
Newsletter №4

Dear Gamers!

Happy 2008! It's a very intense year for me & Mikugames, but also a highly interesting and exciting one. I'd like to share with you some the stuff that's going on right now and in the next couple of weeks or so.

The Artist Jon Wide and myself have started to work on the front cover of the next gamebox (for vol.2 Continuation War), that will be finished in mid-April. I'll post it on the website a couple of days later. It will have the same kind of intensity and painting technique as the first one. I hope you liked it!

The new plan is that the Beta-playtesting for the Winter War campaign will start end of April with 3-4 Beta-test groups (with four players in each group) in Sweden and 1-2 groups (likewise) in Finland, but more info on this in the next newsletter (beginning of March). The start date of the Continuation War- and the Lapland War campaign Beta-testing is not decided yet, but hopefully sometimes during summer.

A paymodule (probably PayPal) will be installed at the end of May. I want to have a more final product before I enter that stage. I will also try to make as good shipping deal as possible and maybe even give some shipping discount to all pre-orders (only). I'm not sure yet what shipping company I will use.

The prototype dice I received from China are looking nice, but the colour seems to peel off too easily on some of them, when scrapped by a nail. I want to be sure that they can handle thousands of die-rolls without getting totally blank. I will probably go for the more expensive engraved ones instead, but this will not affect the prices of the games in any way. Only the look of the dice will change. At the moment they look like the images on our website. The printed prototype dice will be tested during Beta-test.

As you may have noticed, I have revealed a little bit more about the combat system for the trilogy in both our website and in the Consimworld Game Company Support Forum. I would say that the combat system has some unique features which makes it more interesting. When the Beta-testing starts rolling, I will reveal more about the rules and maybe even add the whole Rules Manual in a pdf format on our website.

I'm currently putting a lot of emphasis on all the OOB's in the trilogy and will do so during the next couple of weeks. It's like a huge puzzle where every piece has to fall on the right place according to all the notes and Excel files I have about each unit. I'm still reading a lot of books and comparing sources and data to get it right and since I'm a lot into detail, there will be many nice features added too. I find it very important to get the games as historical correct as possible in terms of what units were involved and when they entered, or was removed from the combat scene. If a unit changed its name historically in a campaign, they are usually changed for another unit in the games too. This requires more unit counters, but I think it's worth it. Other important factors I'm trying to get as right as possible is of course the combat strength, movement rating (whether motorized or not) and other special features. Each unit will be shown in the OOB in colour, followed by an info box with a short description of the unit, mostly for the sake of historical interest and added feeling. This makes the OOB's quite massive with a lot of pages. More pdf samples from the various OOB's will be posted at our website at a later stage.

If you have any comments or questions of the news on this newsletter, please mail me at;
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Until next time.

Mikael "Miku" Grönroos