer this service. Actually I should have done this earlier.

We are still in the middle of Alpha-playtesting and things doesn't always go as fast as you would like them to. The Beta-playtesters have to wait until February-March and yes, the release date of the Winter War game will be delayed. More accurate release dates of all three games will be posted in our next newsletter.

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Here are a short summary of what is going on right now with some of the game components:

**Rules**

Many rules are done, but the unique combat system needs more playtesting.

**Mapboard**

Me and my brother have converted the mapboard from an old illustrator program to the latest version. Unfortunately these updates doesn't always go smoothly and in this case we had to redo certain layers, which took some time and frustration. The map is undergoing a lot of changes and improvements and despite of a lot of compromises, I believe that the end result will be nice and accurate. I will attach a pdf-file of a piece of the map soon on the website (maybe also with some units placed on top).

**Unit Counters**

Some combat units are getting new and more correct values (especially combat values) as we are playtesting. Some new types of markers are also introduced. The Soviet ground units will have their hammer and sickle with decreased opacity - less visible (according to many gamers, they are a little bit too visible right now and I totally agree).

**Order Of Battle**

The OOB's are a neverending story. They are constantly improving.

**Other**

An artist has been hired to make the pictures/paintings that will cover each game box and probably also each rules manual. The Winter War picture/painting will be ready by Christmas and the other two during first half of 2008. I will reveal more about this artist in our next newsletter.

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I have received some comments on the removal of the Nazi swastikas. I totally understand the gamers who would like to have them back for the sake of historical accuracy. I'm afraid this is my decision right now, but fortunately it will take almost a year before vol.2 and vol.3 (where the Germans are included) are entering the postproduction, so I have plenty of time to scan the market and to reconsider my decision.

Until next time.

Mikael "Miku" Grönroos